



GREY SIX

Rules for Low-Level Retro Role-Playing

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by Leonaru

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Introduction

Grey Six is a pan-and-paper role-playing game. It is based on old role-playing games from the 1970s, which used simple rules and encouraged its users to modify and expand them to fit their individual style of play, but is also influenced by the sleek, streamlined design of modern RPGs.

All one needs to play *Grey Six* is this rule book, a game master, a group of players, a set of dice, some paper, some pens and a lot of imagination. The dice needed are a d6, d8, d10, d12, d20 and d100. Some dice are needed more often than others, but it is recommended that each player has at least one set to keep the game flow steady.

Each player controls a playable character defined by a race he belongs to, a class describing his profession and by style the player uses to play him. Apart from the players, there is also the game master who runs the game world: He controls non-player characters, monsters for the players to fight and sets up the whole adventure. The game master is ultimately the one who makes the decisions and can decide if and in what way a specific rule is used.

The goal and most important rule of *Grey Six* is to have adventures and fun with other people. The rules presented here are guidelines, not laws and they do not cover every possible situation that may arise. The game master should modify and add rules whenever he deems it necessary. While the game master is the one who has the last word when it comes to interpretation of rules and sometimes also design of characters, good communication is always needed. *Grey Six* has few limitations regarding combinations of race and class or ability score requirements, but that does not mean that absolutely all combinations make sense. Discussing what the players expect and what the game master wants will help to avoid disappointment.

Up to a certain degree, *Grey Six* is modular. It features a large number of possible races, classes, spells and items, but this does not mean that all of them should or have to be used. If the game master thinks that a certain race does not fit the world he created, he can take that race out. Again, communication is the key here – it can be frustrating for a player if he picked a certain class expecting to use certain spells only to find out that the game master does not plan to ever include them.

Grey Six is intended for low-level play. The maximum level a player character can reach is level six. He will still gain experience and become stronger after this point, but to a lesser degree.

Character Record Sheet

Firstly, every player creates a character and writes down all the important information about him on a character sheet. A blank sheet is included at the end of this book. The character sheet contains information on the race a character belongs to,

the ability scores describing his body and mind as well as his class, which represents his profession and a number of values and abilities resulting from race and class. These are needed to resolve combat and other obstacles of all kind during the game.

Grey Six

Character Record Sheet

Name: _____
 Race: _____
 Class: _____ XP: _____
 Alignment: _____ Level: _____

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Character Creation Overview

Step 1: Attributes

Each player character is defined by his six attributes: Strength, dexterity, constitution, intelligence, wisdom and charisma. These ability scores are determined in a semi-random fashion (unless the game master decides otherwise).

Step 2: Race

Not every adventurer has to be human. Player can choose from a variety of races. These offer all kinds of role-playing opportunities and can strengthen the role the player character is supposed to have or balance out a character's weaknesses. Each race modifies the character attributes slightly and some have a special trait or two.

Step 3: Class

A class defines what a player character is good at. The class is his profession and defines what equipment he can use, whether or not he has access to magic or other powers and – up to a certain extent – also what his role in society is.

Step 4: Theme

A theme is a variation of a character class. It pushes it into a certain direction or modifies it without being a completely new take on the class.

Step 5: Proficiencies

Proficiencies are abilities which are not necessarily determined by a class or race. Unlike class abilities, proficiencies are not limited to certain classes. They are tied to ability scores and can be improved while the character advances in his class. Every class (and some races) starts with fixed and selectable proficiencies.

Step 6: Talents

A talent provides a character with an ability or makes what he can already do easier. Talents can have a certain class as a prerequisite. Each class starts with a number of proficiencies and gains more while advancing.

Step 7: Background

A background provides information where a character comes from and what his position in society is. Backgrounds come with special traits sometimes with extra proficiencies. They are optional.

Step 8: Alignment

The alignment of a character shows where he stands in regard to good and evil as well as law and chaos. It defines how a character acts and reacts most of the time. Choosing an alignment is optional.

Abbreviations

AC	Armour Class
Cha	Charisma
CL	Challenge Level
Con	Constitution
cp	Copper Piece
Dex	Dexterity
ep	Electrum Piece
GM	Game Master
gp	Gold Piece
HD	Hit Die
hp	Hit Point
Int	Intelligence
NPC	Non-Player Character
PC	Player Character
pp	Platinum Piece
sp	Silver Piece
ST	Saving Throw
Wis	Wisdom
XP	Experience Point

Attributes

Firstly, the six attributes – also called ability scores – defining a character will be determined: Strength, dexterity, constitution, intelligence, wisdom and charisma. To determine the ability scores, 4d6 are rolled six times. Each time, the lowest roll is discarded. The resulting six numbers – all between three and eighteen – are allocated to the six ability scores in any order the player wishes.

A score of nineteen can only be reached for a class's prime attribute or an attribute a race gets a bonus to – or if the game master decides otherwise. A player character can end up with a score lower than three due to racial ability score penalties.

A bonus or penalty shown in the table below – the so ability score modifier – is associated with each of the ability scores. The modifier has a number of effects described below.

Table 1: Ability Scores and Modifiers

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

Strength

Strength represents the character's muscle power. A high strength allows a character to hit better and harder, carry more mass and perform others tasks that require physical power. The strength modifier is applied to attack power and all damage roll in melee combat. Low strength will not reduce the damage of an attack below one point of damage.

Dexterity

Dexterity represents agility and quickness as well as aptitude with tools. The dexterity modifier is applied to attack power in missile combat, to the armour class for unarmoured characters as well as to the character's initiative roll.

Constitution

Constitution indicates how fit and physically tough a character is. The constitution modifier is applied to each hit die rolled by the character. It will not reduce the roll to a value lower than one. Additionally, the modifier is – unless negative – added to hit points regenerated by resting.

Intelligence

Intelligence represents a character's ability to think logically and sometimes also his academic expertise. The intelligence modifier is added to the number of languages a character can speak and write. A character with a negative modifier knows only one language. The modifier also indicates the number of additional proficiencies a character starts with. A negative modifier does not reduce the number of proficiencies.

Wisdom

Wisdom represents a character's cunning, willpower and ability to make decisions. Someone with low intelligence but high wisdom can still be a dangerous opponent. The wisdom modifier is applied to saving throws vs. magic and supernatural effects.

Charisma

Charisma represents looks, influence and ability to inspire others. Characters with a high charisma have a better chance to solve trouble diplomatically and take the lead if the situation demands it. The charisma modifier is applied to reaction rolls. Additionally, the number of specialist hirelings a player character can hire is equal to three plus the charisma modifier.

Alternate Ways to Determine the Attributes

Below are some alternate ways to determine the ability scores. Depending on the method, the players may want to have a look at the race and class sections below before they allocate the scores.

Roll 3d6 straight

Three d6 are rolled six times. The generated numbers are assigned to the ability scores in the order mentioned above. This method will generate diverse and colourful characters. The characters can end up really powerful or weak, though, and some players will not be able to play the class or race they planned to play.

Roll 3d6 Arrange

Three d6 are rolled six times. After that, they are assigned to the six ability scores in any order the player likes. This method may still generate rather strong or weak characters, but increases the chance that a player can play a specific class the likes and not just one that fits the rolled scores.

Roll 3d6 Switch

The dice are rolled in order, but the player may switch two ability scores. This method combines randomness with a higher chance of the generated scores fitting a class the player favours.

Point Buy

The scores are not rolled at all. Instead, every player gets sixty-five points he can distribute between the ability scores, with three being the lowest and eighteen being the highest possible score. This method can make player characters very powerful by choosing very high and very low scores only. In this case, it is recommended that the game master enforces the difficulties a character with extreme scores will have.

Limited Point Buy

This method works like the one above, but all players start with a basic ability score of seven for each attribute. Additionally, they can distribute twenty-three points among the scores. This method avoids neglect of specific ability scores up to a certain degree.

Races

Next, a race is chosen. In addition to humans, dwarves, elves and halflings, a variety of other races is listed here. Every race has some advantages and disadvantages, but the most important aspect about the race is not mere numbers, but what possibilities it offers for roleplaying. That does not mean that a player has to turn his character into a stereotypical member of his race, but it does offer possibilities to be different, interesting and colourful. The values presented here do not always represent the average member of a race, but one that is likely to become an adventurer.

Adjustments: Most races have ability scores that tend to be especially high among their members. Characters with that race get a respective bonus. Additionally, a score with a bonus can reach a maximum value of nineteen as opposed to the maximum of eighteen that can be reached with a regular roll during character creation.

Speed: This is the movement speed of a member of the race. If no speed is mentioned, the speed is twelve.

Saving Throw: If the race gets a saving throw bonus against a special hazard, it is noted here.

Languages: The languages given are the languages that members of the race are often proficient in. The ones written in italics are the languages a character of that race automatically speaks. All races speak Common, a trading language and main language of the humans, unless noted otherwise, or Undercommon, a variant of Common spoken in the underground.

Abilities: Some races automatically start with a certain proficiency or a special ability explained in the race description. Some of these can also be disadvantages. Some races have also especially tough skin and start with a high armour class. Races whose armour class is not separately mentioned have a natural armour class of ten

Bobbit

Like gnomes and halflings, bobbits are a small humanoid race. Bobbits are stocky, with odd body proportions and faces which members of most other races consider slightly disfigured. While bobbits are small and physically weak, they are also surprisingly tough and sometimes quite mean-spirited. They especially dislike mockery due to their appearance. If attacked by a larger-than-human creature, they get a +2 armour class bonus due to their small size.

Adjustments: Con+2

Speed: 9

Languages: *Bobbit*, Gnome

Abilities: Small Size

Bugbear

The hairy bugbears are related to goblins and hobgoblins, but taller than both. In mixed groups of goblinoids, bugbears are

often the leaders and planners. They are surprisingly stealthy and have excellent sight and hearing. Some bugbear tribes live underground. While smarter than other goblinoids, bugbears are also stubborn and conservative. Bugbears are automatically proficient in *Stealth*.

Adjustments: +2 Dex

Languages: Gnoll, *Goblin*

Abilities: Twilight Vision, *Stealth*

Bullywug

The bullywug are a race of frog-like humanoid. They are excellent swimmers and hold more ancient knowledge than one might think, but are not very good at handling technology and often less advanced than other races. Bullywug are survivalists, as only the toughest tadpoles reach adulthood. A bullywug can perform a hop attack over a distance of up to ten metres and thus gains a +1 bonus to attack power. If used in combination with an impaling weapon, that weapon will score a critical hit on a roll of seventeen or higher. Bullywugs need to water their skin twice a day or they will not regenerate any hit points by resting. They are natural swimmers and swim at half their movement speed.

Adjustments: +2 Dex

Saving Throw: +1 vs. paralysis

Languages: *Bullywug*

Abilities: Hop Attack, Moistly Skin, Swimmer

Dwarf

Dwarves are a small but tough race that lives mostly underground. They are excellent cavers and mountaineers and known for their ability to work iron and stone. Dwarves are difficult to enchant and very rarely become wizards. They are used to live in low light and will usually identify dangers in caves earlier than other races would. Dwarven societies are often conservative and value traditions.

Adjustments: +1 Str, +1 Con

Speed: 9

Saving Throw: +3 vs. magic

Languages: *Dwarf*, Giant, Gnome, Undercommon

Abilities: Darkvision, Stone Knowledge

Elf

Elves are a graceful and very long-living race. Their outward appearance is similar to the one of humans, but they are a bit shorter, less stout, have pointy ears and pleasant appearance. Elves are often cultured and dextrous, but also conservative, arrogant and a bit fragile. Despite the old age of their race and the elven knowledge of magic, elven societies develop slowly and are not very adaptive.

Adjustments: +1 Dex, +1 Int
Saving Throw: +4 vs. paralysis
Languages: *Elf*, Halfling, Sylvan

Human

Humans are the most common of all races. They have a shorter life than most other races, which makes them determined and innovative. Humans reproduce and expand quickly at the cost of nature, other races and their own kind, but have also worked many wonders, built civilisations and are great discoverers. Their individuality makes humans more versatile than any other race. Humans can be found everywhere and are associated with everyone from gods over other humanoids to demons.

Adjustments: Due to the high human versatility, a human character gets a +1 bonus to one attribute of choice.
Languages: Most human speak only Common.
Abilities: Humans start with one bonus proficiency.

Gnoll

The gnolls are large hyena-like humanoids with brown, grey or red hair. They live above as well as below the ground. Males and females are hard to distinguish. For the gnoll, hunger comes before everything else. Gnolls are not above eating sentient creatures and value elven and halfling meat. They cooperate with other tribes of humanoids, mostly goblinoids, but only as long as both party have similar strength. Many bands of gnolls are led by flinds, a species very closely related to gnoll but more intelligent and more charismatic. Gnolls are said to be of demonic origin, hence their taste for intelligent creatures.

Adjustments: +2 Str,
Saving Throw: +2 vs. death, +2 vs. paralysis
Languages: *Gnoll*, Goblin, Orc, Troll
Abilities: Twilight Vision

Gnome

Gnomes are a race which shares common traits with both dwarves and halflings. They are small and joyful, but sometimes stubborn or withdrawn. Many gnomes are curious and like to explore the world they live in. They have an affinity to both magic and technology. Gnomes live both below and above ground.

Adjustments: +2 Int
Speed: 9
Saving Throw: +1 vs. paralysis
Languages: Dwarf, *Gnome*, Undercommon
Abilities: Darkvision, *Engineering*

Goblin

Goblins are green-skinned humanoids of small stature related to hobgoblins and bugbears. They are not very smart or strong. Because members of other races often bully goblins around, goblins have developed remarkable survival skills.

They reproduce even quicker than humans, but their insufficient comprehension of science and technology limits their advancement as a culture. Many other races distrust goblins. If attacked by a larger-than-human creature, goblins get a +2 armour class bonus due to their small size. In full daylight, they receive a -1 malus to attack power.

Adjustments: +1 Dex, +1 Wis
Speed: 9
Saving Throw: +2 vs. death, -1 vs. magic
Languages: *Goblin*, Kobold, Orc
Abilities: Darkvision, Light Sensitivity, Small Size

Halfling

Halflings are light-hearted, charming little fellows. They are even smaller than dwarves and less sturdy, but also cunning and sometimes even sneaky. Halflings live in small communities and get along well with most other races. While mostly peaceful, some halfling societies are isolationist and xenophobic. Halflings value good music, food, dance and drink. While living among other races, many halflings develop a liberal interpretation of personal property. While using missile weapons, halflings get a +1 bonus to attack power. If attacked by a larger-than-human creature, they get a +2 armour class bonus due to their small size.

Adjustments: +1 Dex, +1 Cha
Speed: 9
Saving Throw: +1 vs. all hazards
Languages: Elf, Gnome, *Halfling*
Abilities: Missile Expertise, Small Size

Half-Elf

Half-elves are the product of a union of human and elf. They combine elven elegance with human toughness and spirit. Half-elves are found in both human and elven societies. They breed true and sometimes found communities of their own. Their heritage and versatility make half-elves welcome among a large number of other races.

Adjustments: +1 Cha, +1 bonus to one ability score of choice
Saving Throw: +2 vs. paralysis
Languages: Elf, Gnome, Halfling

Half-Ogre

The half-ogre is the offspring of an ogre and a human or elf. They inherit the ogre's strength and power, but retain much of the other parent's intelligence. Some half-ogres can be mistaken for huge, ugly humans. Half-ogres sometimes live among humans, almost never among elves and mostly together with other ogres. Their superior intellect allows them to become spellcasters more easily, an ability well-suited to keep the other ogres under their control. Many pieces of armour made for other humanoids are bit too small for a half-ogre. He will need specially made or adjusted armour, which is usually twice as expensive.

Adjustments: +2 Str, +1 Con

Speed: 9
Saving Throw: -1 vs. magic
Languages: *Ogre*, Orc
Abilities: Oversized

Half-Orc

Half-orcs are the offspring of orcs and humans. Their appearance differs quite a bit between individuals, but generally resembles a slightly green-skinned human with brutish features and oversized teeth. Half-orcs and humans breed true. They are less welcome among humans, but orcs value them for their talent for negotiating with other races. In some areas, orcs and humans live closely together and half-orcs are common.

Adjustments: +1 Str, +1 Con
Languages: Orc

Hobgoblin

Hobgoblins are stocky humanoids with hairy, red to grey hides. They are similar to goblins, a closely related race, but taller and physically stronger. Goblins and hobgoblins often work together, with the hobgoblins usually being the dominant party. Hobgoblins are organised well enough to form empires. Even the less sophisticated tribes are in a perpetual war with the other races in their area. More advanced tribes often form militaristic societies.

Adjustments: +1 Str, +1 Wis
Saving Throw: +2 vs. death, +1 vs. paralysis
Languages: Gnoll, *Goblin*, Kobold, Orc
Abilities: Twilight Vision

Fuzzie

Fuzzies are small humanoids even shorter than gnomes and halflings. They are nimble and highly intelligent, but physical weak. Fuzzies have large eyes, oversized ears and soft, brown fur all over their body. The origin of the fuzzies and their relation to the other humanoid races is unknown. Some say that they entered the world through an interplanar portal. Fuzzies adapt quickly, but are found mainly in temperate areas. If attacked by a larger-than-human creature, they get a +2 armour class bonus due to their small size.

Adjustments: +1 Int, +1 Wis
Speed: 9
Languages: *Fuzzie*, Halfling
Abilities: Small Size

Kobold

Kobolds are dog-like humanoids and are even shorter than goblins. They have two short horns atop their heads and speak with a barking voice. Kobolds suffer from the fact that most other races are physically stronger and taller than they are. Kobolds compensate that with a high reproduction rate, belligerence and trickery. Kobolds always strive to be taken seriously by the larger races. They are fascinated by magic,

especially magical fire, and sometimes learn to control it. If attacked by a creature larger than a human, kobolds get a +2 armour class bonus due to their small size.

Adjustments: +1 Dex, +1 Wis
Speed: 9
Saving Throw: +1 vs. death, -1 vs. magic
Languages: *Goblin*, *Kobold*, Orc
Abilities: Small Size

Lizard-kin

Lizard-kin are a race of anthropomorphic lizards. They are quite intelligent, but technologically not very advanced. As they are no mammals, a lot of other sentient races and their behaviours seems alien to them. Lizard-kin live mostly in dry areas and form tribes. Lizard-kin are haematocryal. Their speed is reduced by three at temperatures below of 5°C and halved below 0°C. They take one point of damage less per damage die from cold-based attacks, though. At temperatures above 25°C, lizard-kin become very active and their speed increases by three.

Adjustments: +1 Str, +1 Con
Saving Throw: +2 vs. paralysis
Languages: Draconic, *Lizard*
Abilities: Poikilotherm

Minotaur

Minotaurs are an all-male race of humanoids, half bull and half human. Minotaurs are physically strong and value strength above everything else. While few minotaurs are cultured, most are cunning and manipulative. A minotaur can breed with humans and half-elves, but the offspring will always be another male minotaur. Other minotaurs are humanoids that have been cursed. It is unclear where the first minotaur originated from. Because of their horns and hooves, minotaurs cannot use normal helmets or boots. Due to their

Adjustments: +1 Str, +2 Con
Languages: *Minotaur*, Orc
Abilities: Unusual Body Shape, Natural AC 12

Classes

Apart from the race, a player character is also defined by his class. The class is a character's profession, describes what he has learned and does in life. Some classes are identical with a certain job, whereas others represent a lifestyle or worldview as well. A class determines what hit die a character uses, what equipment he can use, whether he has magical or other abilities and what saving throws he has. When a character levels up, he advances in his class. The maximum level a character can reach in his class is level six. After that, he only gains new talents and proficiencies for a certain amount of experience.

There are basic classes, hybrid classes and racial classes. Hybrid classes combine the features of two basic classes. A character with a hybrid class is more versatile, but also suffers the limitations of both basic classes. A member of a racial class does not choose a separate class. Instead, they gain more and more abilities of their race as they level up.

Hit Die: Each class has a die that is used for rolling hit points at every level, the so-called hit die. This can be a d4, d6, d8, d10 or d12. Combat-oriented classes generally have a high hit die, whereas physically weaker classes have a low one. At the first level, a character always starts with a number of hit points equal to the highest number on his hit die.

Prime Attribute: The prime attribute is the ability score most important to a class. Some classes have more than one prime attribute. A character can have a score of nineteen in his prime attribute.

Weapon Skill: The damage a character does while wielding a weapon depends on his class. The character will have poor, average or good weapon skill and will inflict damage accordingly.

Table 2: Weapon Damage by Skill

Weapon Type	Weapon Skill		
	Good	Average	Poor
Melee	1d8	1d6	1d4
Missile	1d6	1d4	1d2

Armour: Most classes are limited to certain types of armour they can wear.

Attack Power: Over time, a character receives a bonus to attack power that depends on his class. Warrior-like classes generally get the highest bonus while spellcasters get the lowest. The bonus is divided into the three categories shown below.

Table 3: Attack Power Progression

Class Level	Good	Average	Poor
1	-	-	-
2	+1	-	-
3	+2	+1	-
4	+3	+1	+1
5	+3	+2	+1
6	+4	+2	+1

Saving Throw: With each level it becomes easier for characters to avoid dangers with a saving throw. Like the attack power bonus, the saving throw is divided into three categories. If a class gets a saving throw bonus against certain hazards, it is also listed here.

Table 4: Saving Throw Progression

Class Level	Good	Average	Poor
1	12	14	15
2	11	13	14
3	10	12	13
4	9	11	12
5	8	10	11
6	7	9	10

Proficiencies: Proficiencies are abilities not necessarily related to a character's race or class. A character starts with a certain number of proficiencies and can choose new ones while reaching certain levels. After level six, a new proficiency is gained every 20,000 XP. Sometimes, a class starts with a fixed proficiency.

Talents: Talents provide a character with special abilities or improve the ones he already has. Each class has a number of talents every one of its members starts with. After level six, a new talent can be chosen every 10,000 XP.

Class Abilities: The class abilities distinguish the classes from each other, though certain classes have overlapping class abilities.

Alchemist

The alchemist is a scholar and scientist. His fields of expertise include chemistry, pharmacy, the arcane, medicine and also philosophy. Alchemists have many different goals: Some want power or even immortality, others knowledge and answers to nature's secrets. In one form or another, almost all cultures have alchemists. In some areas, alchemists are always also mages, physicians or clerics, in others, the distinction is more obvious. While some alchemists have illusions of grandeur and are megalomaniacs, most are as practical as members of other professions. Alchemists make drugs, provide weapons like flaming oil and provide knowledge only they have. Many nobles employ a private alchemist.

Prime Attribute: Intelligence

Hit Die: d6

Weapon Skill: Average

Armour: Up to studded leather, buckler

Attack Power: Average

Saving Throw: Average, +3 vs. poison

Proficiencies: The alchemist starts with one proficiency. He gains additional ones at levels three and six. The alchemist is automatically proficient in *Knowledge*.

Talents: The alchemist starts with two talents. He gains additional ones at levels three and six.

Bombs

By mixing dangerous chemicals, the alchemist can make alchemical bombs. The alchemist can make a number of bombs equal to his level per day. If a bomb is not hurled in the round it is made, it degenerates. A bomb does 1d6 points of fire damage. From level four on, it will do 2d6 points of damage. Over time, the alchemist can learn new formulae for other types of bombs. An alchemist learns formulae like a spellcaster learns new spells and writes them down in his notebook.

Extracts

An alchemist can mix so-called extracts. Provided he has learned the formula, he can mix a certain number of extracts per day. The extracts can be made in short time and will remain potent for one day. It will come into effects once drunken. The effects of extracts are similar to those of certain spells. The alchemist learns formulae for extracts just like he learns formulae for bombs.

Table 5: Alchemist Extract Progression

Class Level	Level 1	Level 2	Level 3
1	1	-	-
2	2	-	-
3	3	-	-
4	3	1	-
5	4	2	-
6	4	3	1

Poison

The alchemist can handle poisons without making fundamental errors. He can detect poisons in food, liquids or elsewhere once per day.

Bard

The bard is an artist well versed in history, music and performance. He travels a lot, always looking for inspiration and adventure. Bards usually know how to defend themselves and adjust to new situations well. In comparison to the thief, the bard is more open and seeks attention instead of avoiding it.

Prime Attribute: Charisma

Hit Die: d6

Weapon Skill: Average

Armour: Up to scale mail, medium shield

Attack Power: Average

Saving Throw: Average, +3 vs. sound-related hazards

Proficiencies: The bard starts with one proficiency. He gains additional ones at levels three and six. The bard is automatically proficient in *Influence* and *Knowledge*.

Talents: The alchemist starts with two talents. He gains additional ones at levels three and six.

Bardic Knowledge

The bard can choose two languages in addition to the ones granted by his intelligence modifier.

Bard Songs

Most bards can play all common music instruments at least marginally well. The bard also chooses his favoured instrument at level one. This is the instrument he can use to play bards

songs, unearthly songs that can have all kinds of effects on the listener. The bard can play these songs whenever and how often he likes, but has to play them continuously if he wants their effect to last during battle. While playing a song, the bard cannot attack, but may perform defensive manoeuvres. If struck, the song ends, though its effect will last for one additional round. The bard knows only a limited number of songs that increases over time.

Berserker

The berserker is a warrior similar to the fighter, but more ferocious, even savage. He always fights in the front row and values bravery and honour. The common trait of all berserkers is not only their aggressive combat style, but also their ability to go into a frenzy called berserker rage. In this state, the berserker is even more dangerous and almost unstoppable.

Prime Attributes: Strength, Constitution

Hit Die: d12

Weapon Skill: Good

Armour: Up to studded leather

Attack Power: Good

Saving Throw: Average, +2 vs. death, -4 vs. magic

Proficiencies: The berserker starts with one proficiency. He gains additional ones at levels three and six.

Talents: The berserker starts with two talents. He gains additional ones at levels two, four and six.

Berserker Rage

Twice per day, the berserker can go into berserker rage. He gains his rage bonus to attack power and damage. His speed increases by three. The berserker remains enraged for ten rounds or until the battle ends. After that, he is exhausted and gains the rage bonus as a malus. In berserker rage, the berserker cannot use missile weapons and always attacks the closest enemy. The rage can be ended prematurely if the berserker makes a saving throw. From level five on, the ability can be used thrice per day. An enraged berserker cannot be charmed or mind-controlled and is fearless.

Combat Experience

The berserker does not wear armour, but strengthens his senses further with every battle and thus gains a higher armour class over time.

Table 6: Berserker Armour Class and Rage Bonus Progression

Class Level	Armour Class	Rage Bonus
1	10	+1
2	11	+1
3	12	+2
4	13	+2
5	14	+3
6	15	+3

Cavalier

The cavalier is a mounted warrior who fights for honour. Some are completely selfless, whereas others seek glory, riches or political power. However, all cavaliers follow the Code of Chivalry, a rigid codex that determines the cavalier's behaviour in battle and towards others. With some exceptions, cavaliers are from noble families and start their

training in early childhood. The cavalier is bound to a liege lord. He has a number of liberties, but if his lord sends him on a mission, the cavalier will follow the order. A cavalier expects a certain degree of respect from subjects of his lord, common folk and other cavaliers. He may also ask for lodging or even military assistance. Even enemy nations sometimes assist cavaliers to a certain degree, provided the cavalier is on a mission and does not act hostile. Some cavaliers take their codex to the extreme. While still righteous, they expect absolute honesty from everyone and are ready to punish people for breaking even minor laws or rules.

Prime Attribute: Strength

Hit Die: d8

Weapon Skill: Good, no missile weapons or weapons considered cowardly

Armour: All, but will prefer wearing no armour to wearing equipment below his status

Attack Power: Good, +1 vs. death, fear and paralysis

Saving Throw: Average

Proficiencies: The cavalier starts with one proficiency. He gains additional ones at levels three and six. The cavalier is automatically proficient in *Animal Handling*.

Talents: The cavalier starts with three talents. He gains additional ones at levels two, four and six.

Challenge: Once per encounter, the cavalier can challenge an opponent in combat. If that opponent fails a saving throw, it has to concentrate its efforts on fighting the cavalier until defeat or morale failure. The cavalier's level is added as a malus to the saving throw.

Code of Chivalry: Every cavalier has to follow the strict Code of Chivalry. This code always includes not running from a readied opponent, not taking part in surprise rounds and always being honest and truthful. The details of the code depend on the cavalier's home country, liege lord and culture. They are determined by the game master.

Horsemanship: The cavalier starts with a horse and a simple lance. While being mounted, the cavalier receives his mounted combat bonus to attack power and damage.

Table 7: Cavalier Mounted Combat Bonus Progression

Class Level	Mounted Combat Bonus
1	-
2	+1
3	+1
4	+1
5	+2
6	+2

Cleric

The cleric is an armoured priest dedicated to a deity or a pantheon. Adventurous clerics often are on a certain mission or have decided that they do not want to spend their whole life in a temple. The cleric fights well, but not as good as pure combat experts like the fighter. The cleric is granted divine spells by his deity. Those spells mainly heal and support and are less offensive than the mage's spells.

Prime Attribute: Wisdom

Hit Die: d6

Weapon Skill: Average

Armour: All

Attack Power: Average

Saving Throw: Average, +2 vs. death and paralysis

Proficiencies: The cleric starts with one proficiency. He gains additional ones at levels three and six.

Talents: The cleric starts with two talents. He gains additional ones at levels two, four and six.

Divine Spellcasting

The cleric can channel the power of his deity and use spells from the cleric spell list. These spells do not have to be learned; the cleric gains them automatically once he reached the level where he is able to cast them. Each day, the cleric prays for the spells he wants to use that day. Once cast, the spells cannot be used again until the next day unless it has been prepared more than once for that day. The cleric can always cast a healing spell if he sacrifices another prepared spell of the same or a higher spell level. He can also turn a healing spell into the equivalent harming spell or vice versa.

Table 8: Cleric Spell Progression

Class Level	Level 1	Level 2	Level 3	Level 4
1	-	-	-	-
2	1	-	-	-
3	2	-	-	-
4	2	1	-	-
5	2	2	1	-
6	3	2	2	1

Turn Undead

The cleric can turn the undead with his aura of holiness and make them flee in terror or, at later levels, completely destroy them. Evil clerics don't destroy undead; instead, they make them bow to their will and command them.

Druid

The druid has dedicated his life to the protection of nature. Most druids live outside of settlements in accordance with their environment, often associated with others of their kind in druidic circles. The druid use magic, but, other than mage and cleric, draws power from nature itself to cast spells. A hidden society among the druids is the circle of shadow druids, who have a more radical agenda and promote the destruction of civilisation and the return of all humanoids to a very basic lifestyle. A lot of people distrust druids, as most of them not only protect a natural balance, but hold the view that malicious and evil creatures have their place in the world as well.

Prime Attribute: Wisdom

Hit Die: d6

Weapon Skill: Average, no metal weapons larger than a dagger

Armour: All, but no metal armour

Attack Power: Poor

Saving Throw: Average, +1 vs. fire and magic

Proficiencies: The druid starts with one proficiency. He gains additional ones at levels three and six. The druid is automatically proficient in *Wilderness Survival*.

Talents: The druid starts with two talents. He gains additional ones at levels three and five.

Druidic Spellcasting

The druid can channel the power of nature and cast spells from the druid spell list. The druid automatically learns these spells as his level progresses. Each day, the druid meditates and prepares the spells he wants to use that day.

Table 9: Druid Spell Progression

Class Level	Level 1	Level 2	Level 3	Level 4
1	1	-	-	-
2	2	1	-	-
3	3	1	-	-
4	3	1	1	-
5	3	2	1	-
6	3	2	2	1

Fighter

The fighter is trained to use weapons and armour. He can be any type of combat expert like a soldier, hunter or tribal warrior. The fighter is sturdy and often stands in the front row during battle. He does not rely on magic, divine support or sneaky tactics but on a trusty weapons and reliable armour. Fighters in different forms appear among basically all cultures and races. Even fragile or pacifistic races have need of someone holding a weapon and knowing how to use it from time to time.

Prime Attribute: Strength

Hit Die: d10

Weapon Skill: Good

Armour: All

Attack Power: Good

Saving Throw: Average

Proficiencies: The fighter starts with one proficiency. He gains additional ones at levels three and six and is automatically proficient in *Athletics*.

Talents: The fighter starts with three talents. He gains additional ones at levels two, four and six.

Combat Finesse

The fighter knows how and where to hit his opponent better than anybody else. Whenever the fighter rolls a one on a damage roll, the damage is re-rolled.

Multiple Attacks

Against creatures with no more than one hit die, the fighter makes one attack per class level each round.

Parry

Agile fighters with a high dexterity can evade enemy attacks. If a fighter tries to parry instead of attacking, his opponent gets an attack power penalty equal to the fighter's dexterity modifier.

Precision Strike

The fighter scores at critical hit not only on rolling a twenty, but also on rolling a nineteen.

Jester

The jester is a harlequin, joker or trickster. Jesters wear colourful costumes, always have a joke ready and make a living by entertaining rulers as well as the common people. The jester is not just an acrobat or juggler. He can use arcane magic, though a jester is usually not as proficient as a full spellcaster. The jester's magic is not only for entertainment, but serves him to get out of all kinds of tight situations. Additionally, many jesters possess skills akin to those of thieves. Some are, in fact, directly associated with a thieves' guild and work as spies or informants.

Prime Attribute: Dexterity, Intelligence

Hit Die: d6

Weapon Skill: Average

Armour: Up to studded leather

Attack Power: Poor

Saving Throw: Average

Proficiencies: The jester starts with one proficiency. He gains additional ones at levels three and six. The jester is automatically proficient in *Acrobatics* and *Influence*.

Talents: The jester starts with two talents. He gains additional ones at levels three and six.

Arcane Spellcasting

The jester learns and casts spells just like the mage and other arcane spellcasters. He can learn all spell from the jester spell list, but can additionally cast spell from the illusionist spell list directly from scrolls.

Table 10: Jester Spell Progression

Class Level	Level 1	Level 2	Level 3	Level 4
1	-	-	-	-
2	1	-	-	-
3	2	1	-	-
4	2	1	-	-
5	3	2	1	-
6	3	2	1	1

Fool's Luck

The jester has uncanny luck. Once per day, he can re-roll a die roll directly affecting him, even if the die was not rolled by his player.

Juggling

The jester adds his level to his attack power. With a successful roll, he can catch small items. Missiles or hurled weapons too large to catch can be deflected this way.

Mage

The mage is the scholar of magic and master of the arcane. There are many different shades of mages. Some spent their life in libraries, laboratories and ivory towers, others on the battlefield or at the court, some even on other planes. Mages are researchers, astrologers, philosophers and more. The mage is practically untrained in the use of armour or weapons apart from his trusty staff. His magic has incredible potential – if the mage remembers the right spell from his spellbook. Without his powers, the mage has to rely on the abilities of his fellow adventurers. Necromancers, sorcerers and others use arcane magic as well, but in a different fashion.

Prime Attribute: Intelligence

Hit Die: d4

Weapon Skill: Poor

Armour: None

Attack Power: Poor

Saving Throw: Poor, +2 vs. magic

Proficiencies: The mage starts with two proficiencies. He gains additional ones at levels three and six. The mage is automatically proficient in *Spellcraft*.

Talents: The mage starts with one talent. He gains additional ones at levels three and five.

Arcane Spellcasting

The mage is an arcane spellcaster. He learns spells from magical scrolls and writes them down into his spellbooks, an enchanted tome with an unlimited number of pages. To use a spell, the mage has to memorise it. Once it has been cast, it vanishes from the mage's mind and has to be re-learned. He can cast any arcane spells from scrolls directly, even if they are not found on the mage spell list. Over time, the mage gets access to a larger number of daily spells as well as spells of higher spell levels.

Table 11: Mage Spell Progression

Class Level	Level 1	Level 2	Level 3	Level 4
1	1	-	-	-
2	2	1	-	-
3	2	2	-	-
4	3	2	1	-
5	4	2	2	-
6	4	3	2	1

Monk

The monk belongs to an order, but unlike the cleric, he is not only devoted to one or more deities. While some monks favour certain gods, they are first and foremost philosophers and spiritualists thriving for inner balance and a deeper understand of the world around them. The monk is a combat expert, though he does not depend on weapons or armour. Instead, the light-footed monk uses only his fists in combat and prefers to evade enemy attacks instead of blocking them.

Prime Attribute: Strength, Dexterity

Hit Die: d6

Weapon Skill: Good, but the monk rarely uses weapons and if he does so, only simple ones

Armour: None

Attack Power: Good

Saving Throw: Average

Proficiencies: The monk starts with one proficiency. He gains additional ones at levels three and six and is automatically proficient in *Knowledge*.

Talents: The monk starts with three talents. He gains additional ones at levels two, four and six.

Combat Experience

The monk does not wear armour and mainly uses his fists in combat. His armour class and damage increase over time as he gains experience. From level six on, the monk does two attacks per round.

Table 12: Monk Armour Class and Damage Progression

Class Level	Armour Class	Damage
1	10	1d4
2	11	1d4+1
3	12	1d6
4	13	1d8
5	14	1d10
6	15	1d12

Parry

Agile monks with a high dexterity can evade enemy attacks. If a monk tries to parry instead of attacking, his opponent gets an attack power penalty equal to the monk's dexterity modifier.

Weaponless Combat

While members of other classes do subdural damage when fighting without weapons, the monk's attacks always do full damage. Additionally, he can also damage creatures that can otherwise only be harmed by magical or silver weapons.

Paladin

The paladin is the divine warrior who has dedicated his life to a single benign deity. In comparison to the cleric, the paladin does not hold masses or evangelise others. He simply enforces the dogmata of his god, also by using violence. The paladin is not a spellcaster like the cleric, but is granted a variety of other divine powers. Paladins who do not follow their god's codex can be stripped off their powers.

Prime Attribute: Charisma

Hit Die: d8

Weapon Skill: Good, no missile weapons

Armour: All

Attack Power: Good

Saving Throw: Good

Proficiencies: The paladin starts with one proficiency. He gains additional ones at levels three and six.

Talents: The paladin starts with two talents. He gains additional ones at levels two, four and six.

Detect Evil

The paladin can detect any evil people, spirits, enchantments or items within a radius of twenty metres. The aura of evil can be vague if the target is not inherently evil or just hostile. The effect will last five rounds per class level and can be used a number of times daily equal to half the paladin's level.

Healing Hands

Once per day, the paladins can lay on hands on someone to cure two points of damage per class level. He may also cure one disease. The ability gains one additional use at levels three and six.

Immunity to Disease

Due to the favour of his god, the paladin is immune to all diseases.

Smite Evil

The paladin can add his charisma modifier as a bonus to attack power and damage for one attack. This ability can be used once per day per class level of the paladin, and only against malignant creatures.

Ranger

The ranger is a man of the wilderness. Unlike the druid, he is not a preserver of natural balance, but a guardian of wildlife who exploits nature with care. The ranger respects all life, but does not hesitate to destroy it if necessary. Not only trained in combat, the ranger is also proficient in tracking, blending into the background and stalking. Rangers often live isolated and far off the cities, but rangers that stay in close contact with civilisation are not unheard of.

Prime Attribute: Constitution

Hit Die: d8

Weapon Skill: Good

Armour: All

Attack Power: Good

Saving Throw: Average

Proficiencies: The ranger starts with one proficiency. He gains additional ones at levels three and six. The ranger is automatically proficient in *Stealth* and *Wilderness Survival*.

Talents: The ranger starts with two talents. He gains additional ones at levels three and six.

Animal Companion

Upon reaching level two, the ranger gains an animal companion. This companion is usually a small animal. Animal companions are smarter than an average animal and can empathically communicate with the ranger. A special link exists between the ranger and the companion.

Favoured Enemy

Every ranger has a group of creatures he considers his archenemies, often dragons, vampires, golems or giants. Against these enemies, the ranger gains a +1 attack power bonus for every level and a +1 damage bonus for every two levels starting with the second. Having a favoured enemy does not mean the ranger is hostile to every individual of the species, but if encountering a hostile one, the ranger will always go for it first, even if this is not the best tactical choice.

Samurai

The samurai is the honourable warrior of the East. Samurai are proud and do not tolerate mockery. Often raised in noble families, samurai are not only proficient in combat, but also in literature and arts. Every samurai carries his trusted weapon, the katana. Most samurai are also trained in the use of other weapons. Samurai respect their enemies and demand respect from them. A samurai who has fallen from grace is called a ronin. A ronin often has abandoned the bushido. The bushido, the way of the warrior, is the codex of samurai. A ronin can regain his honour if he has been stripped of his title wrongly and can prove it.

Prime Attribute: Strength

Hit Die: d10

Weapon Skill: Good

Armour: All, no shields

Attack Power: Good

Saving Throw: Good, +2 vs. death

Proficiencies: The samurai starts with one proficiency. He gains additional ones at levels three and six. The samurai is automatically proficient in *Knowledge*.

Talents: The fighter starts with two talents. He gains additional ones at levels two, four and six.

Battle Cry

From level six on, the samurai may gather his inner strength once per day and let out a cry that causes all enemies in earshot to be *panicked*. Enemies with more than two hit dice are permitted a saving throw.

Challenge

Once per encounter, the samurai can challenge an opponent in combat. If that opponent fails a saving throw, it has to concentrate its efforts on fighting the samurai until defeat or moral failure. The samurai's level is added as a malus to the saving throw.

Fearless

The samurai himself is a fearless warrior. He is immune against all kinds of magical or mundane fear.

Perception

A samurai is a good judge of character. From level four on, he can detect whether an individual is lying or not once per day. It does not reveal the truth or detects if someone holds back information.

Sorcerer

The sorcerer uses arcane magic like the mage and the necromancer, but he does not use a spellbook. Instead, he casts spells intuitively using his inherited powers. Nobody is sure whether those innate powers come from the touch of an angel or devil, a dragon in the sorcerer's bloodline or something completely different. Generally, the sorcerer's magic is more wild and aggressive than one of the mage. While many mages get formal training and members of the nobility in some cultures, the sorcerer's uncanny power are often unleashed spontaneously and scare others who do not understand them.

Prime Attribute: Charisma

Hit Die: d4

Weapon Skill: Poor

Armour: None

Attack Power: Poor

Saving Throw: Poor, +2 vs. magic

Proficiencies: The mage starts with two proficiencies. He gains additional ones at levels three and six. The mage is automatically proficient in *Spellcraft*.

Talents: The mage starts with one talent. He gains additional ones at levels three and five.

Arcane Spell Casting

The sorcerer casts arcane spells like the mage, but does not have to prepare them. Instead, he can cast any spell he generally knows up to the number of spells given per level. The sorcerer can cast arcane spells not found on the mage's spell list directly from scrolls. The sorcerer also needs mage scrolls to learn new spells. If all of the sorcerer's spell slots of a certain spell level are already full, learning a new spell and

replacing an old one requires a saving throw modified by the sorcerer's charisma modifier.

Table 13: Sorcerer Spell Progression

Class Level	Level 1	Level 2	Level 3	Level 4
1	2	-	-	-
2	3	-	-	-
3	4	2	-	-
4	5	3	1	-
5	6	4	2	1
6	6	4	3	2

Table 14: Sorcerer Known Spells Progression

Class Level	Level 1	Level 2	Level 3	Level 4
1	2	-	-	-
2	2	-	-	-
3	3	1	-	-
4	3	1	1	-
5	4	2	1	1
6	4	2	2	2

Thief

The thief is not just a criminal, he is a specialist. He is the expert for stealth, delicate tasks and scouting. More silent than fighter and cleric and more ruthless than monk and druid, the thief often uses the indirect approach to reach his goals. In straight combat, the thief will not survive long, so he relies on his expertise to get out of dangerous situations. The thief's allies are the shadows and a hidden blade.

Prime Attribute: Dexterity

Hit Die: d6

Weapon Skill: Average

Armour: Up to ring mail, but using proficiencies is difficult in anything heavier than studded leather

Attack Power: Average

Saving Throw: Good, +3 vs. traps and mechanisms

Proficiencies: The thief starts with two proficiencies. He gains additional ones at levels two, four and six. The thief also starts with four other proficiencies, but these have to be *Acrobatics*, *Engineering*, *Stealth* or *Streetwise*.

Talents: The thief starts with two talents. He gains additional ones at levels three and six.

Backstab

When surprising an enemy or attacking from behind, the thief gains a +4 attack power bonus and inflicts double damage. The damage is tripled from level six on. For attacking an enemy from behind, only single-handed weapons can be used.

Warlock

The warlock is an arcane spellcaster. In comparison to the mage, necromancer and illusionist, he does not mainly draw his powers from the magic surrounding him. Instead, the warlock has made a bargain with a powerful entity in exchange for magical power. These entities are often devil or demons, but sometimes also beings from alternate world or completely different dimensions. A warlock's soul is bound to his master. However, there is one way to escape: The warlock has to live long enough and deliver many souls to his master. Many warlocks fail to accomplish this and end up in the Abyss or other sinister places. This does not prevent

others from seeking out pacts with dark beings. In most societies, making such pacts is an unspeakable crime. Thus, most warlocks appear as mages.

Prime Attribute: The warlock has no prime attribute.

Hit Die: d6

Weapon Skill: Average

Armour: All, no shields

Attack Power: Poor

Saving Throw: Poor, +1 vs. death and magic

Proficiencies: The warlock starts with one proficiency. He gains additional ones at levels three and six. Warlocks are automatically proficient in *Knowledge* and *Spellcraft*.

Talents: The warlock starts with two talents. He gains additional ones at levels two, four and six.

Arcane Spellcasting

The warlock is an arcane spellcaster. However, as his master provides him with powers, he learns, prepares and casts spells like a cleric. He can read and understand, but not cast, arcane and divine scrolls. The warlock can cast spells while wearing armour no heavier than leather armour.

Dark Pact

When the warlock dies, his master will not give up his soul willingly. The resurrection or reincarnation of a warlock will thus result in a loss of one third of his levels, rounded up. The power the warlock gained while advancing will be kept by his master.

Eldritch Blast

Once per round, the warlock can fire a blast of energy at a target within a range twenty metres that does 1d4 points of damage. The target is permitted a saving throw vs. magic to avoid being hit. At levels four and six, the blast does one additional point of damage. A normal attack roll has to be made to hit with eldritch blast.

Table 15: Warlock Spell Progression

Class Level	Level 1	Level 2	Level 3	Level 4
1	-	-	-	-
2	1	-	-	-
3	2	-	-	-
4	2	1	-	-
5	2	2	1	-
6	3	2	2	1

Warlord

The warlord is a warrior and leader. He has not only been trained to excel in combat, but also to inspire others to do so as well. The warlord thinks tactically and is often one step ahead of his opponents. Warlords exist in almost all cultures. Some are actual military leaders who fight wars on the battlefield and at the map table. Others have discovered their talent by themselves and became the leaders of a band of adventures or bandits.

Prime Attributes: Strength, Charisma

Hit Die: d6

Weapon Skill: Good

Armour: All

Attack Power: Average

Saving Throw: Average

Proficiencies: The warlord starts with one proficiency. He gains additional ones at levels three and six and is automatically proficient in *Influence*.

Talents: The warlord starts with two talents. He gains additional ones at levels two, four and six.

Heroic Surge

Once per day, the warlord can sacrifice any actions he could do in a combat round and grant those to an ally no more than fifteen metres away. At level four, the warlord can use this ability one additional time.

Inspiration

During combat, the warlord can use one round to inspire all fellow adventurers within a radius of fifteen metres. This grants a +1 bonus to attack power, damage and saving throws. At level five, the bonus increases by one. This ability lasts one turn and can be used once per day per level of the warlord.

Multiple Attacks

Against creatures with no more than one hit die, the warlord makes one attack per class level each round.

Natural Leader

The warlord can have twice as many special hirelings as usually.

Vigilance

The warlord can judge the terrain around him and determine what action the enemy may take. This gives all opponents a -1 bonus to surprise rolls. At level five this bonus increases by one.

Themes

A theme is a variation of a character class. Themes modify a class and offer an alternate take on it without being entirely different. Apart from the differences mentioned here, the alternate classes are always identical to the classes they are derived from.

Anchorite (Druid)

The anchorite is a very primordial druid. He lives a life as simple as possible and rejects even the most basic technology. Anchorites do not wear clothes, do not sleep indoors – except in caves or very primitive lairs – and do not use any weapons but the most primitive ones, like clubs. They avoid civilisation unless it is crucial to their mission.

However, the anchorite's connection to nature is very strong and his magic a little more potent than that of more civilised druids. He starts with two additional languages, usually languages of primitive races or those close to nature.

Table 16: Anchorite Spell Progression

Class Level	Level 1	Level 2	Level 3	Level 4
1	2	1	-	-
2	3	2	-	-
3	4	2	1	-
4	4	3	2	1
5	5	3	2	2
6	5	4	3	2

Animist (Druid)

The animist combines the abilities of cleric and druid. Most gods will not tolerate members of their priesthood not entirely devoted to them, but some gods associated with animals, plants or nature in general do so. Animists are usually trained by other animists. They learn how to channel the powers of nature and are educated to be servants of their deity. Druids often distrust animists, as most of them believe that druidism should be kept away from divine intervention, even if said gods call nature one of their domains. Clerics, on the other hand, usually have no issue with animists. Temples with both clerics and animists – and possibly members of other divine classes – are common. If animists form druidic circles, they will always consist of animists only.

The animist uses both divine and druidic magic, but is less powerful in each one of these fields than a pure cleric or druid. He can use shields, but only wooden ones. The animist turns undead at at half his level.

Table 17: Animist Cleric/Druid Spell Progression

Class Level	Level 1	Level 2	Level 3
1	0/1	-	-
2	0/2	-	-
3	1/2	0/1	-
4	1/3	1/1	-
5	2/3	1/1	0/1
6	2/3	2/1	0/1

Antipaladin (Paladin)

Like the paladin, the antipaladin fights for the faith of his deity. However, antipaladins serve dark and cruel gods or follow divine orders with grim interpretations of a god's principles. Nevertheless, antipaladins obey a strict set of rules. The antipaladin can detect and smite good-aligned creatures instead of evil ones. His hands do not have healing, but

harming powers and damage a touched creature for hit points equal to three times the antipaladin's level.

Assassin (Thief)

The assassin has a lot in common with the thief, but is specialised in one task: Eliminating people quickly and efficiently. Assassins often see straight combat as needlessly risky and like to use poison to ensure that each of their strikes counts. Learning to handle poisons takes some time, so the assassin is less skilled when it comes to basic thieving abilities. Assassins often have dark clothes to conceal themselves during the night, but tend to wear simple and inconspicuous clothes in public. Some assassins are loners and prefer to cooperate with others only if necessary. They are sometimes associated with the local thieves' guild to find customers. Other assassins are employed by cults and send out to kill traitors or heretics. If assassins are organised, it is almost always in form of a secret societies, as their profession is illegal practically everywhere.

He starts with half as many freely distributable and not freely distributable proficiencies as the thief. While backstabbing an opponent, the assassin gains a +3 attack power bonus and does double damage.

The assassin can kill enemies with one clean strike. To do so, he needs a piercing weapon and has to be able to backstab the target. The enemy must not be aware of the presence of the assassin directly behind him. To assassinate a target with equal hit dice, the assassin has to roll at least a ten with a d20. For every hit dice the assassin is above the target, he gains a +1 bonus. For every hit dice below, he has a -1 malus to the roll. The game master may decide that it's not possible to kill certain creatures this way. Additionally, the assassin can handle poisons without making fundamental errors. He can often (but not always) detect poisons and distinguish between them. However, assassins are usually not experts at making poison, just at using it.

Bishop (Warlord)

The bishop is a religious and military leader who follows the path of faith and also has been trained in combat and tactics. In comparison to the paladin and the conquistador, the bishop usually leads other into combat and is at his best when leading a group. In times of peace, the bishop serves a similar purpose as a common priest. Many bishops are assigned to cities and keeps near the wilderness or in other dangerous areas, though. The bishop lacks the warlord's *Heroic Surge* and *Multiple Attacks*, but can instead use divine magic like the cleric. He turns undead at half his level.

Table 18: Bishop Spell Progression

Class Level	Level 1	Level 2	Level 3
1	-	-	-
2	-	-	-
3	-	-	-
4	1	-	-
5	1	1	-
6	2	1	1

Defender (Fighter)

The defender is a warrior specialised in protecting himself and others. While less capable of taking out foes, he is a living fortress with remarkable endurance and an unbreakable will. The defender's hit points are determined with a d12 instead of a d10. His attack power is *Average* instead of *Good* and he lacks *Combat Finesse*, but he can dual-wield shields. The defender's prime attribute is constitution instead of strength.

Illusionist (Mage)

The illusionist is a spellcaster, just like the mage, but is specialised in the creation of illusions and phantasms. Learning the art of illusionism is a demanding task. Therefore, illusionists are mostly limited to their school of magic, where they excel. Like other arcane spellcasters, illusionists receive practically no training in non-magical combat. The illusionist is by no means a charlatan – his illusions can be shockingly realistic and may even come to life. The illusionist gains an additional +4 bonus to saving throws vs. illusions. The illusionist can cast arcane non-illusionist spells other than necromancer spells directly from scrolls, but can only memorise spells from the illusionist's spell list.

Necromancer (Mage)

Just like the mage, the necromancer is a conjurer and scholar of arcane powers. He studies are not generalised, however, as he focuses on one aspect: Death. The necromancer has devoted his life to study, explain, reverse and control death, the inevitable final chapter in the life of almost every race. He may summon the undead to his service or make contact with the afterworld. Depending on the society he necromancer lives in, his arts can be a sin beyond believe or a respected occupation. While many necromancers are twisted and evil, some are simply fascinated by death and undeath. There is even a small number of so-called white necromancers who use their powers only to help others or to destroy undead. These white necromancers are despised by their more sinister colleagues for wasting the potential to become powerful. Searching for secret knowledge about death and undeath is not without a price. Many necromancers get tainted by the unearthly forces they deal with. This can manifest itself in character as well outward appearance.

The necromancer gains an additional +2 bonus to saving throws vs. death. The necromancer handles magic just like the mage, but can only memorise spells from the necromancer's spell list. He can cast arcane non-necromancer spells other than illusionist spells directly from scrolls.

Oracle (Cleric)

The oracle is a priest, much like the cleric. However, unlike the cleric, the oracle did not choose to take the divine path herself, or was she encouraged to become a servant of the gods during her youth. The oracle was born with divine powers and a destiny. Some oracles see their abilities as a blessing, others as a curse. In some cultures, oracles are treated as possessed by demons or spirits; in others, people respect her for her abilities and the burden the oracle has to carry.

The oracle does not wear armour and her weapon skill is poor. The oracle can cast divine spells, but does not have to pray for them. Instead, she can cast any spell from the cleric's spell list spontaneously, provided she has spell slots for a

spell of the level left for the day. Each time a spell is cast, a spell slot is lost until the next day. One per week – sometimes less often – the oracle falls into a trance and predicts a future event. The prophecy happens spontaneously and is often unclear. It can refer to minor happenings regarding the oracle and her companions or to major events. Prophecies always show only one possible future and influencing future events is sometimes possible.

Preserver (Ranger)

The preserver is a ranger that dedicated his life to protecting a principle, lifestyle or severing a ruler. He is a traditionalist and conserves ancient knowledge for further generations. The preserver can use arcane spells like the mage and can use magic while wearing armour provided the armour is no heavier than scale mail. He also uses the mage's spell list. His hit points are determined with a d6 instead of a d8. A preserver learns many secrets from his mentor and fellow preserver and is thus he is proficient in *Knowledge*. A preserver does not have an animal companion.

Table 19: Preserver Spell Progression

Class Level	Level 1	Level 2	Level 3
1	-	-	-
2	1	-	-
3	1	1	-
4	2	1	-
5	2	1	1
6	2	2	1

Shaman (Cleric)

The shaman combines the powers of cleric and mage. Shamans are often the spiritual leaders of goblinoid nations or less civilised human tribes and often hold political power as well. A shaman can use armour, but will not be able to use arcane magic while doing so.

Table 20: Shaman Cleric/Mage Spell Progression

Class Level	Level 1	Level 2	Level 3
1	0/1	-	-
2	0/2	-	-
3	1/2	0/1	-
4	1/2	1/1	-
5	2/2	1/1	-
6	2/2	2/2	0/1

Slayer (Fighter)

Slayers are melee fighters specialised in taking down enemies quickly and efficiently. They do not rely on heavy armour and prefer to be mobile instead. The slayer is less feral than the berserker and often had long and intensive combat training. The slayer's hit points are determined with a d6 instead of a d10. He does not wear armour heavier than ring mail and does not use tower shields. In melee combat, the slayer gains an additional bonus to attack power and damage equal to his level.

Spellthief (Thief)

The spellthief does not just pick money, jewels and secret documents from other people's pockets; he has the supernatural ability to drain magical power from his enemies and the use it against them.

The spellthief starts with half as many freely distributable and not freely distributable proficiencies as the thief. While backstabbing an opponent, the spellthief gains a +3 attack power bonus and does double damage. When the spellthief

decides to drain magic from an opponent, his backstab attack does regular damage, but removes a random spell or spell-like ability from the opponent. If the opponent can use this spell at will, he will not be able to do so for a number of round equal to the spellthief's level. The thief stores the spell drained from his opponent and can cast it like a spellcaster. He can store a number of spells equal to his level and cannot drain a spell from a creature with more than twice his hit dice. Instead of draining a spell, the spellthief can also remove an enchantment from an opponent. To avoid this, the opponent is permitted a saving throw with a malus equal to the spellthief's level.

Sword Mage (Mage)

The sword mage combines the combat expertise of the fighter with the magical abilities of the mage. Many mages fight in armies, support their fellow soldiers and harassing the enemy troops. Nevertheless, mages have to invest so much time in the studies of the arcane that there are barely proficient in physical combat. Not so the sword mage. Sword mages are dangerous and unpredictable. They can be found everywhere, but are considered not trustworthy by those who fear the combination of their magical and physical powers.

The sword mage's hit points are determined with a d8 instead of a d4. His weapon skill is good and he can wear use armour, but does not use shields larger than a buckler and will be unable to cast spells while in armour.

Table 21: Sword Mage Spell Progression

Class Level	Level 1	Level 2	Level 3
1	1	-	-
2	1	-	-
3	1	1	-
4	2	1	-
5	2	1	1
6	3	2	1

Templar (Paladin)

The templar stands between the paladin and the antipaladin. His deity is neither explicitly benevolent nor malicious. The templar can choose whether to use his hand for healing or harming, both times affecting hit points equal to twice his level. Once per day, the templar can detect whether an individual is lying or not once per day. This does not reveal the actual truth nor does it detect if someone holds back information.

Witch (Mage)

Witches are arcane spellcasters, but unlike wizards, they do not go to academies or sit in libraries and study all day. Their powers are based on traditions, ancient knowledge and sometimes pacts with devils. There are many kinds of witches. Some are wise crones proficient in herbalism that serve their village as a guide, healer and oracle. Others are young, eager to see the world and explore the potential of their powers. Some have been seduced by dark powers, thrive for control of others or for eternal youth. Male witches as such do not exist, but a male of a similar profession is usually called a hexer.

The witch is automatically proficient in *Knowledge* and *Spellcraft* and gains a +1 saving throw bonus vs. magic and death. She learns and uses spells like a mage, but only uses spells from the witch's spell list. The witch can cast arcane and druidic non-witch spells directly from scrolls. She can read and understand divine scrolls, but not cast spells from them.

Witch Doctor (Mage)

The witch doctor shares some similarities with the shaman, but does not combine arcane and divine, but arcane and druidic magic. Common druids are highly suspicious of witch doctors and do not trust them, as witch doctors see nature as a source of power and druidic magic as something to use, not as a tool to protect the natural balance. The witch doctor does not wear armour.

Table 22: Witch Doctor Mage/Druid Spell Progression

Class Level	Level 1	Level 2	Level 3
1	1/0	-	-
2	2/0	-	-
3	2/1	1/0	-
4	2/1	1/1	-
5	2/2	1/1	-
6	2/2	2/2	1/0

Proficiencies

Proficiencies are the abilities of a player character which are not necessarily defined by his race, class or ability scores. They are most learned skills, though untrained character can use proficiencies as well – usually with a penalty defined by the game master. The number of proficiencies that a character can choose is determined by race, class, background and intelligence score. Some of these proficiencies can be chosen freely, others from a group of proficiencies and others are set. When a character gathers experience and levels up, he will be able to choose additional proficiencies.

Every proficiency is tied to one or more ability scores. If the proficiency is used, the ability score modifier is added to the roll, which makes the check easier or harder. If a character already has the proficiency, a +5 bonus is applied to the check. Proficiencies can be chosen multiple times to increase this bonus to +10 or a maximum of +15. The game master determines the ability score the proficiency check is tied to depending on what exactly the player plans to do. This can also be one not explicitly mentioned below. Proficiencies do overlap, so different characters can use different proficiencies to perform the same task.

Proficiencies are versatile and should be used for their role-playing aspect too. Each player should use proficiencies as they fit his player character with his background best.

In case the group is not interested in including proficiencies, they can be dropped. To avoid classes with many starting proficiencies being at a disadvantage, the game master should include appropriate advantages that can be role-played instead. In any case, the special abilities or the thief and thief-like classes should be left in or replaced in one way or the other, as being skilled is one of the thief's core features.

Acrobatics

Acrobatics are based on dexterity. This proficiency includes skills like balancing and climbing up steep walls. Charismatic characters can also use it to impress others with their agile bodies.

Animal Handling

Animal handling is based on wisdom. Being proficient in animal handling allows a character to ride mounts, including ones he is not familiar with. When it comes to judging wild animals, this proficiency overlaps with wilderness survival.

Athletics

Athletics are based on strength or constitution. Compared to acrobatics, being proficient in athletics does not necessarily mean being elegant, but to mobilise all powers of the body to swim, jump or run.

Craft

Craft is a broad proficiency based on intelligence or strength. It includes knowledge on agriculture, smithery, cooking and many more fields. If a player chooses this proficiency, he

should define the general area he wants his character to be proficient in.

Engineering

Engineering is tied to dexterity. It covers knowledge on mechanics, setting and disarming traps lock picking and other delicate tasks.

Influence

Being proficient in influence means being good at getting others to do what ones wants them to do. If this is done using diplomacy, this proficiency is tied to charisma. If used to intimidate others physically, it is tied to strength.

Knowledge

Knowledge is a broad proficiency that covers having general education on topics like geography, history or literature. It is based on intelligence. In comparison to spellcraft, knowledge does not necessarily include understanding the supernatural.

Piloting

Piloting is based on wisdom. This proficiency allows a character to understand and use all kinds of transports, including wagons, ships and maybe even flying vessels.

Spellcraft

Spellcraft is tied to intelligence. It is similar to knowledge, but is more related to sensing and understanding magical and other supernatural phenomena.

Stealth

Stealth is based on dexterity. Being stealthy does not just mean being good at hiding, it means being able to become invisible where others would be discovered right away, to become one with the shadows and to move without making a noise.

Streetwise

Streetwise is tied to charisma. Being streetwise enables a character to gather information, sense who is pulling the strings behind the curtains and to avoid getting into trouble. This skill is mostly used in an urban environment.

Wilderness Survival

Wilderness survival is based on wisdom. Being proficient in wilderness survival means being able to track someone, not get lost in a forest, find a source of water or judge which plants are edible and which are poisonous.

Talents

A talent provides a character with a special ability or improves his performance. Like with proficiencies, every character starts with some talents and gains more of them later on. Unlike proficiencies, talents provide a character with a direct mechanical benefit in one way or the other. They can only be chosen once unless mentioned otherwise. Talents make a character better at what you want him to do and help to define what kind of adventurer he is.

Some talents have prerequisites and can only be chosen by member of a certain class or characters that with a certain ability score. If a character loses the prerequisite, the talent cannot be used until it is regained.

Alertness

The character is unusually alert. He gains a +1 bonus to surprise rolls and rolls to detect unusual things.

Arcane Strike

If chosen by a spellcaster, all his unarmed or weapon attacks are considered to be magical.

Armour Adaption

A character with this talent does not suffer penalties to check even while wearing heavy armour.

Armoured Caster, Light

The character can cast spells when wearing armour no heavier than studded leather armour.

Armoured Caster, Heavy

This talent allows a caster to cast spells while wearing armour no heavier than ring mail. It requires him to have *Light Armoured Caster* first.

Augment Summoning

Creatures summoned by the character receive a +1 bonus to armour class and have two additional hit points per hit die.

Blind Fighting

The character can fight in total darkness or while blinded and suffers only a -1 penalty to attack power.

Burning Blood

The character receives a +2 bonus to attack power and a +1 bonus to damage when down to less than half of his maximum hit points.

Cleave

Upon successfully dispatching an enemy with a melee attack, the character gets an immediate attack against another adversary within reach.

Cleave, Improved

A character with *Cleave* can chose this talent. It works like *Cleave*, but the character can use it as long as enemies are in range.

Coordinated Attack

If one other ally is also engaged in melee combat with the opponent the character attacks, he receives a +1 attack power bonus. For a second ally also engaged, the bonus raises to +2.

Courage

The character is almost fearless and receives a +4 bonus to saving throws against mundane and magical fear.

Defender

If an ally next to the character is about to take damage, the character can sacrifice his next movement, step in and take the damage instead. This has to be done before the damage is rolled.

Deflect Projectiles

One per combat round, the character can deflect a mundane projectile by making a saving throw with his dexterity modifier as a bonus.

Dodge

The character is unusually adept at getting out of harm's way, and gains a +1 bonus to armour class when wearing armour no heavier than studded leather.

Empower Spell

A magic user may prepare one damaging spell, using a memorisation slot one higher level than normal. When cast, the spell does 50% more damage than normal.

Endurance

The character is unusually hardy, and can heal at twice the normal rate per day, as well as being able to subsist on just half the daily food and water of a normal person for as long as a month.

Enlarge Spell

This talent doubles the range or area-of-effect of a spell, and uses a slot one level higher than normal.

Extend Spell

This talent doubles the duration of a spell, and requires a slot one level higher to memorise.

Far Shot

The character can shoot one-and-a-half times as far with ranged weapons without suffering a penalty.

Final Strike

When the character is reduced to naught hit points or less, he makes one final melee or ranged attack against an enemy within reach before falling unconscious. The attack hits automatically – though an attack roll is still made to check whether the hit is critical – and does maximum damage.

Great Fortitude

The character receives a +2 bonus to saving throws against death and diseases.

Healing Mastery

When the character casts a healing spell, the bonus to the roll for the number of hit points healed is doubled. The same benefit goes for potions administered by the character.

Improved Critical

The character scores a critical hit on a natural roll of nineteen or twenty. A character with *Precision Strike* taking this talent can roll damage twice and will do maximum damage with his first damage roll.

Improved Initiative

The character receives a +1 bonus to his initiative roll, and always acts before other creatures with the same initiative number.

Improved Turning

The character can turn undead twice more per day and receives a +1 bonus to turning undead.

Intuitive Caster

A caster with this talent can cast *Detect Magic*, *Read Magic* and *Light* once per day as spell-like abilities.

Iron Fist

The character's unarmed attack deals 1d4 points of lethal damage. A damage bonus from high strength applies. Monks cannot take this talent.

Iron Will

The character receives a +2 bonus to saving throws against charms, compulsions and mind control.

Leadership

The character can have twice the number of special hirelings he could normally have. Warlords with this talent can have three times the number of special hirelings.

Light Step

The character has no problem moving on difficult terrain.

Lightning Reflexes

The character receives a +2 bonus to saving throws against traps, breath weapons and similar hazards that require dexterity to avoid them.

Lucky Bastard

Once per day, the character can reroll a failed saving throw with a +1 bonus.

Maximise Spell

This talent causes a damaging spell to automatically inflict maximum damage, and uses a slot two levels higher than normal.

Missile Mage

The character can – provided he is an arcane spellcaster who knows *Magic Missile* – spontaneously cast *Magic Missile* instead of another spell he prepared.

Mounted Combat

The character receives a +1 bonus to melee attacks made while mounted. The bonus stacks with the cavalier's bonus to mounted attacks.

Penetrating Strike

The character can harm opponents with melee and ranged weapons of a type that would normally not harm said opponent. This talent does not circumvent immunity to mundane weapons.

Point Blank Shot

The character receives a +1 bonus to attacks and damage against targets within fifteen metres range.

Power Attack

The character can take a -1 penalty to attack power in exchange for a +2 bonus to damage inflicted.

Precise Shot

The character can fire into melee combat without risk of hitting an ally.

Quick Draw

The character can pull a weapon or change weapons before initiative is rolled without penalty.

Quicken Spell

This spell allows a magic user to cast a spell before initiative is rolled, and uses a slot two levels higher than normal.

Rapid Reload

The character can reload crossbows and other mechanical ranged weapons at twice the normal rate.

Runner

The character can run at twice his running speed for three rounds. For running longer than that, an *Athletics* check is required each round.

Second Wind

When the character is hit by a melee attack that would reduce him to naught hit points or less, he is permitted a saving throw vs. death. If the save is made, the attack does no damage. This talent can be used only once per encounter.

Shield Bash

The character, if equipped with a common shield, can elect to forgo the armour class benefit in exchange for gaining a second attack at -1 attack power malus for 1d4 points of damage. This has to be stated at the beginning of a combat round. Any strength bonus applies to the shield attack.

Shield Mastery

The character receives an additional +1 bonus to armour class while using a shield.

Spell Focus

Opponents receive a -1 penalty to saving throws against spells from the character.

Spell Focus, Improved

This spell requires *Spell Focus* and imposes a -2 penalty on saving throw against spells.

Spell Mastery

A spellcasting character can choose three known spells he can cast. The character no longer needs to study a spellbook to prepare these spells. This talent can be taken multiple times.

Spell Penetration

Opponents with magic resistance suffer a malus equal to the caster's level to their saving throw to avoid the spell effect. Elemental resistance is halved.

Spell Penetration, Greater

This talent requires *Spell Penetration*. The malus to the opponent's saving throw is equal to one-and-a-half times the caster's level. Elemental resistance is ignored.

Stealthy Spell

This spell allows a magic user to cast a spell with no motion or verbalization, and uses a slot two levels higher than normal.

Surprise Attack

Thieves of at least 1st level may take this talent, allowing them to do backstab damage with a successful attack if they win initiative on the first round of combat.

Taunt

Once per encounter, the character can taunt an enemy of at least low intelligence. If the enemy fails a saving throw, it will concentrate on the character that taunted it.

Toughness

The character is unnaturally resistant to pain and receives a bonus of +3 to hit points. This talent can be taken multiple times.

Two-handed Defence

The character, when wielding a two-handed weapon, gains a +1 bonus to armour class.

Two-weapon Specialist

The character receives an additional +1 to melee attacks and damage while wielding two weapons.

Two-weapon Defence

A character with this talent receives an additional bonus of +1 to armour class when wielding two weapons.

Undead Commander

Undead creatures under the character's control remain an additional number of rounds equal to his level.

Weapon Expertise

The character is proficient in a weapon not normally available in his class weapon selection.

Weapon Finesse

A character may use his dexterity modifier rather than his strength modifier as a bonus to attack power when fighting with one-handed melee weapons.

Weapon Focus

A character may select one weapon he can normally use to apply a +1 bonus to attack power with. This talent can be taken multiple times, each time for a different weapon.

Weapon Specialisation

Characters of fourth level or higher may apply this talent to a weapon they have *Weapon Focus* with and apply a +2 bonus to damage rolls.

Weapon Mastery

Character of sixth level may apply this talent to a weapon they have *Weapon Specialisation* in to gain an extra attack with that weapon every other round of combat.

Backgrounds

In addition to race and class, a player can also choose a background for his character. The background provides some information where the character comes from and may include special traits. It is recommended that either all or no players choose a background for their characters.

Academic

The academic has not learned his profession the hard way. Instead, he was trained in the safe environment of a school or a similar facility – at least during the majority of his training. The academic's training and qualifications are recognised by members and graduates of other institutes. Academics are likely to get access to such facilities. The academic speaks one additional language and is automatically proficient in *Knowledge*, but inept for *Wilderness Survival*.

Aristocrat

The character is from a noble family and carries an appropriate title. His family might have influence, wealth or both. Aristocrats are also likely to know and be known by others of their social class. The aristocrat starts with 3d6x20 silver pieces worth of money. He is proficient in *Influence*, but inept for *Streetwise* and *Wilderness Survival*.

Barbarian

The barbarian is a character from a place far off great cities or main trading routes, most likely a tribal society with limited knowledge about technology. Barbarians value their independence and will bow only to those who have proven themselves to be worthy leaders. Barbarians are proficient in *Animal Handling* and *Athletics*, but inept for *Streetwise*. They start with only 1d6x10 silver pieces.

Bounty Hunter

The bounty hunter hunts criminals or anyone else whose head is worth some money. Some have a sense of justice, but many bounty hunters have chosen this profession primarily to get money, not to make the world a better place. In civilised areas, bounty hunters know how to get information on fugitives and will easily get a permission to act as a bounty hunter in case that is not generally allowed. Bounty hunters are proficient in *Streetwise*.

Charlatan

The charlatan is a trickster and swindler. He rarely appears as what he actually is and likes to stretch the truth to get what he wants and escape critical situation. Charlatans often have a false identity and enjoy appearing as wealthy and influential people. They are proficient in *Influence*.

Commoner

The commoner is a peasant, worker or servant or anyone else with a job low on the social scale. The vast majority of the population of most nations are commoners. Commoners have an easy time blending in and can – up to a certain degree – rely on the solidarity of other commoners. Commoners are proficient in *Animal Handling*, *Craft* or *Piloting*.

Frontiersman

The frontiersman is a pioneer who lives in the borderlands near the wilderness. He is independent and free from the many constraints of society, but lives a dangerous life. Frontiersmen have to defend themselves against bandits and wild animals. They rely mainly on themselves to survive. Frontiersmen are proficient in either *Craft* or *Wilderness Survival*, but start with only 2d6x10 silver pieces.

Mercenary

The mercenary is a warrior that can be hired. For the right amount of money, mercenaries will do almost any job and work for practically everyone. Unlike soldiers, there are sworn to nobody, though they might be part of a larger mercenary guild or band. A mercenary has few obligations, but a risky life. Few mercenaries get old. Mercenaries are proficient in *Athletics*.

Merchant

The merchant trades with goods. Some merchants are independent, others work for a trading house. Merchants travel a lot, see exotic places and are always on the look for a good deal or a new trade route. Due to their experience, merchants speak two additional languages and have a network of contacts.

Saltimbanque

The saltimbanque is a travelling street performer and artist. Juggling, fire-breathing, prestidigitation and more are his expertise. Saltimbanques enjoy many liberties, but are often not protected by local law and mistrusted by the authorities. Saltimbanques are proficient in *Acrobatics*, *Animal Handling* or *Influence*.

Shadow Druid

The shadow druids are a secret society with the druids. Some are solitary, others dwell secretly among a common druid circle and some have formed circles with only shadow druids as members. Superficially, druids and shadow druids are hard to distinguish. Shadow druids are also protectors of nature and the cosmic balance, but are much more ruthless and radical. A shadow druid would probably not negotiate with settlers invading his forest, but instead gather the creatures of the forest and slay them all. Shadow druids can use one weapon they could usually not use.

Spy

The spy is an expert at gathering information, especially information that others want to keep secret. The job of a spy is dangerous, but also rewarding, as information can be worth more than any material resource. A spy is in contact with a network of informants and agents of political entities. These contacts provide the spy with information and give him new assignments. A spy is proficient in *Stealth*.

Alignment

The alignment of a character shows where he stands in regard to good and evil as well as law and chaos. Alignment is completely optional. It can help a player to flesh out his player character. Alignment is never set into stone; it just shows how a character behaves most of the time. Every creature is somewhere on the good-evil axis and the law-chaos axis. This results in ten different alignments shown below.

Good, Neutral and Evil

Good characters are humane. They try to avoid reaching their goals at the cost of others. Evil characters are determined. If they have a goal, it has to be reached at all costs, as the end justifies the means. Very few evil creatures view themselves as evil. Many are convinced that they do not have a choice or simply act the way their whole society or group acts. Neutral characters stand in-between. Creatures that represent a cosmological wrongness, like undead, or that are inherently malicious, like demons, can be considered evil as well.

Lawful, Neutral and Chaotic

Lawful characters believe that acting as a group sticking to a certain set of rules is the best way to achieve things in life. Those rules do not necessarily have to reflect the laws of their society. Lawful characters are sometimes more trustworthy and generally more reliable. Chaotic characters think that individuality is the most important aspect. They will not break laws and agreements on principle, but are convinced that ultimately, their way is the way to go, independently from what others think. Neutral characters agree with both parties as they see it fit.

Lawful Good

A lawful good is righteous. He is honourable, does usually not lie and tries to be benevolent to the people around him. Lawful good societies combine legal security with social justice and fairness.

Neutral Good

A neutral good character does the best a good person can do. If it serves a good purpose, a neutral good character will, reluctantly, break agreements or act against the will of his group.

Chaotic Good

A chaotic good character is transcendent. He always does what he thinks is best for everyone, regardless of what others say or what is expected from him. A chaotic good society – few exist – consists of loosely organised anarchists who get along by using common sense.

Lawful Neutral

A lawful neutral character is orthodox. He values the rules and traditions of his group for the stability they provide. A lawful neutral society has legal security, but is not necessarily build on just and fair rules.

Neutral

Neutral individuals are pragmatic and do not worry about rules or the welfare of the people around them too much. Many creatures have this alignment. Neutral characters are not committed to neutrality – they simply do not care. Creatures as intelligent as animal or less are also neutral, as they simply do not have a concept good, evil, law or chaos and act on instincts.

Chaotic Neutral

A chaotic neutral character's life is centred on himself. He does not care what others say or what they deem correct. He will work together with others, but only as long as their goals and ideas match his own. Chaotic neutral creatures can be unpredictable.

Lawful Evil

A lawful evil character cares about rules and arrangements, but never about the consequences for others. He will stick to morals and ideas, no matter how brutal or merciless they are. Lawful evil characters do often believe that their codex is the only possible way and is thus legitimate.

Neutral Evil

A neutral evil character will be reliable as long as this helps him reach his goals, but break his word the moment he no longer needs his allies. Neutral evil creatures are simply out for themselves.

Chaotic Evil

A chaotic evil character will do whatever he wants, with absolutely no limits. He is unwilling to accept temporary restrictions of his liberty, even if it would allow him to reach long-term goals. A chaotic evil creature will not work cooperate with others unless they follow his will.

True Neutral

A true neutral character stands between good, evil, law and chaos because he believes that this is the place to be. In comparison to neutral characters, true neutral characters is convinced that everyone, good and evil alike, has a place in the universe. True neutral characters will fight for the balance for ecological, religious or other reasons.

Equipment

Every adventurer starts with a certain amount of money. This money can be spent on equipment from the equipment list or kept to buy items later. The list below shows common things available almost everywhere and can also be used if the players want to restock supplies between adventures.

Table 23: General Equipment

Item	Cost (sp)
Barrel	2
Bedroll	1
Bedroll, winter	5
Bell	1
Block and tackle	5
Bottle of wine	2
Candle	0.01
Canvas, one square metre	0.1
Chain, three metres	30
Chalk, one piece	0.05
Chest	2
Crowbar	0.2
Fishing net, ten square metres	4
Flask, leather	0.03
Flint and steel	1
Garlic, bunch	0.1
Grappling hook	1
Hammer	0.5
Holy water	25
Ink well	1
Ladder, three metres	0.05
Lamp, bronze	0.1
Lantern, boat	12
Lantern, hooded	7
Lock	20
Manacles	15
Mirror, small	20
Musical instrument	5
Oil, usable for a lamp	0.1
Paper	0.1
Parchment, one sheet	0.2
Pick, miner's	3
Pole, three metres	0.2
Pot, iron	0.5
Quill pen	0.1
Ration, daily	0.5
Rations, daily, dried	1
Rope, hemp, twenty metres	1
Rope, silk, twenty metres	10
Rucksack	5
Sack, medium	1
Sack, large	2
Saddle	20
Saddle bag	0.1
Scroll	1
Shovel	2
Signal whistle	0.5
Spellbook, blank	25
Spike, iron	0.05
Spyglass	1,000
Stakes, wooden	0.05
Tent	10
Thieves' tools	30
Torch	0.01
Waterskin	1
Wolvesbane	0.1

Currency

Every player character starts with 3d6x10 silver pieces worth of money. The silver pieces (sp) are each worth ten copper pieces (cp). Additionally, there are gold pieces (gp), which are worth ten silver pieces, platinum coins (pp), which are worth

five gold pieces and electrum coins (ep) which equal half a gold piece.

Table 24: Land Transport

Item	Cost (sp)
Cart	50
Chariot	100
Donkey	15
Feed, daily	0.1
Hinny	35
Horse, draught	40
Horse, war	250
Mule	30
Pony	25
Stabling, daily	0.5
Wagon	150

Table 25: Water Transport

Item	Structural Points ¹	Cost (sp)
Boat, river	1	3,000
Boat, sailing	2	2,000
Canoe	1	75
Galley, large	9	30,000
Galley, small	8	10,000
Galley, war	12	60,000
Lifeboat	1	1,000
Longship	10	15,000
Raft	1	10
Sailing ship, large	20	20,000
Sailing ship, small	15	7,000
Sailing ship, transport	10	30,000

Table 26: Air Transport

Item	Structural Points ¹	Cost (sp)
Air Galley	9	50,000
Balloon	1	3,000
Dragonship	10	25,000
Fortress, floating	100	250,000
Great Swan	3+3 HD ²	4,000
Griffin	7 HD ²	3,500
Hippogriff	3+3 HD ²	2,500
Pegasus	4 HD ²	3,000
Tower, floating	20	15,000
Zeppelin	6	50,000

Table 27: Space Transport

Item	Structural Points ¹	Cost (sp)
Caravel	2	4,000
Citadel	75	400,000
Galleon	20	75,000
Man-o'-war	30	100,000
Monitor	2	5,000
Mosquito	6	7,500
Tradesman	12	10,000

¹Structural points function as hit points of large constructs. Common weapons do not inflict structural points of damage; only siege weapons and similar weapons do

²Like monsters, living air transport use the d8 to determine their hit points

Common Items

Air Galley

The air galley is about as big as a large galley and suited for air travel. Most air galleys are driven by steam or magic.

Balloon

Balloons are rare and relatively slow, but nevertheless of great military and scientific use.

Barrel

Barrels can be used to store almost everything and are well-suited to transport large amounts of liquids. Without a wagon, barrels are cumbersome to transport, though.

Bedroll

A bedroll allows to rest outside without freezing. With a bedroll, recovery is generally better.

Bedroll, winter

This bedroll is especially warm and windproof. It allows to rest in a tent or even outside at low temperatures without freezing to death.

Bell

A bell is always useful to give signal easy to distinguish from the sounds of nature.

Block and tackle

The system of block and tackle allows lifting heavy objects with comparably less effort.

Boat, river

A river boat is about ten metres long. It is suited only for river and lakes, not for the sea. River boats with a roof are more expensive.

Boat, sailing

A sailing boat is about fifteen metres long. Relying on wind, it is best used on sea, but only close to the shore.

Bottle of wine

Wine is not only more tasty and narcotic than water, it is also less likely to get spoiled.

Candle

A candle does spend less light than a torch, but is usually sufficient for reading inscriptions or revealing one's position. It usually burn one hour. Candles spend light in a radius of three metres.

Canoe

A canoe is about five metres long, quick and can easily be transported on land, but is can hold two people and little equipment at most.

Canvas, one square metre

Canvas can be used for all kinds of things, like concealing objects or building an improvised tent.

Caravel

The caravel is about thirty metres long and one of the cheapest ships used for space travel – and also one of the least reliable. Nevertheless, many people use caravels due to the low price.

Cart

The cart is often used for transporting goods. It has two wheels and needs on one draught animal.

Chain

Chains are relatively expensive, but more sturdy than rope and hard to destroy with common weapons.

Chalk

Chalk is suited for leaving signs or highlighting one's path in a dungeon.

Chariot

A chariot needs only one horse and allows fast travelling with light baggage.

Chest

Apart from a vault, a chest is one of the safest ways to store objects, as chests can be locked or protected by magic.

Citadel

The citadel, most often build by dwarves, is made of light stone and as large as a small fort. It moves slowly, but is surprisingly agile. Larger citadels are used as permanent outposts in space.

Crowbar

Using a weapon to break things open is not always the best idea. That is where the crowbar comes in handy.

Donkey

Donkeys can carry quite some mass and can be used in the mountains up to a certain degree. They are also cheaper than horses.

Dragonship

The dragonship is about thirty metres long and very similar to the longships. It can be used for air travel, though.

Feed

People often underestimate how much an animal eats, especially if strained a lot.

Fishing net

Fishing requires some skill, but is an excellent way of gathering food. Fishing nets have their use in combat as well.

Flask, leather

Sturdy and easily accessible, a leather flask is good way to store a potion.

Flint and steel

Flint and steel are mandatory tools for almost everyone travelling through the wilderness and on the road.

Fortress, floating

Some creatures living in the sky do not live on floating islands, but prefer artificial buildings instead. Floating castles are dependent on magic. They can be used for transportation or warfare, but are mainly just large mobile homes.

Galleon

The galleon is the main war ship used in space. It is about as big as a large galley and can transport a large number of soldiers, catapult. It has optimised ratio of cost and performance.

Galley, large

Large galleys are about fifty metres long and have a crew of sixty people and 180 rowers. They can carry catapults and other weapons and can be used as war ships.

Galley, small

Small galleys are about thirty metres long and need a crew of thirty people and sixty rowers. More agile than larger ships, small galleys are often equipped with rams.

Galley, war

War galleys belong to the largest and most impressive ships. They have a crew of a hundred people and 300 rowers. The flag ship of a war fleet is usually a war galley.

Garlic

Garlic can be used to repel vampires. It works best if blessed, though older vampires tend to be immune to its effect.

Grappling hook

The grappling hook eases climbing and is useful for mountaineers as well as in infiltrators.

Great Swan

Great swans are relatively rare. Elves sometimes tame them. They are valued for their ability to fly for very long times.

Griffin

Griffins eggs are expensive and training a young griffin even more so. Having one as a mount is as useful as it is prestigious, though.

Hammer

The hammer is a useful tool and can be used as an emergency weapon as well.

Hinny

Hinnies are very similar to mules, but tend to be slightly smaller.

Hippogriff

Like griffins, hippogriffs are expensive mounts, but popular among young officers and nobles.

Holy water

Holy water will damage most undead and demons if thrown at them. The effect depends on the deity whose blessing was used to create it.

Horse, draught

Horses are more expensive than donkeys, but also faster and better suited for carry people.

Horse, war

A war horse is significantly more expensive than a draught horse. It is stronger, can carry a rider in full armour can will not panic in battle.

Ink well

Many spellcasters are nothing without their spellbook – and the ink needed to write spells in it.

Ladder

A ladder is an excellent tool to commit all kinds of deeds and misdeeds.

Lamp, bronze

A lamp will last for about six hours, but also spends less light than a torch. Lamps spend light in a radius of three metres.

Lantern, boat

A boat lantern will shine even in heavy storm and during rainfall.

Lantern, hooded

A torch spends a lot of light, but a lantern can also be used for signalling or in bad weather. Lanterns spend light in a radius of ten metres.

Lifeboat

A lifeboat is about six metres long and holds rations for ten humanoids for one week. Its mast can be folded to store it on a larger ship.

Lock

Locks come in all sizes and variants, some even with enchantments and secured against common thieves.

Longship

The longship is about twenty-five metres long and very narrow. It has sixty rowers and fifteen additional sailors. It can be sailed as well.

Manacles

Manacles are heavy and prevent prisoners not only from freeing themselves, but also from just running off.

Man-o'-war

The man-o'-war is even larger than a war galley. Few spacefaring nations can afford man-o'-wars and some consider them too large to be used effectively.

Mirror, small

Mirror can be used to peek around a corner or to identify vampires.

Monitor

With a length of only ten metres, the monitor is among the smallest ships used for space travel. Some races prefer to use monitors in large groups against bigger war ships.

Mosquito

The mosquito is less than ten metres long and only used for scouting and on patrols. It got its name from its slim hulks and insect-like appearance.

Mule

Mules are crossbreed of donkey and horse. They combine traits of both species, but are mainly use for transportation, not as mounts.

Musical instrument

A musical instrument is a source of joy and can bring in some money if one knows how to use it.

Oil

Lamp oil can be used not only for lamps, but also to set things on fire in a controlled manner.

Paper

Depending on the culture, paper can be a commonplace item or an absolute rarity.

Parchment

Parchment is more durable than paper and last for centuries if kept dry.

Pegasus

The pegasus is a winged horse. Unless griffins, which hatch from eggs, young pegasi are very hard to tame. Some races have mastered to do so, however. Pegasi can be used as mounts on the ground as well in the air.

Pick, miner's

Picks are not only useful for actual mining, but can also be used to break down doors or open chests.

Pole

Poles have countless possibilities to be used.

Pony

The pony is a light alternative to the horse and the favoured mount of short races like halflings and gnomes.

Pot, iron

No one wants to eat dried meat all the time, so a pot to cook a soup or some fresh meat comes in handy from time to time.

Quill pen

Like ink, a quill pen is needed but every spellcaster using a spellbook.

Raft

The raft is the least reliable way to travel on water, but also the one vessel that can be improvised.

Ration, daily

This ration is neatly packed and contains all one needs to survive until the next day.

Rations, daily, dried

For long trips, dried rations are recommended. They are less tasty, but will stay edible over weeks.

Rope, hemp

Few adventures go on adventures where a solid rope is not needed soon or later.

Rope, silk

Silk rope is usually of higher quality than hemp rope, but also more expensive.

Rucksack

A normal rucksack can carry about fifty kilogrammes of goods. Not all races will be able to carry a fully packed rucksack, though.

Sack, large

This sack can hold about thirty kilogrammes of goods.

Sack, medium

This sack can hold about fifteen kilogrammes of goods.

Saddle**Saddle bag**

A saddle bag is less likely to get lost than a rucksack carried on a horse.

Sailing ship, large

This seaworthy ship is about forty metres long and has square sails and a crew of about sixty people.

Sailing ship, small

The small sailing ship is about twenty-five metres long and needs a crew of twelve sailors.

Sailing ship, transport

This ship is similar to the large sailing ship, but not built for sea warfare. Instead, it transports troops, mounts and supplies.

Scroll

Scroll can be used to take notes or, more importantly, write down spell for later use.

Shovel

Shovels are the common tool of treasure hunter, grave robber and people of other proficiencies.

Signal whistle

There are various kinds of signal whistles, includes ones only audible for certain races.

Spellbook

This is an enchanted tome with blank pages. It can keep as many spells as its owner can remember.

Spike, iron

Iron spikes are an ancient but still effective way of getting rid of persecutors.

Spyglass

Spyglasses are a useful tool and highly requested among scouts, hunters and officers. Few people know how to produce good ones, though, resulting in their exorbitant price.

Stabling, daily

In the long run, it is always recommended to let a mount rest inside at least from time to time.

Stakes, wooden

These stakes are blessed and can be used to permanently kill a vampire by driving one through its heart.

Tent

A tent protects from temperatures, rain, wind and many other environmental hazards, but also makes spotting approaching creatures difficult.

Thieves' tools

Thieves' tools come in a variety of sizes and differ much in quality. Depending on that, they ease lock picking or disarming mechanisms.

Torch

A torch burns for about an hour and spends light in a radius of ten metres. It is easily blown out, but also cheap.

Tower, floating

Floating towers are slow and usually only used to patrol certain routes in the sky, not to transport goods or people.

Tradesman

The tradesman is about twenty-five metres long and the most common ship in space. It is well-suited for transporting goods as well as people.

Wagon

A wagon needs to draught animals to work efficiently. It can carry more weight than a cart and is the most common mean of land transportation.

Waterskin

A waterskin can hold water for one person for a day.

Wolvesbane

Fresh wolvesbane will keep wolves in check; at least for some time.

Zeppelin

The zeppelin uses a huge balloon filled with light gas to fly. Very few races know how to build zeppelins. They are slower than air ships, but elegant, comfortable and independent from magic.

Melee Weapons

In this section and the ones following, weapons and armour are listed. Depending on class, race and setting, the player characters will have access to more or less all of them. Magical weapons are not listed here, but in in the section for magical items.

Axe, battle

This axe can be used with one hand or both hands. It is mostly used for mass combat and less often for duels.

Axe, great

The great axe may be less elegant than a sword, but is just a dangerous and better suited to destroy things.

Axe, hand

Mostly used for chopping wood, a hand axe can also be used for combat and is light enough to be thrown effectively.

Blackjack

The blackjack is a small, easily concealable baton. In comparison to the club, it is less crude and designed to overwhelm opponents. If used against a victim with no helm at a -4 attack power penalty, it will hit the opponents head. Opponent with less than four hit dice all unconscious for 1d8

rounds. Opponents with less than ten hit dice are *dazed*. They are permitted a saving throw every following round to get moving again. Opponents with at least ten hit dice are fuzzy and suffer a -3 initiative penalty.

Table 28: Melee Weapons

Weapon	Cost (sp)
Axe, battle ^{2,3}	5
Axe, great ¹	10
Axe, hand ⁴	1
Bayonet	3
Blackjack	5
Bo ¹	2
Cesti	5
Club	0.01
Dagger	2
Épée	15
Fan, war	30
Flail, heavy ¹	10
Flail, light	5
Halberd ¹	9
Hammer, war	1
Jitte	1
Jo	1
Kama	2
Katana ^{2,3}	15
Kusari-gama	4
Lance ¹	6
Mace, heavy	10
Mace, light	5
Masakar ²	8
Morning star ²	5
Nagamaki ²	20
Naginata ¹	22
Nodachi ¹	20
Pike, heavy ¹	8
Pike, light ¹	5
Pole arm ¹	10
Sai	5
Scythe ^{2,3}	1
Shield, horned	20
Spear ^{2,3,4}	1
Staff ¹	1
Sword, bastard ^{2,3}	20
Sword, claymore ¹	25
Sword, long	15
Sword, short	8
Sword, Zweihänder ¹	30
Tanto	5
Tetsubo ¹	6
Tonfa	2
Trident ^{2,3,4}	4
Wakizashi	8
Whip	2
Yari ¹	2

¹Two-handed weapon

²Can be used with either one or both hands

³Grants a +1 damage bonus if wielded with two hands

⁴Can be used as a melee or missile weapon

Bo

The bo is a wooden staff about as long as a human used in the East.

Cesti

Cesti are a pair of gloves with cutting edges. This weapon is outlawed in many countries and often considered dishonourable. Cavaliers and most paladins will not use this weapon.

Club

Almost anything can be turned into a club. The club can be used by every class.

Dagger

A dagger is less suspicious than a larger weapon. It is also a useful tool.

Épée

The épée is an elegant fencing weapon. Some épées are made of special metal and can be used even by spellcasters.

Fan, war

The war fan is mainly used in the East and a rare weapon even there. Often laughed at, it is nevertheless a deadly weapon and very easily concealed.

Flail, heavy

Cheap and effective, the heavy flail is a popular weapon among mercenaries.

Flail, light

This variant of the flail is lighter and cheaper, but also less damaging.

Flask, glass

The glass flask can be used to hurl alchemical mixtures at enemies.

Halberd

The halberd is the standard weapon of guard and best used by disciplined soldiers in mass combat.

Hammer, war

In melee, the war hammer is a dangerous weapon. Many cultures consider it barbarous, though.

Jitte

The jitte is an iron baton mainly used for defence. It has a short hook at the end which can be used to disarm swordsmen. On a critical hit, it will snatch the opponent's weapon.

Jo

The jo is a small version of the bo. It is only half as long and can be used with one hand.

Kama

The kama is a straight-bladed sickle. It is used by farmer and primarily a weapon.

Katana

The katana is a long sword designed to be used with both one and two hands. Every samurai has a katana personally made for him.

Kusari-gama

This is a simple kama attached to an iron chain. It will entangle opponents with less than half the attacker's hit dice. The victim is permitted a saving throw every round to free itself.

Lance

The lance can be used by foot soldiers, but was designed to be used by cavalry and for jousting.

Mace, heavy

The mace is the favoured weapon of clerics.

Mace, light

This is a lighter and cheaper version of the mace.

Masakari

The masakari is a two-handed battle axe used in the East.

Morning star

The morning star is difficult to use effectively, but also very intimidating.

Nagamaki

This is a shorter version of the naginata.

Naginata

Similar to the glaive, the naginata is a blade attached to a shaft used in the East.

Nodachi

The nodachi is a large, two-handed sword. It is larger than the common katana.

Pike, heavy

The pike is a long pole weapon with a spearhead at the end. In groups, pike men are very effective.

Pike, light

This pike is often used by guards who were not issued the more expensive and prestigious halberd.

Pole arm

The pole arm comes in a variety of types such as glaive, partisan or voulge. In larger armies, it is probably the most common weapon.

Sai

The sai is a parrying weapon similar to the jitte.

Shield, horned

This shield is equipped with a spike and can be used offensively if necessary.

Spear

The spear is a popular and relatively cheap weapon. It is used by many primitive cultures and can be thrown as well.

Staff

The staff is a simple and easy-to-use weapon. Some wizards enchant their staff so it becomes unbreakable.

Sword, bastard

The bastard sword is a mix between the long sword and the Zweihänder and as such can be used with one or both hands.

Sword, claymore

The claymore is an incredible massive two-handed sword. It does not only deal a good amount of damage, but is likely to impress the opponent as well.

Sword, long

The long sword is as elegant as it is effective. Every knight wears one.

Sword, short

The short sword is less lethal than the long sword, but also lighter and can be concealed better.

Sword, Zweihänder

The Zweihänder is a huge two-handed sword. Only strong warriors will be able to wield it effectively.

Tanto

This is a dagger as it is used in the East.

Tetsubo

The tetsubo is a staff with an iron shod at one end.

Tonfa

The tonfa is a wooden baton and a defensive weapon.

Trident

The trident is not only used for fishing. Creatures less than half a metre long will get tuck on its prongs if attacked successfully.

Wakizashi

The wakizashi is the Eastern form of the short sword. Most samurai carry both this weapon and a katana.

Whip

The whip is not very damaging, but can be used to either entangle an enemy or to do damage. The attacker announces this before he attacks. If the attack is successful and the opponent fails a saving throw, he is entangled. Victims with less than four hit dice are paralysed. Victims with less than ten hit dice are slowed to half speed and can attack only every

second round. In both cases, they are permitted one saving throw per round to break free. Targets with at least ten hit dice lose initiative the next time it is rolled.

Yari

The yari is the spear as used in the East.

Missile Weapons

Axe, hand

The hand axe can be used as a ranged weapon as well. It is especially useful to open a battle.

Blowgun

The blowgun is mainly used by primitive tribes, but is also popular in the East.

Bola

The bola is a length of cord with two heavy balls at either end. A target hit by a bola has to make a saving throw. If the saving throw is not made, the victim is entangled. Victims with less than four hit dice are paralysed. Victims with less than ten hit dice are slowed to half speed and can attack only every second round. In both cases, they are permitted one saving throw per round to break free. Targets with at least ten hit dice lose initiative the next time it is rolled.

Boomerang

The boomerang is a curved wooden stick that, if used correctly, returns to the attacker's hand if it misses its target. A successful save lets the attacker catch the boomerang. Failure means the boomerang lands three metres away from him.

Bow, long

The long bow is a hunting weapon as well as used in warfare.

Table 29: Missile Weapons

Weapon	Rate of Fire	Range, inside (m)	Range, outside (m)	Magazine Size	Cost (sp)
Axe, hand	1	3	10	-	1
Blowgun	1	10	20	-	5
Bola	1	5	15	-	5
Boomerang	1	10	30	-	10
Bow, long	2	20	65	-	60
Bow, short	2	15	45	-	15
Colt ¹	1.5	5	15	6	30
Crossbow, heavy	0.5	30	90	-	20
Crossbow, light	1	20	65	-	12
Daikyu	2	20	65	-	75
Dart	3	5	15	-	0.2
Flask, glass	1	10	20	-	0.05
Hankyu	2	15	45	-	20
Javelin	1	10	30	-	0.5
Musket ²	1	20	60	1	40
Net	1	5	15	-	4
Pistol ¹	1.5	10	25	8	40
Revolver ¹	1	10	30	8	150
Rifle ²	1	30	90	1	120
Shotgun ²	0.5	5	10	2	100
Shuriken	4	10	25	-	0.5
Sling	1	12	35	-	0.2
Spear	1	10	30	-	1
Stone, sling	-	-	-	-	0.01
Uchi-ne	2	5	15	-	1

¹One-handed gun

²Damage or effect depends on content

³Two-handed gun

Bow, short

The short bow has a shorter range than the long bow and requires less strength to use.

Bullet, small

These bullets are needed for gun being used with one hand.

Bullet, large

Large bullets are for rifle-like guns requiring both hands.

Colt

The colt has a small magazine, but is a bit deadlier than the pistol.

Crossbow, heavy

The heavy crossbow is slow, but has a great range and is especially deadly if used in an ambush.

Crossbow, light

The light crossbow is less damaging, but also faster to reload.

Daikyu

The daikyu is the long bow as used in the East.

Dart

Darts are weak, but can be thrown in quick succession and are easy to use.

Flask

A flask as such is not very dangerous. Filled with holy water or alchemical substances, it becomes dangerous weapon.

Hankyu

The hankyu is the Eastern short bow.

Javelin

The javelin is similar to the spear, but streamlined and specially made to be thrown.

Musket

The musket has been developed as an alternative to the bow. Currently, it is used by few armies, though.

Net

A net is primarily used to overwhelm and catch an enemy. Slavers and gladiators tend to use this weapon. If a creature is attacked by the net, it has to make a saving throw. If the saving throw is not made, the victim is entangled. Victims with less than four hit dice are paralysed. Victims with less than ten hit dice are slowed to half speed and can attack only every second round. In both cases, they are permitted one saving throw per round to break free. Targets with at least ten hit dice lose initiative the next time it is rolled.

Pistol

The pistol is light and – for a gun – relatively common.

Revolver

The revolver is the heaviest and most damaging of all handguns. It is also the rarest.

Rifle

The rifle is weaker than the musket, but very precise even over long distances.

Shotgun

The shotgun is devastating at close range. Very few know how to manufacture it, though.

Shuriken

Shuriken look like little metal stars. They have a short range, but can be thrown in quick succession.

Sling

A sling can be used to hurl stones. It is not very strong, but light and compact.

Spear

The spear is a most common weapon for infantry.

Stone, sling

Almost any stone can be used with a sling. Alternatively, some people use lead balls.

Uchi-ne

The uchi-ne is a small dagger designed to be thrown. In the East, most noblemen carry one.

Armour

Chain mail

Chain mail is similar to ring mail, but offers a little bit more protection.

Do-maru

The do-maru is a metal breast plate.

Full plate mail

No regular armour protects more than full plate mail. It covers the entire body apart from the head and is very hard to penetrate.

Hanburi

The hanburi is a helmet as it is fashioned in the East, usually without a visor.

Table 30: Armour

Armour	AC Bonus	Cost (sp)
Chain mail	+5	75
Do-maru	+3	150
Full plate mail	+7	450
Hanburi ¹	-	15
Hara-ate ²	+2	75
Haramaki	+1	50
Helmet ¹	-	10
Leather	+1	10
O-yori ¹	+6	500
Padded	+1	5
Plate mail	+6	200
Ring mail	+4	40
Scale mail	+3	30
Shield, buckler	+1	10
Shield, medium	+2	20
Shield, tower	+3	35
Studded leather	+2	15

¹Protects against critical hits

²Only protects from the front

Hara-ate

The hara-ate is a piece of laced armour used as a breast plate. It offers no back protection.

Haramaki

The haramaki is a light piece of armour made of silk and chain. It can be worn under clothing.

Helmet

This simple helmet offers protection from critical hits. Someone wearing one takes only full, but not double damage.

Leather

Leather armour is light and popular among those who want to sacrifice just a little agility for some protection.

O-yori

The o-yori is a full suit of armour complete with a helmet. It is usually specifically made for a certain customer and often coloured in the colours of his house.

Padded

Padded armour is very light and can be worn under a mantle or wider clothing.

Plate mail

Plate mail is very heavy, but one of the best pieces of armour available.

Ring mail

Ring mail consists of many small interconnected rings. It offers quite some protection, but also some time to get used to.

Scale mail

Scale mail consists of interconnected metal scales. It is easier to manufacture than chain or ring mail.

Shield, buckler

The buckler is a small shield mainly for melee combat.

Shield, medium

This shield is the standard shield of infantry and also suited to deflect missiles.

Shield, tower

The tower shield can cover its user completely. It is very heavy.

Studded leather

This armour is similar to normal leather armour, but a bit harder to penetrate.

Adventuring

Once everyone has created a player character, the game can start. From this point on, the game master and to a certain extent the player have all the power and can determine what happens. The players decide what their characters do and the game master decides how the non-player characters, monsters and the environment react.

Character Advancement

Experience

Characters are awarded experience points (XP) for dealing with monsters, finding treasure, solving problems, getting out of tight situations and everything else that makes a adventurer's life thrilling. Experience should not only be given for slaying monsters in a straightforward fight, but also for tricking or dealing with them diplomatically. These experience points will eventually allow them to level up. All character classes use the unified experience table shown below.

Table 31: Character Experience Progression

Level	Experience Points Required
0	-250
1	0
2	1,000
3	2,000
4	4,000
5	8,000
6	16,000
6+	+20,000

Experience points can be handed out to the whole party or to individual player character. In this case, the game master should ensure that every character can shine from time to time. Instead of handing out experience for single events or adventures, it is also possible to ignore experience altogether and simply let the whole party reach the next level when the game master sees it fit.

Usually, player characters start at level one. They are already above average in comparison to the majority of the population and most had special training. An alternative approach is to let the characters start with no level, class or class abilities at all, -250 XP and 1d4 hit points. Once they have reached naught XP, they are equal to characters of the first level of their class. These characters will be very fragile at the beginning, but playing them can be rewarding and enhance the game's roleplaying aspect.

Levelling Up

Once a new level has been reached, class skills and the saving throw improve, casters can cast more spell and special abilities depending on the class may be gained. Additionally, all character become a bit tougher can gain an additional hit die, which determines their hit points. Every player rolls dice worth the number and type of hit dice his character has. The number of hit points is compared to the number of hit points he previously had without any hit point boni. If the new result is worse than the old one, it is discarded, the old

number of hit points is kept and the hit point boni are added. Should the new number be better, it is taken instead. When a player starts with a new character at level one, no hit die is rolled. Instead, the character starts with a number of hit points equal to the highest number on his hit die.

Alternatively, it is also possible to let hit points advance in a static manner. The table below shows how many hit points a character gains per level for levels one to six and beyond. The values are based on the hit die's average roll. After level six, another six advancements are needed to maximise a character's hit points. This method can be used for familiar and animal companions as well.

Table 32: Static Hit Point Progression

Hit Die	Hit Points, Levels 1 – 6	Hit Points, Level 6+
d4	+3	+1
d6	+4	+2
d8	+5	+3
d10	+6	+4
d12	+7	+5

Beyond Level Six

After reaching level six, no new hit dice are gained and saving throws and attack power do not automatically improve anymore. Nevertheless, the hit dice are re-rolled every 12,000 XP and can still improve. Additionally, a new talent can be chosen. All characters also gain new proficiencies with the number depending on their class.

Resolution Mechanics

Saving Throws

Saving throws are a resolution mechanic used to see whether a character succeeds to avoid a certain hazard or not, may it be the effect of a spell, a deadly poison or the frightening presence of a monster. If the saving throw is made, the character suffers less severe or no consequences. To make a saving throw, the player rolls a d20 and checks if the number rolled is as high as or higher than his character's saving throw value. If that is the case, he succeeded. If not, the character has failed to avoid the hazard. With every level, the number gets lower and it will become easier to make a saving throw. Apart from the basic saving throw, certain races and classes also gain a bonus against specific hazards like paralysis, poison, magic or other. These boni come into play if a hazard requires a certain type of saving throw. If the character has no bonus or malus to the specific saving throw, it is identical to the basic saving throw. Monsters have a saving throw value as well listed in their stats block.

The basic types of saving throws are saving throws vs. death, magic and paralysis. Saving throws vs. death avoid being killed instantly or being poisoned. Saving throws vs. magic avoid general spell effects, being charmed or being caught by a supernatural effect. Saving throws vs. paralysis avoid being petrified or being unable to move in any way.

Ability Checks

The ability scores indicate a character's strength in body and mind. Having a high or low ability score does not mean the

character will always be successful or always fail, though. If a character comes into a situation where a certain physical or mental quality is needed, the game master lets him make an ability check. To make the check, the player rolls a d20. If the value is equal to or lower than a certain ability score, the check was successful.

To any kind of check, the game master can hand out a bonus or penalty depending on the character or the situation. He can also rule that some characters do not require a check at all due to their expertise.

Proficiency Checks

If a character uses one of his proficiencies, a proficiency check is made. The game master defines a target number. A d20 is rolled and the ability score modifier of the attribute the proficiency is tied to is added to the roll. Additionally, the player receives a +5 bonus if his character does have the proficiency. It is possible to take a proficiency up to three times and increase this bonus to +15. If a character is inept for a proficiency, he receives a -5 malus to his roll. Being inept can be compensated for by choosing the respective proficiency.

If the roll is high as or higher than the target number, the check is successful. Rolling a one always means that the character failed. The game master can also decide that the task is so easy for a character that is proficient in it that no roll is required. Likewise, the task can be considered impossible for someone who is not proficient in it.

Table 33: Proficiency Check Difficulty

Challenge	Target Number
Easy	5
Moderate	10
Hard	15
Very Hard	20
Incredibly Hard	25
Impossible	30

Adventuring and Exploration

Ability Score Loss

Some undead, magic spells or other effects temporarily reduce one or more of a character's ability scores. Unless the description of the effects says otherwise, these losses are recovered at a rate of one point per day for each of the six scores, provided the character has at least a full night of rest. If any ability score reaches naught, the creature dies.

Darkvision

Some creatures, mostly subterranean ones, have so-called darkvision. They can see up to twenty metres in darkness, but no magical darkness.

Death

If character is hit, the amount of damage is subtracted from his hit points. If he reaches naught hit points, he falls unconscious and cannot perform any actions. The character will lose one hit points per round until he reaches negative hit points equal to his level. At this point, he dies. There are certain divine and magical ways to bring back dead characters, but none of them is easy or cheap.

Elemental Resistance

Some items grant the wearer resistance against certain elements. Any damage taken from that element is reduced by the indicated number per damage die.

Elemental Weakness

Elemental weakness is equivalent to elemental resistance, but does increase the damage taken by the indicated number.

Encumbrance

Every piece of equipment a character carries, gold and jewels included, has a certain mass. Obviously, no character can carry an unlimited amount of things without being slowed down. It is possible to define a certain mass for every item, add them together and calculate what strength is needed to carry this mass with that speed. This requires a lot of bookkeeping, though, and does not necessarily add anything to the game.

Hence, the default encumbrance system for *Grey Six* is an abstract one. Every character can carry a number of medium to large items equal to his strength ability score. For every further item, two points are temporarily subtracted from movement and one from the dexterity score. Small items do not slow down a character.

This system is heavily abstracted and requires common sense from both the game master and the players. No character is able to carry a very large amount of small items or a small number of really heavy ones. The group is expected to reduce the number of items a character carries to a reasonable amount with the rules above as a guideline.

Magic Armour

Magic armour grants the usual armour class bonus armour its type would grant as well as an armour class bonus equal to its enchantment level.

Movement

Every player character race and monster has a speed, the base movement rate. It is usually nine or twelve for player character races. Divided by three, it is the distance in metres a creature can move in one combat round without risking to stumble, being hit by free enemy attacks or other direct consequences. Out of combat, the movement rate is doubled and doubled again if a character is running. Creatures which have learned swimming swim at half this speed. Trained swimmers swim at their movement rate, natural swimmers at one and a half times their speed.

While in combat but outdoors, movement rates are tripled together with the range of missile weapons. While hiking on a road or on easy terrain, a character can usually make one and a half times his movement rate in kilometres per day. During a forced march, he makes twice his movement rate. The game master can modify the movement rate for difficult terrain.

It is recommended to keep movement abstract. The rule above just serves to get an idea on how fast the party will move.

Healing

Magic is one way to quickly restore lost hit points. In addition to that, a character recovers 1d6 hit points per night of full rest. If he rests very comfortable, like in a good inn, he recovers one additional hit point. Likewise, sleeping outside during rainfall may lead to a penalty. A full month of rest will

always restore all hit points, no matter how many a character lost. Furthermore, the character's constitution modifier is – unless negative – added to the hit points regenerated by resting.

Magic Resistance

Some creatures have magic resistance. If someone casts a spell on the creature, it rolls a saving throw and receives the indicated bonus to the roll. If the saving throw is successful, the spell has no effect. Spells that do splash damage will still affect the creature. Unless mentioned otherwise, magic resistance can be suppressed at will to allow helpful spells and is suppressed intuitively by unconscious creatures.

Magic Weapons

A magic weapon grants the wielder an attack power and damage bonus equal to its enchantment level. Magic projective weapons only grant the attack power bonus, whereas enchanted projectiles only grant the damage bonus.

Structural Points

Large structures, like siege weapons, vessels or fortresses do not have common hit points, but so-called structural hit points. Small weapons – that is anything smaller than boulders or siege weapons – do not inflict structural points of damage.

Temporary Hit Points

Some abilities and items grant the user temporary hit points. These hit points can expand the creature's maximum amount of hit point, but cannot be healed. Once they are removed by damage inflicted on the creature, they are gone for good. If no damage is taken, they disappear after one night of rest or after twenty-four hours at the latest. If a creature has temporary hit points, then those will always be subtracted first when the creature takes damage.

Time

In *Grey Six*, time in combat and time in general is handled abstractly. One round, the time in which everyone makes a move, equals one minute, although actual combat is most likely faster. A turn equals ten minutes and can be used outside combat.

Twilight Vision

Twilight vision works like darkvision, allows the creatures only to see in dimmed light, not complete darkness.

Combat

Not every conflict can be solved with words. During their adventures, the player characters will confront mercenaries and bandits, fight undead hordes and meet dangerous creatures few have seen ever before. This chapter presents the details of combat.

Combat Sequence

If the player characters come in contact with hostile forces, combat starts. Combat is divided into the following steps:

1. Surprise Check: If a group is aware of the enemy's presence, it cannot be surprised. If one side is surprised, the other side automatically acts first before their opponents have a chance to react. Depending on the situation, the game master can rule that the surprise attack has additional effects, like some opponents trying to flee or dropping an item. If it is unclear whether one side is surprised or not, the game master may roll 1d6 for one side. A one or two means that the side is surprised. Certain enemies are very vigilant and get a bonus to their surprise roll.

2. Reaction: One side may be surprised, but this does not mean that a battle to the death automatically occurs. First, 2d6 are rolled to determine how the opponents react. The roll is adjusted by charisma modifier of the character currently leading the group. The game master may decide that certain creatures, especially unintelligent ones, are always hostile.

Table 34: Reaction

Die Roll	Reaction
2	Enthusiastic
3 – 5	Friendly
6 – 8	Indifferent
9 – 11	Hostile
12	Immediate attack

3. Determine Initiative: A d6 is rolled for each player character and monster. The roll is adjusted by the character's dexterity modifier. Monsters receive a +1 bonus for every three points of movement speed above twelve of the type of movement they currently use. Some monster get an additional initiative bonus. The game master can make a single roll for a group of identical monsters.

The initiative numbers are counted down and everyone acts on his initiative number. High numbers act first. Player characters can also wait for someone else to act. In this case, they act simultaneously. A character using a melee weapon with long reach, like a spear, may choose to spontaneously attack an opponent closing in. Again, the characters act simultaneously, even if the defender has rolled lower for initiative.

4. Movement, Attack and Casting Spells: Once its initiative number is up, each character and monster can move and then attack. After attacking, a combatant cannot act again until the next round. Moving includes all kinds of movement, like engaging the enemy, climbing or jumping down from

greater height. Combatants that have more than one attack use all their attacks now. Turning undead, casting spells and similar actions takes place now as well.

5. Complete the Round: The round is over and the battle continues with phase four. If one side has been killed, fled or surrendered, the fight is over

Combat Manoeuvres

Attack of Opportunity

A combatant blocks an area with a radius of one metre around him. If someone moves through this area, the combatant gets a free attack at the moving character. This free attack can only be made if the combatant is not concentrating on something else, like casting a spell. An attack of opportunity is also made when an attacker uses a ranged weapon in melee combat.

Attack Roll

If a character attacks an opponent with a weapon, a d20 is rolled to determine if he hits or not. The result is the so-called attack power. After every bonus and penalty has been taken into account, the attack power has to be equal or higher than the target's armour class. If that is the case, the attacks was successful and damage is rolled and subtracted from the target's hit points. Monsters attack like characters, but gain their number of hit dice as an attack power bonus.

Attacking from Behind

Attacking an enemy from behind grants the attacker a +2 attack power bonus. The thief and related classes get a +4 bonus and can backstab the enemy for additional damage. To get behind the enemy, the thief has to successfully hide in shadows or simply surprise his opponent.

Fist Fight

Instead of weapons, characters can also use their fists to fight. A hit with a fist does 1d2 points of damage. The damage will be subdual in half the cases. Additional damage due to high strength is always subdual. The monk is an exception here. He is a professional fist fighter and does damage linked to his level while using his fists. In addition to or instead of fists, some races have natural weapon that do full damage. A non-horned shield may also be used instead of a fist and follows the same rules

Melee Attack

Characters no more than three metres apart from each other are considered to be in melee range and can attack each other with melee attacks.

Missile Attack

An attack with a ranged weapon is considered a missile attack. The attacker adds his dexterity modifier to the attack roll. Shooting beyond a missile weapon's range leads to a -2

attack power penalty. A weapon cannot reach farther than twice its normal range.

Overwhelming an Opponent

To overwhelm an opponent, the attackers have to be in melee range. Each attacker and the defender roll 1d6 for every hit die they have. If the attackers have a higher sum of eyes, the defender is pinned down and can be killed in the next round. If both sums are equal, the struggle remains unresolved and nobody can attack. If the defender wins, the attackers are stunned for a number of rounds equal to the difference between the attacker's value and the defender's value.

Turning the Undead

Clerics and related classes have the ability to turn the undead. A turned undead will flee or be destroyed by the divine power of the cleric's god. If a cleric tries to turn one or more undead, the player rolls 2d10. If the result is equal or higher than the number shown in the table below, 2d6 undead within a radius of up to fifteen metres around the cleric will flee for 3d6 rounds. A *T* indicates the undead are turned automatically. A *D* indicates they are destroyed and crumble to dust. A cleric can turn undead a number of times per day equal to his character level.

Table 35: Turning the Undead

Turning Difficulty	Sample Undead	Character Level					
		1	2	3	4	5	6
1	Skeleton	10	7	4	T	T	D
2	Zombie	13	10	7	T	T	D
3	Ghoul	16	13	10	4	T	T
4	Wraith	19	16	13	7	4	T
5	Mummy	20	19	16	10	7	4
6	Vampire	20	20	19	13	10	7
7		-	-	20	16	13	10
8		-	-	-	19	16	13
9	Nosferatu	-	-	-	20	19	16
10	Lich	-	-	-	-	20	19
11		-	-	-	-	-	20
11+		-	-	-	-	-	-

Clerics associated with dark and malicious deities who do not oppose undead or even support them do not destroy undead, but take control over them instead. Neutral clerics may, depending on the decision of the game master, choose to either turn or destroy the undead.

In certain situations, undead cannot be turned easily. The game master can decide that undead henchmen cannot be turned or are turned with greater difficulty if their master is present. Terrain like unhallowed ground or the presence of dark or benevolent power can make turning easier or harder.

Special Situations

Critical Hits

If an attack roll is made and a player rolls a natural twenty, he hits automatically and the amount of damage the attack does is doubled. A natural twenty occurs if a twenty is rolled directly, without any modifiers. Helmets prevent double damage from critical hits.

Critical Failure

The same a natural twenty always hit, a natural one will always miss.

Guns

Guns work mostly like other missile weapons. However, they have a magazine that needs to be reloaded every time it is empty. Reloading takes one round.

Invisible Opponents

Attacks against invisible targets – which includes attacks in total darkness – are made at a -4 attack power penalty. Some monsters with special abilities or monsters with more than the eleven hit dice are usually able to see invisible targets anyway.

Missile Weapons in Melee Combat

When a missile weapon is used against an opponent in melee range that sees the attacker, the opponent can make a free attack of opportunity against the archer, provided he has a melee weapon ready.

Morale

Not everyone the characters encounter will fight to the bitter end. The majority of creatures will try to flee, surrender or negotiate if they cannot win the fight. The game master decides how the monsters react. The presence of a strong leader, the creature's beliefs and other factors come into play here. This also goes for any hirelings the characters have. However, certain creatures will never surrender. These include machine-like creatures like the golem, mindless oozes or destructive undead.

Movement in Combat

Every player character race and monster has a speed, the base movement rate. It is usually nine or twelve for player character races. Divided by three, it is the distance in metres a creature can move in one combat round without risking to stumble, being hit by enemies or other direct consequences. While in combat but outdoors, movement rates are tripled together with the range of missile weapons.

Retreat

If someone retreats from melee combat, the opponent gets a free attack. If the character is turning around as well, the opponent is also granted a +2 attack power bonus for attacks from behind.

Second Rank

Long weapons like spears or lances can reach through the first rank of combat and can be used from the back row.

Space Combat

To those not accustomed to weightlessness, fighting in space is considered a foreign combat environment. Creatures not used to it suffer a -6 penalty to initiative rolls and a -2 attack power malus. Missile fire has truly extreme ranges. Missiles fire outside of a gravity field have almost unlimited range.

Divine and druidic magic works normal in space for the most part. However, there are certain spots in space where the influence of the gods and the forces of nature are weak. In these spots, spells can be used normally, but spells of third level or higher may not be prepared again.

Arcane magic works normally for the most part as well. However, the probability of no creatures being present that can be summoned is high. Magical fire works in space, but will not ignite objects or creatures unless there is a lot of air

present. Other elemental spells work normally, as their spontaneously create electricity, ice or another element. The exception are spells that rely on the presence of a certain material, like spells that control wind or weather.

Subdual Damage

Sometimes, it is preferable to beat down an opponent without killing him. In this case, a character inflicts half subdual and half real damage. Subdual damage is subtracted from the hit points as well and recovered at a rate of one hit point per hour. If subdual and real damage combined reduce a character to naught hit points, he falls unconscious. If the real damage alone reduces him to naught hit points, the character has accidentally been killed. Certain creatures, like wild animals or demons, may be not affected by subdual damage.

Two-handed Weapons

Wielding a weapon with both hands that could also be used with only one hands grants a +1 bonus to damage. This does not apply to two weapons which have to be used with two hands anyway.

Two-weapon Fighting

A combatant wielding two weapon is more like to hit his opponent and thus gains a +1 attack power bonus. He does not gain an additional attack, but can decide which weapon to use for damage. A shield that can be used as a weapon does not count as a second weapon.

Underwater Combat

Due to the resistance of the water, only piercing or thrusting weapons can be used effectively underwater unless the weapon is magically enchanted to allow free movement. Bows and hurled weapons are also useless. Crossbows can be fired underwater, but their range is halved.

Even given the proper weaponry, surface dwellers and other creatures whose natural habitat is not aquatic cannot fight very effectively underwater. When attacking with a melee weapon, they suffer a -4 attack power and initiative penalty. This does not apply to ranged attacks or spellcasting. Unless otherwise stated, fire-based spells or those requiring oxygen have no effect underwater. Lightning spells affect all creatures, including the caster, using the spell's range as an effective area with the caster as a point of origin. Summoning spells will summon only underwater creatures. Other spells are modified as seen fit by the game master.

Status Effects

Some abilities, items, spells or monster attacks cause a so-called status effect. Most of these hinder player character and monsters in one way or the other. Status effects can stack. If they cannot be combined, the most severe one applies.

Asleep

And character that is *asleep* will not take any actions and cannot defend himself. If he takes damage, hears a loud noise or his sleep is disrupted in any other way, he will wake up, but needs one round to get up and be ready to defend himself.

Blinded

A *blinded* character cannot see. He suffers a -4 penalty to attack power and initiative rolls and loses his dexterity bonus to armour class.

Bloodied

Once a creature has lost half or more of its maximum hit points, it is considered *bloodied*. Being *bloodied* can trigger certain actions specified in the monster description.

Charmed

A charmed character is friendly to the creature that caused the charm. That does not necessarily mean it will obey said creature.

Confused

A *confused* character acts randomly. At the beginning of each round, 2d6 is rolled. The table below determines the character's behaviour for that round.

Table 36: Confusion Status Effect

Die Roll	Reaction
2	Attack caster
3 – 5	Attack caster and allies
6 – 8	Remain idle
9 – 11	Attack each other
12	Try to run away

Dazed

A *dazed* character takes no actions, but suffers no further penalties. Unless mentioned otherwise, this effect lasts one round.

Deafened

A *deafened* character takes a -4 penalty to initiative rolls.

Dominated

The character is under control by another creature. It obeys that creature and suffers a -1 penalty to all rolls. Unless *dominated* for a prolonged period of time, the master creature will most likely not know how to utilise the character's special abilities, like spellcasting.

Drained

A *drained* character suffers a -1 penalty to attack power, armour class, saving throws and all other rolls. A character can be *drained* several times.

Entangled

When a character is *entangled*, he moves at half speed and loses his dexterity bonus to armour class. *Entangled* characters that try to cast a spell have to make a saving throw or the spell is lost.

Fascinated

A *fascinated* character is entranced by an effect, often a supernatural one. He will not act as long as the effect lasts. If he is threatened, the character is permitted a saving throw to break free.

Immobilised

An *immobilised* character cannot move from the spot, but suffers no further penalties.

Panicked

A *panicked* character runs away from the source of his fear taking the path of least resistance. This effect usually lasts 1d6 rounds.

Paralysed

A *paralysed* character cannot move at all, but can still think clear. If a *paralysed* character is attacked, he is hit automatically.

Petrified

A *petrified* character has been turned into solid stone. He cannot move, does not think and will not remember anything that happened while he was *petrified*.

Prone

A *prone* character lies on the ground. He needs one round to get up again. Meanwhile, he suffers a -2 armour class penalty, a -4 attack power penalty and cannot use ranged weapon except for crossbows.

Sickened

The character has caught a disease. He suffers a -2 penalty to saving throws, attack power, armour class, ability checks and proficiency checks.

Slowed

A *slowed* character moves at half speed and has his initiative phase after all other combatants.

Stunned

A *stunned* character drops everything he carries and cannot take any actions. Additionally, he suffers a -2 armour class penalty and no longer benefits from his dexterity bonus to armour class.

Unconscious

An *unconscious* character is like a character that is *asleep*, but cannot be easily awakened by loud noise or light damage.

Henchmen and Hirelings

Hirelings

An adventure's most important allies are his companions. Whenever even more manpower is needed, the party can hire so-called hirelings. These are NPCs that serve the player characters for money. They can be everything from common folk paid to carry torches and equipment up to experts for special tasks. Specialists will usually not go on adventures, but rather perform services the player characters cannot do by themselves. The number of specialist hirelings a character can employ is limited by his charisma. Specialists may be bribed with high amounts of money, though. The number of common hirelings is unlimited. Every hireling has a certain upkeep cost. It includes his wage and the money for the material he uses. Torchbearers that enter dungeons together with the party do not cost much, but have a risky job and usually demand a share of the gold the party finds.

Table 37: Hirelings

Hireling	Monthly Upkeep (sp)	Type
Animal Trainer	500	Specialist
Armourer	200	Specialist
Blacksmith	40	Specialist
Engineer	1,000	Specialist
Guide	10	Common
Manservant	3	Common
Sage	1,000	Specialist
Sailor	10	Common
Ship Captain	300	Specialist
Spy	500	Specialist
Torchbearer	5	Common
Worker	1	Common

Animal Trainer

Animal trainer can handle all kinds of common animals. In addition, some of them even have experience with rare creatures like griffins.

Armourer

Armourers know how to make weapons and armour. Good and innovative armourers are rare and sought after.

Blacksmith

A common blacksmith can manufacture everyday metal items, but does usually not know how to make weapons.

Engineer

Engineers are needed for complex buildings like bridges or fortresses as well as for constructing siege machinery.

Guide

A local guide knows shortcuts, save passages and the common hazards of the area he lives in. However, almost everyone can pretend to be a guide.

Manservant

Manservants are needed in every larger household. This job includes butlers, cooks, maidens and similar professions.

Sage

A sage is a true expert in his field. Even if highly specialised, a sage has information way beyond the knowledge of common people. Sages not only have information, they also know where to find it.

Sailor

Sailors are common and can be hired in every two near the coast, but need a good captain to be effective.

Ship Captain

Apart from sailors, every ship also needs a captain.

Spy

The spy is a specialist that knows how to blend into the crowd, gather information, infiltrate buildings and do missions behind enemy lines.

Torchbearer

Torchbearers can be hired by adventurers to carry torches and equipment. Their job is risky, but can also be rewarding, as torchbearers usually get a percentage of the gold and treasure their adventuring party finds.

Worker

Workers are simply men willing to do physical work for money. They have no special qualifications other than being at least in moderate shape.

Henchmen

In addition to common hirelings and specialists, the party can also hire man-at-arms – also called henchmen – to fight for them. Most hired soldiers are trained for outdoor military engagements and will not enter dungeons or lairs. Men-at-arms are hired in small platoons. For every ten men of one type, a sergeant is needed, for every twenty men a lieutenant and for every sixty men a captain.

Henchman	Monthly Upkeep (sp)	Hit Dice (d8)	Armour Class	Movement
Light Infantry	2	1	13	12
Heavy Infantry	3	1+2	15	9
Archer	5	1	12	12
Crossbowman	5	1	12	9
Light Horseman	10	1+1	13	18
Heavy Horseman	20	2	15	18
Sergeant	<i>Special</i> ¹	3	14	12
Lieutenant	<i>Special</i> ¹	3+2	15	12
Captain	<i>Special</i> ¹	4	15	12

¹Sergeants cost twice, lieutenants three times and four times as much as a henchman of the same type

Henchmen with melee weapons inflict 1d8 points of damage, henchmen with ranged weapon 1d6. The d8 is used to determine the hit points for all types of henchmen. If the hit points are determined in a non-random fashion, a hit die equals five hit points. All save against hazards with a saving

throw value of fourteen. As they are no player characters, henchmen do not gain levels.

Light Infantry

Light infantry is usually equipped with spears and most effective in squads.

Heavy Infantry

Heavy infantry is slower, but also better armoured than light infantry. Heavy infantry is also better suited to fight on its own if necessary.

Archer

Archers have the advantage of the range of their bows, but need protection by other men-at-arms or they will end up as easy targets for fast enemy ground units.

Crossbowman

A crossbow needs longer to reload than a bow, but requires less training and has

Light Horseman

The greatest advantage of horsemen is their speed and ability to scatter non-mounted enemy troops. Horsemen are unsuited for combat in dense vegetation and mountainous areas, though.

Heavy Horseman

Heavy cavalry is feared by every foot soldier. Few armies can afford to maintain large units of heavy cavalry, though.

Sergeant

A sergeant commands ten men of his respective type of military unit. He costs twice times as much as a henchman of the same type.

Lieutenant

For every twenty men of a certain type of men-at-arms, a lieutenant is needed. He costs three times as much as a henchman of the same type.

Captain

A captain command units with up to sixty men. Most captains can command more than one type of henchman. Nevertheless, they are derived from a certain type of henchman and cost four times as much as a henchman of the said type.

Companions and Familiars

The ranger and the witch do not travel the world alone, but are accompanied by an animal companion or a familiar. This familiar, a semi-intelligent creature, is linked to its master with a special bond. The two can communicate emphatically and will feel each other's strong emotions.

When the player character gains a new level, the creature also gains a new level. To avoid dangers, the creature uses its master's or mistress's saving throw value and progresses as he or she does. Familiar and companion hit points can also be determined using the method for static hit points progression described above.

Animal Companion

The ranger gains his animal companion if he feels intuitively drawn towards it. The game master decides when this is the case. To get in contact with the companion, he has to spend twenty-four hours in the wilderness or any other environment he favours. A ranger can gain one of the animal companions described below – or any other companion the game master allows.

Bear

Bears are large omnivorous mammals. They are surprisingly fast, bulky and tough. The bear has a movement rate of twelve.

Table 38: Bear Ranger Companion Progression

Ranger Class Level	Hit Points	Armour Class	Attack Power Bonus	Damage
1	1d6	10	-	1d4
2	1d6+1	10	+1	1d4+1
3	1d6+2	11	+1	1d6
4	2d6+3	11	+1	1d6+1
5	2d6+4	12	+2	1d8
6	3d6+5	12	+2	1d10

Eagle

The eagle is a large, majestic bird. It is more fragile than many land-based predators, but is a fast flyer and has exceptional eyesight. The eagle has a land movement rate of three and an aerial movement rate of eighteen.

Table 39: Eagle Ranger Companion Progression

Ranger Class Level	Hit Points	Armour Class	Attack Power Bonus	Damage
1	1d4	10	-	1d2
2	1d4+1	11	-	1d2
3	1d4+2	11	+1	1d3
4	1d4+3	12	+1	1d3
5	2d4+3	12	+2	1d4
6	2d4+4	13	+2	1d4

Wolf

The wolf, ancestor of the dog, is agile and fast. Wolves live in packs, though some old wolves are solitary. It has a basic movement rate of fifteen.

Table 40: Wolf Ranger Companion Progression

Ranger Class Level	Hit Points	Armour Class	Attack Power Bonus	Damage
1	1d4	11	+1	1d3
2	1d4+1	12	+2	1d3
3	1d4+2	12	+2	1d4
4	2d4+2	13	+3	1d4
5	2d4+3	13	+3	1d6
6	3d4+3	14	+4	1d6

Familiar

The familiar is a small creature that accompanies the witch wherever she goes. It is the witch's assistant, counsellor and friend. Most familiars are enchanted animals.. A witch does not actively seek out a familiar. The familiar will simply join the witch once she has gathered enough power to attract one.

Familiar are usually small and thus hard to hit, but also fragile. Most witches keep their familiar out of combat.

Table 41: Witch Familiar Progression

Witch Class Level	Hit Points	Armour Class	Attack Power Bonus	Damage
1	1d4	12	-	1
2	1d4+1	13	-	1d2
3	1d4+2	14	-	1d2
4	1d4+3	15	+1	1d3
5	1d4+4	16	+1	1d3
6	1d4+5	17	+1	1d4

In addition to the generic traits presented above, a familiar will also have special abilities.

Table 42: Witch Familiar Abilities

Familiar	Abilities
Cat	Night vision, superior hearing, stealth
Crow	Excellent vision, dexterity, flyer
Hawk	Supreme vision, fast flyer
Owl	Night vision, superior hearing, flyer
Toad	Wide-angle vision, swimmer
Weasel	Superior hearing and olfactory sense, swift

The type of familiar is either determined randomly or chosen by the game master.

Alchemy

Alchemy is science and art at the same time. It has influences from many fields, but the travelling alchemist will use two of his abilities more than any other: Brewing extracts and making alchemical bombs.

Alchemical Extracts

The alchemist can make a certain number of extracts per day. Extracts have spell-like effects and have extract levels just like spells have spell levels. The alchemist needs to reach a certain level to be able to comprehend and use certain formulae. The alchemist can learn an unlimited number of extract formulae. Extracts duplicate the effect of a certain spell, but affect only the drinker. An extract cannot usually be passed to an ally, as it tends to become inert one it leaves the alchemist's hands or isn't used right away.

First-Level Extracts

Balance
Chameleon
Cure Light Wounds
Delay Image
Detect Illusion
Detect Magic
Feather Fall
Jump
Read Language
Read Magic
Remove Fear
Resist Cold

Second-Level Extracts

Acid Skin
Alter Self
Bark Skin
Delay Poison
Detect Charm
Detect Evil
Detect Good
Detect Invisibility
Feign Death
Invisibility
Resist Fire
Spider Climb

Third-Level Extracts

Cure Blindness
Cure Disease
Darkvision
Detect Psionics
Fly
Haste
Speak with the Dead
Tongues
Water Breathing
Water Walk

Alchemical Bombs

The alchemist's main mean of defence is the alchemist bomb, a projectile he can mix quickly and throw at his opponents. Each alchemical bomb requires a glass flask. Every day, the alchemist can make a number of bombs equal to his level. Bombs have to be used the round they are made and inflict 1d6 points of fire damage. Another 1d6 point of damage are added every three level starting with level three up to a maximum of 10d6 point of damage.

Like the alchemist learns new extract formulae, he can also learn new recipes for special bombs. He can learn an unlimited number of such bomb formulae. Formulae are learned like spells and have to be written down. Certain formulae are rather complicated and require the alchemist to have reached a certain level before he can comprehend them.

The secondary effects of special bombs can be avoided with a successful saving throw unless mentioned otherwise.

Antimagical Bomb

Required Level: 6

This bomb deals no damage, but acts as *Dispel Magic*. It cannot target a specific spell.

Concussion Bomb

Required Level: 6

This bomb explodes with a sharp, high-pitched sound. It deals 1d4 point of damage for every odd-numbered level of the alchemist. A creature directly hit is *deafened* for one round. Naturally deaf creatures are immune to this effect and take no damage.

Explosive Bomb

Required Level: 4

This bomb explodes especially violently. Anyone hit failing a saving throw catches fire and takes 1d6 point of damage per round until the fire is extinguished. Extinguishing it takes one round and requires a saving throw. A cumulative +1 bonus is added to the saving each round.

Frost Bomb

Required Level: 3

This bomb inflicts cold damage. The target will be staggered for one round and can only attack, defend or move, but not more than one of these.

Immolation Bomb

Required Level: 3

This bomb deals its damage over time and not at once. The target takes 1d6 points of damage plus one point of every two levels of the alchemist starting with the second. Each round, one damage die of damage is dealt.

Shock Bomb**Required Level:** 1

This bomb deals electrical damage. Anyone hit will be *dazed* for 1d4 rounds.

Smoke Bomb**Required Level:** 1

This bomb conceals an area with smoke and works like *Fog Cloud*.

Stink Bomb**Required Level:** 3

This bomb works like the smoke bomb, but anyone in the smoke is unable to perform any other action than moving.

Tanglefoot Bomb**Required Level:** 3

This bomb *entangles* the target. The effect lasts one round per level.

Bard Songs

The bard has the ability to play mystical songs to inspire his companions, drive fear into his enemies and charm crowds. He knows only a limited number of songs, but can play those whenever he likes. Over time, the bard learns new songs. Some songs have several ranks, with every additional rank making the song more powerful. Generally, songs granting a bonus or penalty have improved versions granting another +1 bonus. If not mentioned otherwise, all songs affect an area with a radius of twenty metres.

Battle March

This song grants all allies within a radius of twenty metres a +1 attack power bonus.

Calming Stornello

This song affects only animals. If it is played, all animals within a radius of ten metres around the bard will remain motionless and listen to the song if they fail a saving throw.

Counter Canzone

This song can be played for one round per level of the bard per day. It counteracts all sonic-based hazards, including spoken spell formulae or songs of other bards. The canzone does not remove the effects of a sound that already occurred.

Dampening Hymn

The dampening hymn eases shrugging off the effects of magic. All creatures, allies and enemies alike, within a radius of fifteen metres are granted a +1 bonus to saving throws vs. magic.

Fierce Crescendo

This song makes all magic within a radius of twenty metres more effective and destructive. All spellcasters are granted a +1 bonus to their effective casting level. This bonus affects only the duration, range and effect of the spell. The casters will not gain any additional spells to memorise. The crescendo affects allies and enemies alike.

Healing Argismo

While this song of divine inspiration plays, all allied divine casters receive a +1 bonus to healing rolls. Paladins and related classes are affected as well.

Lullaby

The lullaby lulls all listeners into a day-dreamy state. They receive a -1 malus to saving throws vs. illusions, charms, sleep and similar effects.

Nocturne of Deep Rest

If played periodically during the night, each allied character will heal an additional hit point. A major interruption spoils the effect.

Piper's Allegro

The piper's allegro charms all animals and magical beasts near the bard. They receive a -2 malus to saving throws to avoid falling under the control of another being or being affected by charms.

Requiem for the Dead

While this funeral song is playing, allied clerics receive a +1 bonus to turning the undead.

Rondo of Vigilance

This quiet tune makes all allies within a radius of three metres less likely to be surprised. On rank one, everyone is only surprised on a roll of a one on a d6. With two ranks, the probability is reduced to a one on a d8 and with three ranks on a d10.

Saltarello of Blood

This saltarello boosts the morale of all allies. They receive a +1 bonus to saving throws against morale failure and fear.

Saltarello of Shiver

This other version of the saltarello lowers the morale of all enemies. They receive a -1 malus to saving throws related to morale failure and fear.

Scherzo of Memories

This song allows a spellcaster to recall one spell. To do so, the caster has to meditate for one hour and the bard has to play continuously during this time. The spell level of the spell that can be recalled equals half the bard's level or lower. Additional ranks allow the caster to recall more than one spell.

Sonata of Pertinacity

While this song is playing, all allies within a radius of twenty metres gain a +1 bonus to armour class.

Vivace of Sticky Fingers

This vivace is a quiet but fast song. While it is playing, it enhances the concentration of all thieves and members of related classes and grants them a +1 bonus to opening locks or handling devices.

Wayfarer's Barcarolle

While this song is playing, the bard and his companions will be able to cover 10% more distance during their travels. Each additional rank increases the bonus by 10% up to a maximum of 50%. Despite the additional distance covered, no character will be more tired.

Magic

Magic is a supernatural power that is omnipresent and hard to understand. Nevertheless, most races have mastered to use it for their purposes in way or the other. Some creatures can even inherently use magic or are immune to it.

There are a number of different types of magic. The most common form is arcane magic used by the mage, the necromancer, the sorcerer and a number of others. It does not match well with metal, so most arcane casters are unable to wear armour if they want to use their powers. They can learn spells from scrolls and magic books. Magic is not written down as mere words. To the untrained eyes, magic texts will appear blurry, with the letters constantly shifting and the word being disturbing to the mind. Apart from the sorcerer, who intuitively uses magic, arcane magic users have to memorise spells in order to use them. Once a spell is cast, it vanishes from the caster's mind and has to be re-memorised. After all spells for the next day have been memorised, the caster has to rest for at least six hours.

Divine magic is rather similar to arcane magic, but instead of drawing energies from their environment, divine casters are provided with by power by their deity. Instead of memorising spells, divine casters pray to their gods to grant the spells to them. Druids and warlocks do this all well, but have the powers of nature and demonic entities as their sources of power. Like the sorcerer, the oracle is an exception here. The oracle is always exposed to divine influence and can cast spells spontaneously. None of the divine casters has to learn spells from scrolls. In theory, every spell of the spell levels they currently have access to is available to them. However, their deity – represented by the gamer master – decides which spells to grant the divine caster.

Magic does not exist only in form of spells. There are also magical items, which can have almost any function. Creating magic items is difficult, time-consuming and dangerous, thus few practice it. Some creatures live on magic. They consume it, radiate or are even made completely from magic.

The following pages contain a list of all spells sorted by their spell level and the class that can use them followed by a description of each spell. Note that some classes use exact same spells than others and have no separate list, like the sorcerer, who can use all mage spells. The spell list of each class is found in the class's description.

The spell description contains the spell's **spell level** and indicates which class can use this spell. Spells levels do not equal class levels, generally develop slower than class levels and range from levels one to four. The spell's **range** shows how far away from the caster the spell can come into effect. The range does not equal the radius of spell, which is mentioned in the **spell description text**. Lastly, each spell has a **duration**, which is mostly given in round equal to one minute, turns equal to ten minutes or common units of time. Note that as with combat, round and turns are handled in an abstract way.

The spell description text does not contain absolutely every possible use of a spell. Many spells are combat-oriented, but can be used out of combat as well. Ultimately, it is up to the game master to decide what exactly a spell does in unusual situations. The game master might also decide that certain spells require rare or expensive components, a magic circle, more than one caster or have a long casting time. This way, casters using this spells casually on a daily basis can be avoided – if this is what the gaming group wants. Likewise, the game master can decide that some spells are only available to a divine caster that follows a certain god.

Spell List

Cleric

Cleric Level 1

Bane
Bless
Call Upon Faith
Cause Light Wounds
Command
Cure Light Wounds
Dead's Rest
Deathwatch
Detect Evil
Detect Poison
Detect Magic
Entropic Shield
Light
Protection from Evil
Protection from Good
Purify Food and Drink
Remove Fear
Resist Cold
Sanctuary
Shield of Faith

Cleric Level 2

Altruism
Augury
Calm
Consecrate
Damnation
Delay Poison
Detect Charm
Find Trap
Greater Bless
Hold Undead
Holy Chant
Melt Resistance
Remove Paralysis
Resist Energy
Resist Fire
Silence
Snake Charm
Speak with Animals
Spirit Weapon
Zone of Truth

Cleric Level 3

Boon of Fortune
Cause Blindness
Cause Disease
Continual Dark
Continual Light
Cure Blindness
Cure Disease
Daylight
Detect Lies
Divine Aura
Enchant Weapon
Glyph of Warding
Helping Hand
Holy Aura
Locate Object
Remove Curse
Speak with the Dead
Wall of Wind
Water Breathing
Water Walk

Cleric Level 4

Air Walk
Anyspell
Awakening
Cause Serious Wounds

Charm Monster
Create Water
Cure Insanity
Cure Serious Wounds
Dimensional Anchor
Divination
Grable
Greater Protection from Evil
Greater Protection from Good
Hold Metal
Hunger
Neutralise Poison
Speak with Plants
Sticks to Snakes
Tongues
Trap Possessor

Druid

Druid Level 1

Beast Mask
Calm Animal
Detect Magic
Eagle Eye
Enchant Club
Entangle
Faerie Fire
Fey Sight
Hold Wind
Know Direction
Locate Animal
Magic Fang
Mending
Pass Animals
Predict Weather
Puffball
Purify Water
Resistance
Virtue
Whispering Ward

Druid Level 2

Air Sphere
Animal Link
Animal Trance
Bark Skin
Charm Animal
Chill Metal
Create Water
Cure Light Wounds
Flame Touch
Fortifying Stew
Gift of Speech
Goodberry
Heat Metal
Insect Swarm
Locate Plants
Obscuring Mist
Produce Flame
Speak with Animals
Stumble
Warp Wood

Druid Level 3

Adrenaline Surge
Air Breathing
Body of the Sun
Call Lighting
Cure Disease
Diminish Plants
Dominate Animal
Greater Magic Fang

Hold Animal
Ivy Sprawl
Meld into Stone
Neutralise Poison
Plant Growth
Protection from Fire
Pyrotechnics
Shape Stone
Shape Wood
Snare
Tree Shape
Water Breathing

Druid Level 4

Animal Sight
Call of the Forest
Control Temperature
Create Food
Cure Serious Wounds
Dampen Fire
Dispel Magic
Earth Maw
Flash Fire
Freedom of Movement
Hallucinatory Forest
Insect Plague
Knurl
Needlestrom
Pass Plants
Produce Fire
Protection from Lightning
Repel Vermin
Speak with Plants
Summon Animals

Illusionist

Illusionist Level 1

Alter Self
Apparition
Auditory Illusion
Chameleon
Colour Spray
Conceal Aura
Dancing Lights
Delay Image
Detect Illusion
Detect Magic
Detect Psionics
Fade
False Aura
Hypnotise
Light
Pattern
Phantasmal Force
Protection from Evil
Protection from Good
Read Language
Read Magic
Reflection
Shocking Grasp
Unseen Servant
Wall of Fog

Illusionist Level 2

Blink
Blur
Chromatic Orb
Creeping Fog
Creeping Shadows
Darkness Globe
Deaf

Detect Invisibility
Flash
Fog Cloud
Ghost Sight
Greater Phantasmal Force
Hypnotic Pattern
Illusion of Calm
Invisibility
Magic Mouth
Mirror Image
Misdirection
Obscure
Penumbral Face
Phantom Armour
Resist Lightning
Shadow Face
Shunt
Words of Fire

Illusionist Level 3

Alternate Reality
Dancing Shadows
Dispel Magic
Dispel Phantasm
Displace Self
Fear
Fool's Gold
Hallucinatory Terrain
Haze
Illusory Script
Lightning Bolt
Magic Ear
Magic Eye
Nondetection
Paralyse
Rope Trick
Shadow Eye
Spectral Force
Steam Blast
Suggestion

Illusionist Level 4

Bubble Breath
Choking Shadows
Confusion
Counterspell
Dimension Door
Emotions
Greater Invisibility
Illusory Strength
Mass Morph
Merge into Art
Minor Creation
Phantasmal Door
Phantasmal Killer
Protection from Lightning
Ring of Invisibility
Shadow Door
Shadow Monsters
Smoke Form
Solid Fog
Steal Identity

Jester

Jester Level 1

Alter Instrument
Amplify
Balance
Befuddling Pun
Bird Charm
Charm Person

Colour
Contortion
Delay Image
Detect Magic
Disarm
Giggle
Jump
Read Magic
Sleep

Jester Level 2

Charm Animal
Colour Blindness
Harlequin's Mask
Hypnotic Pattern
Invisibility
Joke
Knock
Mirror Image
Uncanny Contortion
Web

Jester Level 3

Annoying Poke
Blasphemous Obscenities
Cruel Comment
Dispel Magic
Fool's Gold
Hold Person
Pyrotechnics
Suggestion
Taunt
Whirlwind

Jester Level 4

Belly Aching
Cause Insanity
Charm Monster
Confusion
Dimension Door
Emotions
Extended Joke
Fumble
Rope Trick
Slow

Mage

Mage Level 1

Accuracy
Adhesion
Alarm
Burning Hands
Charm Person
Dancing Lights
Delay Image
Detect Magic
Detect Phase
Detect Psionics
Disarm
False Aura
Fascination
Feather Fall
Feeling Fingers
Fist of Stone
Floating Disc
Hold Portal
Icicle
Jarring Hand
Lasting Breath
Light
Magic Missile
Magic Wings
Manipulate Fire
Mending
Protection from Evil
Protection from Good

Read Language
Read Magic
Shield
Sleep
Stoneflight
Sustain Fire
Swim
Tiger Eye
Transform Liquids
Unseen Servant
Wandbane
Warmth

Mage Level 2

Acid Arrow
Aerial Acceleration
Amnesia
Bladethirst
Cat's Grace
Continual Light
Darkness Globe
Deflector
Detect Invisibility
Detect Thoughts
Earthen Grasp
Filter
Insatiable Thirst
Invisibility
Knock
Levitate
Magic Mace
Magic Mouth
Message
Protection from Paralysis
Pyrotechnics
Rejuvenation
Scorcher
Shatter
Silencing Hand
Spider Climb
Strength
Swift Mount
Web
Wizard Lock

Mage Level 3

Acid Lash
Air Bolt
Air Breathing
Air Sphere
Analyse Device
Blink
Dampen Magic
Darkvision
Dispel Magic
Explosive Runes
Fireball
Flame Arrow
Fly
Fundamental Breakdown
Greater Protection from Evil
Greater Pr. from Good
Gust of Wind
Haste
Hold Person
Lightning Bolt
Mage's Spellstaff
Magic Ear
Magic Eye
Manyjaws
Monster Summoning I
Protection from Missiles
Slow
Squaring the Circle
Suggestion
Water Breathing

Mage Level 4

Acid Bolt
Animal Magnetism
Arcane Eye
Battering Ram
Charm Monster
Cloak of Protection
Confusion
Cook
Counterspell
Darkening Bolt
Dimension Door
Extension
Fear
Freedom of Movement
Fumble
Greater Magic Missile
Lesser Spell Protection
Magic Mantle
Monster Summoning II
Plant Growth
Polymorph Other
Polymorph Self
Remove Curse
Rope Trick
Spell Potion
Swordfire
Unseen Limb
Wall of Fire
Wall of Ice
Wall of Iron

Necromancer

Necromancer Level 1

Augment Undead
Blackthorns
Colour Blindness
Command Undead
Corpse Flesh
Corpse Flicker
Corpse Link
Corpse Visage
Decay Flesh
Detect Undead
Detect Magic
Exterminate
Ghost Arrow
Haunting
Icicle
Locate Remains
Poltergeist
Read Language
Read Magic
Remove Stench
Skeletal Servant
Spectral Sense
Spectral Voice
Spider Climb
Stench of Decay

Necromancer Level 2

Animate Skeletons
Blastbones
Bloodglass
Choke
Death Recall
Dread Face
Embalm
Fang Dagger
Fireskull Servant
Gather Corpses
Ghoulsh Hands
Hear Heartbeat
Living Link
Maggot Spray
Pass Undead
Rain of Blood
Ray of Pain

Resist Turning
Scare
Zombie Servant

Necromancer Level 3

Animate Zombies
Cloak Undead
Cripple
Dispel Magic
Drag from Death's Door
Dread Armour
Feign Death
Flesh to Ectoplasm
Fossilise
Ghoul Servant
Hold Undead
Life Drain
Necromancer's Spellstaff
Ray of Enfeeblement
Skull Trap
Speak with the Dead
Spirit Wrack
Stench of Death
Summon Undead I
Zone of Sinister Silence

Necromancer Level 4

Agitate Wounds
Band of Ice
Blacksphere
Blood Lightning
Brainkill
Burning Blood
Cause Insanity
Charm Undead
Corpse Feast
Corpse Whisper
False Face
Graft
Poison Water
Protection from Ice
Rot Flesh
Speak with Spirits
Summon Undead II
Unseen Limb
Wall of Bones
Wall of Ice

Witch

Witch Level 1

Analgesia
Bad Luck
Black Fire
Burning Hands
Cat Fall
Charm Animal
Chill Touch
Control Vapour
Detect Illusion
Detect Magic
Detect Poison
Dozy
Dream Candle
Eternal Fire
Faerie Fire
Flourish
Ghost Arrow
Light
Loving Heart I
Lucky Charm
Masque
Moon Sense
Protection from Elements
Reflection
Scream
Silver Tongue
Sleep

Sun Blessing
Vertigo
Witch Sense

Witch Level 2

Acid Skin
Agony
Alter Self
Augury
Blind Eye
Burning Gaze
Calm
Command
Delay Poison
Detect Thoughts
Evil Eye
Fever
Force Field
Ghost Blade
Hex
Invisibility
Iron Will
Loving Heart II
Predict Weather
Purity Food and Drink
Quicken Healing
Read Language
Read Magic
Scare
Scuffle
Shape Clouds
Snake Body
Snake Charm
Spell Missile
Wither

Witch Level 3

All-Seeing Eye
Cause Disease
Circle of Respite
Cold Light
Control Fluids
Create Food
Create Water
Danse Macabre
Dispel Magic
Dissipate Vapour
Dither
Feral Spirit
Fertility
Fresh Air
Ghost Ward
Hold Animal
Lame
Locate Thief
Loving Heart III
Magic Ear
Magic Eye
Mirror Image
Neutralise Poison
Phantom Light
Puck
Remove Curse
Toad Curse
Transvection
Undying Fire
Whirlwind

Witch Level 4

Abomination
Acid Bolt
Animal Growth
Arcane Eye
Charm Monster
Confusion
Detect Lies
Drought
Elemental Armour

Emotions
Ethereal Projection
Hallucinatory Terrain
Insect Plague
Last Resort
Mirror Link
Narcolepsy
Persona
Phantom Dagger
Poison Water
Purge
Retaliation
Slasher
Slow
Speak with the Dead
Steal Youth
Suggestion
Vision
Witch Fog
Witch Power
Withering Touch

Warlock

Warlock Level 1

Cause Light Wounds
Chill Touch
Command
Demonflesh
Detect Magic
Detect Poison
Fiery Eyes
Light
Magic Missile
Protection from Evil
Protection from Good
Purify Food and Drink
Read Magic
Resist Cold
Unnerving Gaze

Warlock Level 2

Acid Arrow
Damnation
Delay Poison
Demonicall
Devil's Eye
Find Trap
Heat Metal
Hold Person
Invisibility
Knock
Resist Fire
Silence
Spider Climb
Spirit Weapon
Stunning Screech

Warlock Level 3

Abyssal Might
Cause Blindness
Continual Dark
Continual Light
Devil's Ego
Dispel Magic
Fear
Feign Death
Flame Arrow
Glyph of Warding
Insect Swarm
Magic Ear
Magic Eye
Poison Water
Speak with the Dead

Warlock Level 4

Cause Disease

Cause Serious Wounds
Confusion
Create Food
Detect Lies
Greater Protection from Evil
Greater Protection from Good
Hellfire
Hunger
Neutralise Poison
Polymorph Self
Tongues
Trap Possessor
Wall of Fire
Wall of Ice

Spell Descriptions

Abomination

Spell Level: W4

Range: 10 metres

This spell manipulates an unborn child in the womb of the woman. The child can be deformed or misshapen children may be healed. The mass of the child cannot be changed, so manipulations like additional limbs are limited.

Absorb Weapon

Spell Level: S5

Range: Touch

Duration: One hour per level

This spell allows the caster to put any weapon no longer than his arm on his arm, where it will be absorbed. The only sign of the weapon will be a weak magic aura. The weapon can be recovered by the caster at will. An intelligent weapon is permitted a saving throw. This spell does not work with weapons in the possession of another creature.

Abyssal Might

Spell Level: Wr3

Range: Caster

Duration: One turn per level

For the duration of this spell, the caster gains a +2 bonus to strength, constitution and dexterity as well as a +1 bonus per two levels to saving throws vs. magic.

Accuracy

Spell Level: M1

Range: Touch

Duration: One round per level

This spell enchants as many missiles as a man can lift. The missiles can now be shot twice as far while being just as accurate.

Acid Arrow

Spell Level: M2, Wr2

Range: 50 metres plus three per level

A magical arrow made of acid flies to the target. The arrow deals 2d4 points of damage. For every three levels of the caster, the acid lasts another round and deals another 2d4 points of damage in that round. The target is permitted a saving throw for half damage.

Acid Bolt

Spell Level: M4, W4

Range: 50 metres plus 10 per level

This spell creates two large drops of acid which can be directed at one or two targets. The drops never miss and cause 4d4 points of damage each.

Acid Lash

Spell Level: M3

Range: Touch

Duration: Three rounds

This spell creates an immaterial lash for the caster to use. It deals 4d4 points of damage and double damage to undead. It is not made out of real acid and will not corrode anything. The caster can banish it anytime and may not use it together with any item larger than a dagger. Using the lash is easy and grants the caster a +3 attack power bonus.

Acid Skin

Spell Level: W2

Range: Caster

Duration: One round per level

The caster's skin becomes highly acidic. Anyone touching or being touched by the caster suffers 2d6 points of damage. A saving throw is permitted for half damage.

Adhesion

Spell Level: M1

Range: Touch

Duration: One turn per level

This spell causes two solid objects to adhere after the caster touched the junction between them. To separate the objects ahead of time, a force of one ton plus a hundred kilograms per caster level is needed.

Adrenaline Surge

Spell Level: D3

Range: 10 metres

Duration: One round per level

This spell grants an allied summoned creature a +2 bonus to attack power and damage.

Aerial Acceleration

Spell Level: M2

Range: 10 metres

Duration: One turn plus one per level

This spell increases the speed of a flyer by half his regular speed, but makes manoeuvring slightly harder.

Agitate Wounds

Spell Level: N4

Range: 20 metres

This spell reopens wounds caused by a piercing weapon and causes 2d6 points of damage. If the victim does not make a successful saving throw, it suffers further 1d3 points of damage per round until the wound is dressed and bound. Creatures without blood are immune to this spell.

Agony

Spell Level: W2

Range: 15 metres plus one per level

Duration: One round per level

This spell causes severe physical pain in the target. The victim is *immobilised* for the duration of the spell and loses every dexterity-based bonus.

Air Bolt

Spell Level: M3

Range: 10 metres

This spell creates an invisible bolt of air dealing 1d3 points of damage per caster level. The target is permitted a saving throw for half damage. Underwater, this spell does double damage and the range is tripled.

Air Breathing

Spell Level: D3, M3

Range: 10 metres

Duration: Two hours

This spell allows a water-breathing creature to breathe air for the spell's duration.

Air Sphere

Spell Level: D2, M3

Range: Caster

Duration: Permanent

This spell creates an air bubble with a radius of five metres around the caster. It can be mentally moved by the caster during the first three turns of its existence at the caster's speed. The air created will always be the optimal air for the caster.

Air Walk

Spell Level: C4

Range: Touch

Duration: One turn per level

This spell allows the target to tread on air as if it was solid. The target moves with half speed while using this ability.

Alarm

Spell Level: M1

Range: Five metres

Duration: Four hours plus one for every two levels

This spell protects an area with a radius of eight metres. Anyone who enters the area larger than a rat and not having a password defined by the wizard will trigger a loud ringing noise lasting for one round.

All-Seeing Eye

Spell Level: W3

Range: Touch

Duration: One hour

This spell grants the recipient a 360° view. Spotting traps or creatures will be a lot easier for the spell's duration.

Alter Instrument

Spell Level: J1

Range: Touch

Duration: One turn per level

This spell temporarily turns one musical instrument into another. The value and quality of the instrument will remain the same.

Alter Self

Spell Level: I1, W2

Range: Caster

Duration: 1d6+10 turns plus one per caster level

The caster creates an illusion that makes him appear as a different kind of creature. The creature has to have the approximate size and shape as the caster. It is difficult to appear as one specific individual of a species using this spell.

Alternate Reality

Spell Level: I3

Range: 30 metres

This spell alters a small aspect of reality and allows the caster or target to re-roll a roll made during the last round. The spell can only affect events that began and ended in that round. If the target is friendly, it may choose between the old and the new roll. A hostile target is forced to take the new roll.

Altruism

Spell Level: C2

Range: Touch

Duration: Permanent

This spell allows the caster to transfer a specific amount of hit points to a willing, living being. The caster has to keep at least one hit point while transferring life energy.

Amnesia

Spell Level: M2
Range: 10 metres
Duration: One day

This spell erases the target's memories. The time erases is equal to one round plus one round per three level of the caster. The spell affects 1d4 creatures. A saving throw is permitted.

Amplify

Spell Level: J1
Range: Touch
Duration: One hour per level

This spell creates a magical disc with a diameter of half a meter. It cannot be moved. Whenever a sound enters one side of the disc, it will leave at the other side modified as the caster wishes it. The sound can be one fifth to five times as loud.

Analgesia

Spell Level: W1
Range: Touch
Duration: One turn per level

This spell renders the recipient immune to all physical pain. It also dumbs pain as a warning signal, though.

Analyse Device

Spell Level: M3
Range: One metre per level
Duration: One round per level

This spell allows the caster to analyse a mechanical device. For every round the spell lasts, one random detail is revealed. The caster does not necessarily comprehend the mechanism presented. If the device is magical, it might be revealed, though the spell will not indicate what kind of magic it is.

Animal Growth

Spell Level: W4
Range: 30 metres
Duration: Two hours

This spell causes 1d6 animals to grow to giant size. The animals gain all benefits and drawbacks of a giant animal, usually a +2 attack power and damage bonus as well as a -1 armour class penalty per hit die.

Animal Link

Spell Level: D2
Range: 20 metres
Duration: One hour

This spell allows the caster to gain sensory information through an animal or a giant-sized animal. The creature is not aware of the effect. The caster has no control over it.

Animal Magnetism

Spell Level: M4
Range: Touch
Duration: One breeding season

This spell is used by wizards carrying out breeding experiments. It raises the chance of successful mating by 15% per caster level up to a maximum of 90%. It does not make sterile animals fertile. The spell cannot be used on creatures without specific mating seasons.

Animal Sight

Spell Level: D4
Range: Touch

This spell gives the caster an image and the approximate direction of either an animal that has attacked another creature or someone who attacked an animal.

Animal Trance

Spell Level: D2
Range: 15 metres
Duration: Until concentration ends

As long as the caster concentrates, he can *fascinate* 2d6 hit dice of animals.

Animate Skeletons

Spell Level: N2
Range: 10 metres plus one per caster level
Duration: Three rounds plus one per level

This spell animates corpses as skeleton. For each level of the caster, one skeleton can be created. The spell can only be used on humanoid bodies. The skeletons are under the caster's control until they are destroyed or the spell's duration ends.

Animate Zombies

Spell Level: N3
Range: 10 metres plus one per caster level
Duration: Three rounds plus one per level

This spell works like *Animate Skeletons*, but creates zombies instead.

Annoying Poke

Spell Level: J3

Range: Caster

Duration: One turn plus one round per level

This spell summons a long sewing needle. The needle does one point of damage to a creature. From that point on, the creature takes another point of damage each time the caster makes a thrusting motion. If the creature reaches naught hit points, it faints and awakens after 1d4 rounds. After three pokes, a creature with less than twelve points of intelligence has to make a saving throw. If it fails, the creature has an equal chance of panicking, which means taking the path of least resistance for one round, or becoming enraged, which leads to the creature attacking the caster at all costs and fighting to the death.

Antimagic Shell

Spell Level: M6, W6

Range: Caster

Duration: One hour

An invisible bubble with a radius of three metres appears around the caster. No spells or magical effects can enter or leave the sphere.

Anyspell

Spell Level: C4

Range: Caster

Duration: Until the spell is cast

This spell allows the caster to read an arcane spell scroll and cast the spell later. Spells between level one and four can be cast.

Apparition

Spell Level: I1

Range: Caster

Duration: One round per level

The caster becomes translucent and blurry. Hard to focus on, he gets a +1 bonus to armour class. Furthermore, the caster appears as a ghostly and opponents might react accordingly.

Arcane Eye

Spell Level: M4, W4

Range: 10 metres

Duration: One hour

The caster conjures an invisible magical eyeball that widens his field of view. The eye moves with a speed of Five metres per minute up to a distance of forty metres away from the caster.

Auditory Illusion

Spell Level: I1

Range: 20 metres plus two per level

Duration: Three rounds per level

This spell creates the illusion of sounds being present. The spell imitates the voices of four different people at maximum. The listeners are permitted a saving throw only if they are already suspicious.

Augment Undead

Spell Level: N1

Range: Touch

Duration: One round per level

This spell allows skeletons and zombies to move as fast as normal humans. Additionally, they gain a +1 AC bonus.

Augury

Spell Level: C2, W2

Duration: One prediction three minutes in the future

This spell allows the caster to see whether an action will have a good or bad result in the immediate future. It does not predict any long-term results. The base chance of the spell revealing the true result is a roll under fourteen with a d20.

Awakening

Spell Level: C4

Range: Caster

This spell spreads bright light within a radius of fifteen metres around the caster. The light awakens *sleeping* creature, including those put to sleep by magic, released magically *charmed*, *paralysed* creatures or creatures not mobile otherwise and springs traps.

Bad Luck

Spell Level: W1

Range: 50 metres

Duration: One day

This spell gives a -2 malus on all roles a creature has to make. Initially, a saving throw is permitted to avoid the effect.

Balance

Spell Level: J1

Range: Touch

Duration: Two rounds per level

This spell grants the target enhanced balance. It can work on a rope and perform other feats requiring a good sense of balance.

Band of Ice

Spell Level: N4

Range: 10 metres per level

Duration: Up to two turns

This spell traps a creature in thick bands of ice. It traps creatures up to one metre of height per three levels of the caster. If the target makes a successful saving throw, it can break free after one round. If the saving throw is not made, the creature is trapped for one turn and is allowed one strength check per round after that to try break free. After two turns, the ice melts, though it might last longer – or shorter – in a cold environment.

Bane

Spell Level: C1

Range: Caster

Duration: One round per level

All enemies within a radius of fifteen metres around the caster suffer a -1 attack power penalty and a -1 malus to saving throws vs. fear.

Bark Skin

Spell Level: D2

Range: Touch

Duration: Three rounds plus one per level

This spell makes the recipient's skin hard as tree bark and raises his armour class by one. He also gains a +1 bonus to all saving throws except saving throws vs. magic.

Battering Ram

Spell Level: M4

Range: 20 metres

Duration: One round per level

This spell creates a shimmering violet force shaped like a battering ram with a clenched fist as the ram's head. The ram destroys every normal door with one hit, a reinforced door with three hits, a stone door with five hits and has a 50% chance of destroying a metal door. The caster has to remain within twenty metres of the ram. It does not affect creatures. Magically protected doors are permitted a saving throw identical to the one of the mage who casted the protection.

Beast Mask

Spell Level: D1

Range: Touch

Duration: Twelve hours

This spell transforms the recipient into an animal known to him. The animal size is at one quarter of the recipient's original size at minimum and twice his size at maximum. The recipient cannot communicate with animals, but gets their advantages and weaknesses while retaining his intelligence. Real animals will recognise the recipient as one of their own.

Beast Spite

Spell Level: D2

Range: 20 metres

Duration: One hour per caster level

This spell causes one person to be regarded as hostile by one species of animals. Predators will attack the target, less aggressive animals will avoid it. This spell causes animals loyal to the target to become stressed but they will not turn hostile.

Befuddling Pun

Spell Level: J1

Range: 10 metres

Duration: 1d4 rounds plus one per caster level

The caster utters a clever pun. If the target fails a saving throw, it will stand *immobilised* as it contemplates the esoteric pun.

Belly Aching

Spell Level: J4

Range: 20 metres

Duration: 1d6 rounds plus one per caster level

This spell causes the target to laugh uncontrollable. Victims with at less than four hit dice are permitted a saving throw, which halves the duration of the spell's effect. If victims with at least make a saving throw, they are not affected.

Bird Charm

Spell Level: J1

Range: 200 metres

Duration: One day

This spell summons up to three small birds per level of the caster, usually parrots or hummingbirds. The bird can understand rudimentary command of the caster and can repeat three-word messages. The spells works only if there are actually birds around.

Black Fire

Spell Level: W1

Range: Touch

Duration: One hour plus one round per level

This spell creates a black fire the size of a camp fire. It radiates heat within a three-metre radius, but does not emit any light and cannot be used to ignite anything.

Blacksphere

Spell Level: N4

Range: 10 metres plus two per caster level

Duration: 2d4 rounds plus one round per level

This spell creates a force burst with a radius of three metres. Every creature within the radius takes 1d4 points of damage plus one per caster level. Creatures failing a saving throw are additionally trapped in a sphere with a radius of three metres.

Creatures making a successful saving throw are expelled from the sphere, but still take damage.

Blackthorns

Spell Level: N1

Range: Caster

Duration: Six rounds

This spell summons a thick hedge around the caster. It is as high as his chest. Small creatures cannot move through the hedge, human-sized ones move at half speed. For every round in the hedge, a creature takes 1d8 points of damage. The hedge temporarily grants the caster a +2 armour class bonus against physical attacks.

Bladethirst

Spell Level: M2

Range: Touch

Duration: Two rounds

This spell grants an edged weapon a +3 attack power bonus. For the duration for this spell, the weapon glows blue and is treated as a magical weapon with an additional +3 enchantment. If an opponent is successfully struck with the weapon, the spell ends.

Blasphemous Obscenities

Spell Level: J3

Range: 20 metres

Duration: 1d6 rounds

This spell renders clerics and other divine spellcasters ineffective for 1d6 rounds. To other creatures, it acts like *Giggle*.

Blastbones

Spell Level: N2

Range: 15 metres

Duration: Until triggered

This spell allows the caster to shatter any bones not part of a living creature in a violent explosion. The bones of creatures with more than four hit dice are immune to this spell. The spell can be triggered immediately or with a command identical to *Magic Mouth*. The bones will explode in a blast with a radius of three metres. The spell deals 2d4 points of damage from bone shards. A saving throw is permitted for half damage. If the spell is cast on a creature not allied to the caster, it is permitted a saving throw.

Bless

Spell Level: C1

Range: Caster

Duration: One round per level

This spell affects all allies within a radius of fifteen metres around the caster. They are granted a +1 bonus to attack power and saving throws vs. fear.

Blind Eye

Spell Level: W2

Range: 20 metres plus two per caster level

Duration: One turn per level or until attacking

The caster is removed from the target's perception. While not being invisible, the target will not see the caster unless the caster engages the target.

Blink

Spell Level: I2, M3

Range: Touch

Duration: One round per level

This spell causes the caster to blink from one point to another at the beginning of every round. Roll 1d8 to determine a random direction the caster moves to. The caster will not move into solid objects or pits. For the duration of the spell, he takes only half physical damage, as he is only half present on his current plane.

Blood Lightning

Spell Level: N4

Range: Touch

Duration: One day or until unleashed

This spell comes into effect within a turn after the creature it has been cast on starts bleeding. Once the creature bleeds and does not lash out the lightning, it will regenerate 1d4+1 hit points. If the spell is released, it manifests itself as a web of red lightning dealing 6d6 points of damage to all creatures within a radius of fifteen metres. A saving throw is permitted for half damage.

Bloodglass

Spell Level: M2

Range: Five metres per level

Duration: Three rounds plus one round per level

The target of this spell has to make a saving throw at a -2 penalty. If the saving throw is successful, a ghostly hourglass will start to float around the target. In case of a fully healthy target, the upper half of the hourglass will be filled with blood while the lower half will be empty. The more damaged the target is, the more blood will drip down to the lower half. The hourglass only shows the relative remaining amount of health, not absolute hit points.

Blur

Spell Level: I2

Range: Caster

Duration: Three rounds plus one per level

The caster appears blurry to other creatures. All attackers with melee and missile weapons suffer a -2 attack power malus.

Body of the Sun

Spell Level: D3

Range: Caster

Duration: One round per level

This spell causes bright sunlight to radiate from the caster's body. The light has a range of two metres and will damage anyone but the caster for 1d4+1 points of fire damage. A saving throw is permitted for half damage. Nocturnal creatures will be *blinded* for 1d4 rounds unless a saving throw is made.

Bone Dance

Spell Level: N3

Range: 10 metres per level

Duration: Three turns per level

This spell animates a humanoid corpse as a skeleton or zombie. The caster can control the creature like a puppeteer. However, it is incapable of carrying any independent actions. The spell requires a lot of caster's attention. Otherwise, the undead is treated like a common one, though it cannot be turned. *Dispel Magic* can break the spell and destroy the skeleton.

Bone Seize

Spell Level: N4

Range: 60 metres

Duration: 1d10 rounds

This spell allows the caster to take control of the target's bones. It does not matter whether the target is dead or alive. The control is awkward at best. The victim can be forced to walk, lay or sit down, but not to fight. The control can be avoided with a successful saving throw.

Boon of Fortune

Spell Level: C3

Range: Touch

Duration: One round per level of the caster

This spell allows the target to wield an object it could normally not use. Any penalty, like casters not being able to cast while wearing armour, still applies.

Brainkill

Spell Level: N4

Range: Touch

Duration: Permanent

This spell can burn the memory of a creature of a certain place, person or time period of up to one year. The spell works on any intelligent creature and can be avoided by a saving throw. If the saving throw is made, the creature only suffers a headache for 1d4 hours. If it fails, the creature loses some brain tissue, suffers 1d6 points of damage and loses the memory chosen by the caster.

Bubble Breath

Spell Level: I4

Range: 30 metres plus 10 per level

Duration: 1d6 rounds plus one per level

The caster casting this spell breathes forth 1d6+1 bubbles in the direction of one or more foes. An attack roll has to be made for each bubble. A target successfully hit is instantly coated with a filmy goo. The goo halves the target's movement rate and puts a -2 penalty on all combat-related dice rolls. The effect can be avoided with a successfully saving throw.

Burning Blood

Spell Level: N4

Range: 10 metres per level

Duration: Three rounds

This spell causes the blood on an open wound to burst into flame causing 3d4 points of damage. This will happen thrice in three consecutive rounds. Each time, the target is permitted a saving throw at a -3 penalty.

Burning Gaze

Spell Level: W2

Range: Caster

Duration: One round per level

This spell makes the caster's eyes glow like hot coals. Every creature and object up to ten metres away that the caster looks at for a round has to make a saving throw vs. paralysis or will suffer 1d6 points of fire damage and start burning. Every following round, ignited creatures or objects have to make another saving throw or will suffer 1d6 points of damage again.

Burning Hands

Spell Level: M1, W1

Range: Caster

Duration: One round

A three metre-long cone of fire shoots from the caster's hands, one metre wide at the end. All creatures in the area affected take one point of damage per round. A saving throw is not permitted.

Call Lighting

Spell Level: D3

Range: One kilometre

Duration: One hour

The caster calls a thunderstorm. A lighting blast will strike every turn for 8d6 +1 per caster level points of damage. This spell can only be used outdoors when the sky is cloudy.

Call of the Forest

Spell Level: D4

Range: 10 metres

Duration: Game master's decision

This spells call creatures of the forest to assist the caster. Roll 1d10 to determine what creatures show up. The creatures might refuse to do what the caster asks them for depending on the nature of the request. The spell only works outside if a forest is near. The creatures need two rounds to arrive.

Table 43: Call of the Forest

Die Roll	Forest Creatures Summoned
1	1d8 Pixies
2	1d8 Fire Beetles
3	1d6 Nixies
4	1d6 Oil Beetles
5	1d4 Dryads
6	1d Owlbears
7	1 Spotted Owlbear
8	1d2 Unicorns
9	1d4 Centaurs
10	1 Treant

Call Upon Faith

Spell Level: C1

Range: Caster

Duration: One action

This spell can be cast before the caster performs a certain task. For this one task, the caster is granted a +3 die roll bonus.

Calm

Spell Level: C2, W2

Range: 20 metres

Duration: One day

This spell calms a creature. The creature is no way under the control of the caster and is permitted a saving throw.

Calm Animal

Spell Level: D1

Range: 10 metres

Duration: One round per level

This spell calms 2d4 plus one per level hit dice of animals. The animals do not necessarily become friendly to the caster. The spell will not work on animals under direct attack or in similar situations.

Cat Fall

Spell Level: W1

Range: Caster

Duration: Until the ground is touched

This spell lets the caster fall from heights without taking damage. It also protects objects the caster carries. The maximum height this spell protects the caster from is five metres plus one per level. If the caster jumps from a greater height, the spell still protects her for a part of the fall.

Cat's Grace

Spell Level: M2

Range: Touch

Duration: One hour per level

This spell grants the recipient a bonus to dexterity. Thief-like creatures temporarily gain 1d8 points of dexterity, fighter-like creatures 1d6 points and spellcasters as well as monstrous creatures and common people 1d4 points.

Cause Blindness

Spell Level: C3, Wr3

Range: Touch

Duration: Permanent

This spell *blinds* a victim upon touch. The eyes of the victim remain physical intact, though.

Cause Disease

Spell Level: C3, W3, Wr4

Range: Touch

Duration: Until the disease is cured

This spell magically inflicts one common disease upon one victim. Usually, it will end up *sickened*.

Cause Insanity

Spell Level: J4, N4

Range: Touch

Duration: Permanent

The touch of the caster drives the victim permanently insane if it fails a saving throw vs. paralysis. 1d20 is rolled to determine to the type of insanity. It is up to the game master to add a modifier to the saving throw.

Table 44: Cause Insanity

Die Roll	Type of Insanity
1	Agoraphobia
2	Alcoholism
3	Amnesia
4	Anorexia
5	Arachnophobia
6	Catatonia
7	Claustrophobia
8	Delusion
9	Dementia
10	Furiousness
11	Hallucinations
12	Homicidal Mania
13	Kleptomania
14	Manic-Depressive
15	Megalomania
16	Melancholy
17	Paranoia
18	Pathological Liar
19	Schizophrenia
20	Suicidal Mania

Cause Light Wounds.

Spell Level: C1, Wr1

Range: Touch

This spell causes 1d6+1 hit points of damage.

Cause Serious Wounds.

Spell Level: C4, Wr4

Range: Touch

This spell causes 2d6+2 hit points of damage.

Chameleon

Spell Level: I1

Range: Touch

Duration: Two rounds per level

This spell makes the recipient blend with the background. He gains a +4 bonus to armour class against missile attacks and is hard to spot from distance. If abruptly changing from one background to another, the spell's effect needs one round to adjust.

Charm Animal

Spell Level: D2, J2, W1

Range: 20 metres

Duration: One day

This spell works like *Charm Person*, but affects animals instead. It also works on intelligent animals, but not on magical creatures.

Charm Monster

Spell Level: C4, J4, M4, W4

Range: 20 metres

Duration: Until the monster breaks free

This spell works like *Charm Person*, but works on any living creature. For monsters with three hit dice or less, 3d6 may be affected by the spell. The monsters have one chance per hour to break free from the spell.

Table 45: Charm Monster

Hit Dice	Hourly Chance to Break Free (d20)
0 – 1	20
2 – 4	19
5 – 7	18
8 – 10	12
11+	4

Charm Person

Spell Level: J1, M1

Range: 20 metres

Duration: One day or until dispelled

This spell affects humanoids or smaller-sized creatures. If the creature fails a saving throw, it is *charmed*.

Charm Undead

Spell Level: N4

Range: 30 metres

Duration: Until the undead breaks free

This spell works like *Charm Monster*, but works exclusively on undead.

Chill Metal

Spell Level: D2

Range: Touch

Duration: Seven rounds

This spell cools down ten kilograms of metal per level of the caster to room temperature.

Chill Touch

Spell Level: W1, Wr1

Range: Caster

Duration: One touch per level

The caster's touch causes 1d6 points of damage. If the victim fails a saving throw vs. paralysis, it panics for one round and

will not attack. Undead are immune to this effect, but still take damage.

Choke

Spell Level: N2

Range: 30 metres

Duration: One round per level during concentration

A pair of spectral hands chokes the target, which suffers 1d4 points of damage per round and gets a -2 attack power malus if it fails a saving throw.

Choking Shadows

Spell Level: I4

Range: 10 metres plus one per level

Duration: One round per level

This spell creates a cloud of frigid darkness with a radius of eight metres. The cloud covers all sight and is unnaturally cold and kills creatures with less than three hit dice instantaneously. Creatures up to five hit dice are permitted a saving throw vs. death or will suffer 1d10 points of damage. The cloud moves with a speed of three metres per round.

Chromatic Orb

Spell Level: I2

Range: Caster

Duration: Two rounds or until thrown

This spell summons a colourful sphere that can be hurled at an opponent over a distance of up to ten metres. If the target makes a saving throw, the orb has no effect. The caster can chose what colour and effect the orb has, provided he has reached the minimum level for said effect. Death and petrification are permanent.

Table 46: Chromatic Orb

Level	Colour	Damage	Special Effect
1	White	1d4	-2 attack power, 1d4 rounds
2	Red	1d6	-1 point of STR and DEX
3	Orange	1d8	Ignites material around target
4	Yellow	1d10	<i>Blinded</i> , 1d8 rounds
5	Green	1d12	<i>Slowed</i> , 1d6+1 rounds
6	Turquoise	2d4	Magnetised for 1d6 rounds
7	Blue	2d8	<i>Paralysed</i> , 2d8+4 rounds
11	Violet	-	<i>Petrified</i>
12	Black	-	Death

Circle of Respite

Spell Level: W3

Range: Touch

Duration: Half a day

This spell creates an invisible circle with a radius of five metres. Animals will not enter the area. Creatures with at least four hit dice are not affected, while creatures with less hit dice have to make a successful saving throw to enter the circle. Everyone sleeping in the area will recover as having rested for an entire day.

Cloak of Protection

Spell Level: M4

Range: Caster

Duration: Two rounds per level

This spell affects an area with a radius of fifteen metres around the caster and can protect It protects a number of allies equal to the caster's level plus one creature. All creatures protected save vs. magic as the caster, unless their saving throw value is better anyway. Once per round, the caster can split up the damage anyone protected takes among the other creatures affected. Anyone leaving the area is no longer protected, even when re-entering.

Cloak Undead

Spell Level: N3

Range: One metre per level

Duration: Three rounds per level

This spell makes undead creatures invisible and immune to *Detect Undead* as long as their stay in a range of three metres per level of the spot where the spell was cast. The undead also cannot be turned until they are detected by the cleric attempting to do so.

Cold Light

Spell Level: W3

Range: Caster

This spell lets the caster's hand glow in blue light until she touches another creature. The touch causes 1d6 points of damage per caster level. If the target fails a saving throw vs. paralysis, it is *slowed* for one round per two levels of the caster.

Colour

Spell Level: J1

Range: Touch

Duration: Permanent

This spell allows the caster to permanently change the colour of a piece of cloth, leather or a similar substance.

Colour Blindness

Spell Level: J2, N1

Range: One metre per level

Duration: Three turn plus two rounds per caster level

This spell changes the target's vision to black and white. It is not permitted a saving throw.

Colour Spray

Spell Level: I1

Range: 20 metres

This spell summons a colourful cone which is ten metres long, one metre wide at the origin and ten metres wide at its end. It affects creatures with hit dice equal to the number of hit dice of the caster. Depending on the hit dice of the target,

the cone has different effects. Creatures with six hit dice or more hit dice than the caster are permitted a saving throw. Sightless creatures are immune to this spell.

Table 47: Colour Spray

Hit Dice	Effect
Fewer than the caster	<i>Unconscious</i> , 1d4 rounds
Equal to the caster	<i>Unconscious</i> , 2d4 rounds
Up to one more than the caster	<i>Blinded</i> , 1d4 rounds
Two more than the caster	<i>Blinded</i> , 1d6 rounds
Three more than the caster	<i>Stunned</i> , one round

Command

Spell Level: C1, W2, Wr1
Range: Five metres
Duration: One round

The caster gives a one-word command to a creature. The creature will obey to the best of its ability for one round. If it is impossible for the creature to carry out the order, it will remain idle. Creatures with more than five hit dice or very intelligent or smarter creatures are permitted a saving throw.

Command Undead

Spell Level: N1
Range: 20 metres
Duration: 1d4 hours

This spell works like *Turn Undead*, but allows the caster to take control over the undead.

Conceal Aura

Spell Level: I1
Range: Touch
Duration: One day per level

This spell covers the aura of a magical item and lets it appear as a common one. People holding the item are permitted a saving throw to detect the item as magical anyway. The use of spells able to detect magic or illusions grants a +4 bonus to the saving throw.

Confusion

Spell Level: I4, J4, M4, W4, Wr4
Range: 30 metres
Duration: Two hours

This spells *confuses* people and monsters. 2d6 is rolled to determine the exact effect. The effect shifts every round. The spell affects 2d4 creatures. Creatures with less than three hit dice automatically get affected. Creatures with at least four hit dice are permitted a saving throw. Creatures with eight hit dice are immune to this spell.

Table 48: Confusion

Die Roll	Reaction
2	Attack caster
3 – 5	Attack caster and allies
6 – 8	Remain idle
9 – 11	Attack each other
12	Try to run away

Consecrate

Spell Level: C2
Range: Caster
Duration: Two hours per level

This spell takes one turn to cast and fills an area around the caster with divine energy. All clerics and members of related classes gain a +3 bonus to turning undead. Undead suffer a -1 malus to attack power, damage rolls and saving throws, unless allied with the caster.

Continual Darkness

Spell Level: M2, C3, Wr3
Range: 20 metres
Duration: Until dispelled

The targeted person radiates darkness in a radius of twenty metres. If not cast on a creature, nobody can see through the darkness with normal or darkvision.

Continual Light

Spell Level: M2, C3, Wr3
Range: 20 metres
Duration: Until dispelled

The targeted person radiates bright light in a radius of twenty metres.

Contortion

Spell Level: J1
Range: Caster
Duration: One turn

This spell allows the caster to magically contort his body. He gains a +6 bonus to armour class.

Control Fluids

Spell Level: W3
Range: Three metres per level
Duration: One round per level

This spell allows the caster to move ten cubic metres of fluids at a rate of twenty metres per turn. Fluid-based creatures are permitted a saving throw to avoid the effect.

Control Temperature

Spell Level: D4
Range: Caster
Duration: Three turns plus one per level

The caster can rise or lower the temperature within a three-metre radius around him by up to twenty degrees.

Control Vapour

Spell Level: W1

Range: Three metres per level

Duration: One round per level

This spell allows the caster to move ten cubic metres of gases at a rate of twenty metres per turn. Gas-based creatures are permitted a saving throw to avoid the effect.

Cook

Spell Level: M4

Range: Five metres

Duration: Permanent

This spell turns raw ingredients into a delicious meal. The spell affects food for 3d4 people. It cannot be used against living creatures.

Corpse Feast

Spell Level: N4

Range: Two metres per level

This spell sucks the last remaining life force out of every fresh corpse of a sentient being around the caster, healing 1d4 hit points per corpse for the caster and any undead allies.

Corpse Flesh

Spell Level: N1

Range: 10 metres

Duration: One round per level

This spell deals 1d4 points of damage to a living target and turns its skin into dead flesh. After the spell's duration, the skin will turn back to normal in 1d12 hours.

Corpse Flicker

Spell Level: N1

Range: 10 metres

Duration: One turn per level

This spell causes one undead or dead body to glow. The light can be as bright as a torch or weaker and has a colour chosen by the caster. The spell affects one giant-sized body or several smaller bodies.

Corpse Link

Spell Level: N1

Range: 10 metres

Duration: One hour

Once cast on a non-animated corpse, the casters gains sensory information through the corpse using all five senses.

Corpse Visage

Spell Level: N1

Range: Touch

Duration: One hour

The caster assumes the face of a fresh corpse. The caster's face looks like the very state of the corpse. The spell cannot be ended ahead of time.

Corpse Whisper

Spell Level: N4

Range: 30 metres initially

Duration: Up to one day

This spell allows the caster to transfer a number of messages equal to half his level to an undead. Initially, the undead has to be no more the thirty metres away from the caster. After that, the messages can be delivered over any distance over the course of one day. Undead are not obliged to follow any orders transmitted unless they are under the caster's control anyway.

Corruption

Spell Level: N3

Range: Thirty metres

Duration: Two rounds

This spell temporarily corrupts a creature's mind. If the target fails a saving throw, it succumbs to the temptations of dark powers and will be lost among delusions of grandeur. For the duration of the spell, the target is unable to take any actions. After the spell expires, the target has to make another saving throw. Should this saving throw fail, the target will hesitate to attack the caster, his allies and minions for another round.

Counterspell

Spell Level: I4, M4

Range: Touch

Duration: 1d6 rounds plus one per level after activation

One round after being cast, this spell makes the target immune to one specific spell chosen by the caster at the time of the casting. The spell's duration is one day if the recipient is not targeted by the specific spell or 1d6 rounds in case an enemy caster casts the specific spell on him. Additionally, there is a percentile chance equal to the caster's level that the spell is reflected back to the enemy caster. If a spell is cast on several targets or an area, only the recipient is protected.

Create Water

Spell Level: C4, D2, W3

Range: Close

Duration: Permanent

This spells creates a one-day supply of drinking water for 3d8 men. From 9th level on, it creates water for 6d8 people.

Create Food

Spell Level: D4, W3, Wr4

Range: Close

Duration: Permanent

This spell creates a one-day supply of food for 3d8 men. From 9th level on, it creates food for 6d8 people.

Creeping Fog

Spell Level: I2

Range: 30 metres

Duration: One hour

This spell creates a fogbank with a radius of three metres. It moves directly forward with a speed of two metres per minute. The fog is so thick that no one can see through it.

Creeping Shadows

Spell Level: I2

Range: 15 metres

Duration: One hour per level

This spell inconspicuously darkens a medium-sized room over the course of five rounds up the point where it is as dark as possible without raising suspicion. All creatures in the room are permitted a saving throw at a +2 bonus to notice the change. Noticing it will not disrupt the spell.

Cripple

Spell Level: N3

Range: 20 metres

Duration: One to four rounds

This spell gives an opponent a -4 armour class bonus for four rounds. If the target makes a saving throw, it cannot attack during the next round instead. It still can defend and perform supportive actions.

Cruel Comment

Spell Level: J3

Range: 20 metres

Duration: 1d4 rounds

For the duration of this spell, the target suffers a -2 malus to saving throws.

Cure Blindness

Spell Level: M3

Range: Touch

Duration: Permanent

This spell cures *blinded* creatures. The blindness can be magical or physical.

Cure Disease

Spell Level: C3, D3

Range: Touch

Duration: Permanent

This spell cures one disease, including magical ones.

Cure Insanity

Spell Level: C4

Range: Touch

This spell cures a mental disease. The mental patient has to make a saving throw vs. magic or the process will not be successful. It is up to the game master to add a modifier to the saving throw.

Cure Light Wounds.

Spell Level: C1, D2

Range: Touch

This spell cures 1d6+1 hit points of damage.

Cure Serious Wounds.

Spell Level: C4 D4

Range: Touch

This spell cures 2d6+2 hit points of damage.

Damnation

Spell Level: C2, Wr2

Range: Touch

Duration: One round per level

This spell gives one living target a -2 malus to attack power, damage rolls and saving throws. The target is permitted a saving throw.

Dampen Fire

Spell Level: D4

Range: 15 metres

Duration: One round

This spell extinguishes all non-magical fire in an area with a radius of three metres. Magical fire is damped a bit for the duration of the spell. Fire-based creatures take 1d6 points of damage and are permitted not saving throw.

Dampen Magic

Spell Level: M3

Range: 10 metres

Duration: One round per level

This spell dampens the effect of a magical item. The item does minimum damage or its effect has the shortest possible duration. Saving throws against it are made at a +4 bonus. Ancient artefacts and similar items might be immune to this spell.

Dancing Lights

Spell Level: I1, M1

Range: 30 metres

Duration: Two rounds per level

This spell creates up to four dancing globes of light or one light with a vaguely humanoid form. The caster can control the lights like a puppeteer, but has to keep them closely together.

Dancing Shadows

Spell Level: I3

Range: 30 metres

Duration: Two rounds per level

This spell creates a pattern of flickering lights and shadows within an area with a radius of fifteen metres. Every creature, unless a saving throw vs. magic is made, will be disoriented while within the area and for two rounds after leaving it. Disoriented creatures receive a -3 malus to saving throws and attack rolls. Missile weapons fired into the area receive this penalty as well. Thief-like creatures in the area receive a +5 bonus if trying to hide in shadows.

Danse Macabre

Spell Level: W3

Range: 30 metres plus five per level

Duration: As long as the dance lasts

This spell works like *Hold Person*, but affects all people looking at the witch. The targets get a saving throw every round to break free; otherwise, the effect lasts as long as the witch dances. If a freed target does look at the witch again, it will also be affected again.

Darkening Bolt

Spell Level: M4

Range: 50 metres

This spell creates a bolt so black that anyone but the caster seeing it has to make a saving throw or will go blind for 1d4 rounds. The bolt extends twenty metres from the point where it originates from and does 1d6 points of damage per caster level. A saving throw is permitted for half damage. If the bolt hits a solid surface, it bounces back into the direction of the caster until it has reached its maximum length of twenty metres.

Darkness Globe

Spell Level: I2, M2

Range: Three metres per level

Duration: One round plus one per level

This spell creates a ball of darkness with a radius of five metres. Spells creating light can counter the magical darkness.

Darkvision

Spell Level: M3

Range: 10 metres

Duration: One day

The recipient of the spell can see through total darkness.

Daylight

Spell Level: C3

Range: Touch

Duration: One turn per level

This spell lets a small to medium-sized object shine in light as bright as daylight within a radius of twenty metres. All creatures sensitive to daylight suffer respective penalties. However, the light will not deal damage. It will counter supernatural darkness, though.

Dead's Rest

Spell Level: C1

Range: Touch

Duration: Permanent

This spell prevents a corpse to be return as an undead. The spell does not affect already revived undead. The target can be brought back to life later.

Deaf

Spell Level: I2

Range: 25 metres

Duration: 2d8 rounds

This spell makes the target completely *deaf* if it fails a saving throw.

Death Recall

Spell Level: N2

Range: Touch

Duration: 10 minutes

Upon touching a fresh corpse, the caster lives through the last ten minutes of the dead's life.

Deathwatch

Spell Level: C1

Range: 10 metres

Duration: One turn per level

This spell lets the caster know exactly how much damage a living target can still endure before facing death.

Decay Flesh

Spell Level: N1
Range: Touch

Upon touching a living corporal being, this spell inflicts 1d6+1 hit points of damage.

Deflector

Spell Level: M2
Range: Touch
Duration: Two rounds per level

This spell prevents non-magical missiles from hitting the recipient. If the shooter does not make a successful saving throw, the missile flies back to him.

Delay Image

Spell Level: I1, J1, M1
Range: Touch
Duration: Five rounds plus one per level

The visible image of the target of this spell will always be one second behind it. This grants the target a +2 armour class bonus and a +1 saving throw bonus to saving throws against direct magical attacks as long as it moves.

Delay Poison

Spell Level: C2, W2, Wr2
Range: Touch
Duration: One turn per level

This spell grants temporary immunity against poisons. It does not cure the poisoning, so the effect continues once the spell's duration is over.

Demon Wings

Spell Level: Wr3
Range: Caster
Duration: Four rounds plus one per level

Massive bat wings grow out of the caster's back. They allow him to fly, though the caster has to land every round.

Demoncall

Spell Level: Wr2
Range: Caster

This spell grants the caster access to forbidden knowledge of the demons. He can judge whether or not an action will have an immediate positive or negative outcome.

Demonflesh

Spell Level: Wr1
Range: Caster
Duration: One round per level

The caster gains the thick hide of demons and a +3 bonus to natural armour class.

Detect Charm

Spell Level: C2
Range: 10 metres
Duration: One turn

This spell reveals if a creature is *charmed*. It does not necessarily indicate who the controller is.

Detect Evil

Spell Level: C1
Range: Caster
Duration: Five rounds per class level

The caster can detect any evil people, spirits, enchantments or items within a twenty-metre radius. The aura of evil can be vague if the target is not inherently evil or just hostile.

Detect Illusion

Spell Level: I1, W1
Range: 10 metres

This spell allows the caster to sense if an object or creature is real or an illusion.

Detect Invisibility

Spell Level: I2, J2, M2
Range: Three metres per caster level
Duration: One hour

The recipient can see invisible objects and creatures, even if they are hidden on the Astral or Ethereal Plane.

Detect Lies

Spell Level: C3, W4, Wr4
Range: 10 metres
Duration: One turn plus one per caster level

This spell allows the caster to detect whether an individual is lying or not. It does not reveal the truth or detects if someone holds back information.

Detect Magic

Spell Level: C1, D1, I1, J1, M1, N1, W1, Wr1
Range: 20 metres
Duration: Two turns

The recipient of this spell can sense a magical presence on people, objects or places. The signal can be indifferent, if several people or objects are in close proximity.

Detect Phase

Spell Level: M1

Range: Caster

Duration: Two rounds per level

This spell allows the caster to detect creatures and objects in phase – at the edge of the Ethereal Plane – within a radius of three metres per level around him.

Detect Poison

Spell Level: C1, W1, Wr1

Range: Touch

This spell detects poison or a disease in a creature or an object.

Detect Psionics

Spell Level: I1, M1

Range: 15 metres

Duration: One turn

This spell allows the caster to determine whether a creature is a psion or an item has a psionic aura.

Detect Thoughts

Spell Level: M2, W2

Range: Caster

Duration: One hour

The caster can hear other people's thoughts up to a distance of twenty metres. He still needs to understand the target's language and cannot dig into their memories; only current thoughts are detectable. Using this spell on highly intelligent or alien creatures can be dangerous.

Detect Undead

Spell Level: N1

Range: Caster

Duration: Three turns

This spell allows the caster to sense all undead, corporal and incorporeal, within a radius of twenty metres plus three per level around him.

Devil's Ego

Spell Level: Wr3

Range: Caster

Duration: One round per level

The caster temporarily gains 1d4+1 points of charisma. Furthermore, he is treated like a devil or demon for the duration of the spell.

Devil's Eye

Spell Level: Wr2

Range: Touch

Duration: One round per level

This spell grants the target the ability to see thirty metres in darkness, even magical one.

Devil's Tail

Spell Level: Wr1

Range: Caster

Duration: One round per level

The caster grows a tail of one metre length. The tail ends with a spike and deals 1d4 points of damage. If the caster uses both a melee weapon and the tail in one round, he gets a -2 attack power penalty.

Dimension Door

Spell Level: I4, J4, M4

Range: Five metres

The caster teleports himself, an object or someone else to a certain place in sight. The place cannot be more than 100 metres away.

Dimensional Anchor

Spell Level: C4

Range: 10 metres

Duration: One round per level

This spell lets the target glow with green light. If it fails a saving throw, it will not be able to perform any form of dimensional travel for the duration of the spell.

Diminish Plants

Spell Level: D3

Range: 50 metres

Duration: Permanent

This spell causes normal plants in an area with a radius of thirty metres to shrink by two thirds and makes them less entangled and bushy.

Disarm

Spell Level: J1, M1

Range: 30 metres

This spell makes the target drop its weapon or any other object it is carrying. The victim will need one round to pick it up again. If the target is holding the item with both hands, it is permitted a saving throw.

Dispel Magic

Spell Level: D4, I3, J3, M3, N3, W3, W_r3

Range: 10 metres plus one per caster level

This spell allows the caster to dispel magic. It destroys spells and temporarily disables enchantments. The chance of success is the caster's hit dice divided by the hit dice of the enemy caster. A variety of creatures may be immune to this spell.

Dispel Phantasm

Spell Level: I3

Range: Three metres per level

This spell works like *Dispel Magic*, but affects only illusions. Additionally, illusions created by non-illusionists are destroyed immediately.

Displace Self

Spell Level: I3

Range: Caster

Duration: Three rounds plus one per level

This spell causes the caster to appear half a metre away from his actual position. Attackers receive a -3 attack power penalty after the initial hit missed. Furthermore, the caster gains a +2 saving throw bonus against spells directly targeted at him.

Dissipate Vapour

Spell Level: W3

Range: 20 metres

This spell disperses gas in a ten-metre radius. Gas-based creatures are permitted a saving throw or will be destroyed. Some magical creatures might be immune to this spell.

Dither

Spell Level: W3

Range: 30 metres plus five per level

Duration: One turn per level

The victim of this spell hesitates before all actions. It receives a -2 attack power malus for missile attacks and loses all dexterity-based advantages.

Divination

Spell Level: C4

Range: 100 metres

This spell provides the caster with general information on the area, like the number of people in it or the size of a cave. The base chance for the prediction is to roll under a twelve with a d20.

Divine Aura

Spell Level: C3

Range: Caster

Duration: Following melee round

This spell affects an area with an eight-metre radius around the caster. All targets inside get a -1 malus to all saving throws with an additional -1 malus for every ten caster levels.

Dominate Animal

Spell Level: D3

Range: 15 metres

Duration: One round per level

This spell allows the caster to *dominate* an animal, but not a magical beast. The animal will follow all the caster's mental commands as long as the caster is conscious or until the spell's duration ends.

Dozy

Spell Level: W1

Range: 10 metres plus one per level

Duration: One turn per level

This spell causes the target to become tired, but will not automatically put it to sleep. The target gets a -1 malus to attack power, a -3 malus to dexterity and will have trouble concentrating.

Drag from Death's Door

Spell Level: N3

Range: Touch

This spell is a last-ditch attempt to rescue a single target reduced to or below nil hit points. The target has to make a system shock check to survive with a -1 penalty for every hit point below nil. If the saving throw is not made, the target returns as a thinking zombie.

Dread Armour

Spell Level: N3

Range: Five metres

Duration: Two rounds per level

This spell summons bones from the ground that form an armour around the target by fusing directly to the target's bones. The armour provides the target with an armour class bonus equal to half the caster's level. Once the spell ends, the target suffers one point of damage per round spent in the armour. For the duration of the spell, the target is treated as an undead.

Dread Face

Spell Level: N2

Range: Touch

Duration: One round per level

This spell transforms the target's face into a horrible visage. Unwilling recipients are permitted a saving throw. Anyone looking at the face has a +1 increased chance to be surprised. Creatures with one hit die or less have to make a saving throw or will flee in fright for 1d3 rounds. Both opponents and allies are affected by the face.

Dream Candle

Spell Level: W1

Range: Unlimited on one plane

This spell allows the caster to send a message to another creature known to the caster on the same plane by concentrating on a candle. The message has the form of a dream or daydream and may be vague.

Drought

Spell Level: W4

Range: Caster

Duration:

This spell causes all plants and crops in an area with a radius of one hundred metres to rot away. Plant-based creatures are granted a saving throw or otherwise suffer 2d10 points of damage.

Eagle Eye

Spell Level: D1

Range: Caster

Duration: One round

This spell allows the caster to see twice as far for every level he has. The side effect of this spell is that everything close will appear blurry.

Earth Maw

Spell Level: D4

Range: 20 metres

Duration: One round

This spell creates a maw with a diameter of three metres in the ground. The maw can attack one giant creature, two the size of a man or four small creatures. The maw has an attack power equal to the caster. Every victim suffers 1d4 points of damage per caster level. A critical hit means the victim has been swallowed and has to be dug up in four rounds, otherwise it will suffocate.

Earthen Grasp

Spell Level: M2

Range: 10 metres per level

Duration: Three rounds plus one per level

This spell conjures an arm out of the ground trying to grasp the target. If the target does not make a successful saving throw, it cannot move and receives a -2 malus to armour class and attack power.

Elemental Armour

Spell Level: W4

Range: Touch

Duration: One round per level

This spell forms a suit of armour around the recipient. The armour does not prevent the caster from casting further spells and grants a +4 AC bonus against an element of the caster's choice.

Embalm

Spell Level: N2

Range: Touch

Duration: One week

This spell preserves a corpse for a week in the condition it was in when the spell was cast. If reanimated later, the undead gains two hit points per hit die.

Emotions

Spell Level: 14, J4, W4

Range: 60 metres

Duration: 1d6 rounds

This spell causes strong emotions in everybody in an area with a five-metre radius. Roll 1d6 to determine what emotions are caused. The targets are permitted a saving throw. Certain creatures might be immune to this spell if they have no emotions naturally.

Table 49: Emotion

Die Roll	Emotion
1	Bloodlust: +2 attack power and damage bonus
2	Deprivation: Will desert
3	Enemy hate: Hates all enemies
4	General hate: Hates everybody
5	Depression: Becomes suicidal
6	Bravado: Immune to fear or morale loss

Enchant Club

Spell Level: D1

Range: Touch

Duration: One round per level

The caster's club or staff becomes a magical weapon and deals 2d4 points of damage. This effect only applies if the weapon is wielded by the caster.

Enchant Weapon

Spell Level: C3

Range: 10 metres

Duration: One turn

This spell causes a weapon to do an additional 1d6 points of damage. It also increases the enchantment level of the weapon by one.

Entangle

Spell Level: D1

Range: 30 metres

Duration: One turn

Vines and other plants shoot out of the ground in an area with a radius of ten metres. Everybody in that area who fails a saving throw is *entangled*.

Entropic Shield

Spell Level: C1

Range: Caster

Duration: One round per level

Protected by this spell, ranged attacks will miss the caster in one out of five cases.

Eternal Fire

Spell Level: W1

Range: Touch

Duration: Permanent or until dispelled

This spell causes a candle to burn forever without getting any shorter.

Ethereal Projection

Spell Level: W4

Range: Caster

Duration: One turn per level

This spell sends the caster's body to the Ethereal Plane. Her body will stay behind in a comatose state. The caster takes everything she carries with her in form of ethereal copies. The caster's body suffers all damage she takes on the Ethereal Plane, just as her ethereal self suffers all damage the body takes. If one is destroyed, the caster's soul is lost.

Evil Eye

Spell Level: W2

Range: Sight

Duration: Half a day plus one hour per level

This spell makes every action of the target difficult. If it fails a saving throw, it will suffer a -1 penalty on all rolls. Even simple actions demand an ability check while the effect of the spell lasts.

Exorcise

Spell Level: C4

Range: One metre

This spell removes a foreign spirit from a body. The chance for the caster to drive out the spirit is the caster's hit dice divided by the spirit's hit dice. Some entities might be immune to this spell.

Explosive Runes

Spell Level: M3

Range: Touch

Duration: Permanent

The caster writes down the rune on a piece of paper or similar item. If anyone but the caster tries to read the rune, it explodes and deals 4d6 points of damage to everyone in close proximity. The parchment with the rune turns into dust. Experienced casters can sense runes.

Extended Joke

Spell Level: J4

Range: Caster

Duration: 50% longer than the original spell

This spell extends the duration of one of the caster's spells by 50%. Only spells from first to third level are affected.

Extension

Spell Level: M4

Range: Caster

Duration: 50% longer than the original spell

This spell lengthens the duration of another spell by 50%. Only first- to third-level spells are affected.

Exterminate

Spell Level: N1

Range: Three metres

This spells instantaneously ends the live of all insects, small rodents and other vermin around the caster. After reaching the 8th level, the caster exterminates all normal animals up to the size of a cat.

Fade

Spell Level: I1

Range: Caster

Duration: One day or until the caster moves

This spell makes the caster invisible to normal sight. If the caster moves, the effect ends.

Faerie Fire

Spell Level: D1, W1
Range: 20 metres
Duration: One Hour

This spell makes an object shine in a strange, fey glow. The spell can affect an object up to the size of a horse wagon.

False Aura

Spell Level: I1, M1
Range: Touch
Duration: One day per level

This spell grants an object a magical aura, even if the object is not magical at all. Anyone touching the object and making a saving throw will realise that the aura is fake.

False Face

Spell Level: N4
Range: Caster
Duration: One hour

The caster copies the face and voice of another person. The copy is not illusionary, but can be dispelled.

Fang Dagger

Spell Level: N2
Range: Touch
Duration: Two rounds

This spell allows the caster to fire a piercing weapon no longer than the forearm in a straight line to a target up to twenty metres away. The weapon makes one attack per round and returns to the caster's hand at the beginning of the next round. The dagger hits with a +1 bonus to damage and a +2 bonus to attack power. It counts as a +1 magical weapon. The dagger can be grabbed with a successful dexterity check.

Fascination

Spell Level: M1
Range: Caster
Duration: One round per level

All intelligent creatures around the caster have to make a saving throw. Everyone who fails will consider his charisma score to be 2d4 points higher and be impressed by the caster or feel sympathy for him. Everyone who succeeds will consider the charisma score to be 1d4 points lower. People who know the caster well are immune to this spell.

Fear

Spell Level: I3, M4, W13
Range: 30 metres

This spell spreads in the shape of a cone and makes every creature in its path flee in terror unless they make a saving throw. About one in two creatures will drop its equipment while fleeing.

Feather Fall

Spell Level: M1
Range: Three metres per level
Duration: One round

This spells slows down the falling speed of an object or creature to that of a feather. If the creature lands while the spell is active, it takes no falling damage. The spell affects one hundred kilogrammes per level of the caster.

Feather Float

Spell Level: M2
Range: Three metres per level
Duration: Three round plus one per level

This spells lets one hundred kilogrammes per level of the caster float on water. Unwilling targets are permitted a saving throw.

Feeling Fingers

Spell Level: M1
Range: Caster
Duration: One hour plus one turn per level

This spell summons a disembodied hand. It cannot carry or manipulate matter in any way, but has an amazing sense of touch and can be used as an extended sensory organ by the caster. The hand will be destroyed if it receives more than four points of magical damage. It can move away from the caster ten metres plus one metre per level and will not trigger traps.

Feign Death

Spell Level: N3, W13
Range: Touch
Duration: One turn plus one round per level

This spell puts a creature into a death-like state. The creature must be willing for this spell to work and may have as many hit dice as the caster at maximum. Even upon close examination, it is very difficult to recognise the creature as still living. During the spell's duration, the creature feels no pain.

Feral Spirit

Spell Level: W3
Range: Caster
Duration: One hour per level

This spell grants the witch a physical attack causing 1d6 points of damage per attack. Whether the attack is piercing, slashing or bludgeoning usually depends on the caster's familiar.

Fertility

Spell Level: W3

Range: Touch

Duration: Up to one month

This spell ensures that the next time the recipient has sex, she will get pregnant. It does not matter whether one of the partners is sterile or infertile, as long as a pregnancy would theoretically be possible. The spell does not work directly on males.

Fever

Spell Level: W2

Range: 30 metres

Duration: One round per level

The target of this spell becomes sensitive to heat and suffers two additional points of damage from heat-based attacks. This spell affects targets up to the maximum number of hit dice of the caster.

Fey Sight

Spell Level: D1

Range: Touch

Duration: One hour

The recipient of this spell sees twice as far in star- or moonlight. Colour and shapes can be distinguished clearly. If the recipient already has darkvision, the range of the darkvision doubles.

Fiery Eyes

Spell Level: Wr1

Range: Caster

Duration: Three rounds per level

This spell causes the caster's eyes to glow with unnatural fire. The eyes radiate light with a length of two metres. Anyone looking at the caster has to make a saving throw or will be fascinated and hesitate for one round. If looking at combustible material for more three rounds, the caster can ignite it if desired.

Filter

Spell Level: M2

Range: Touch

Duration: One turn per level

This spell creates an invisible sphere around the caster. It will filter out all noxious elements from gas. The caster only takes damage or other negative effects from spells of fifth level or higher as well as creatures with more than seven hit dice.

Find Trap

Spell Level: C2, Wr2

Range: 10 metres

This spell allows the caster to find, but not disarm, one trap.

Fireskull Servant

Spell Level: N2

Range: Touch

Duration: One hour per level

This spells animates a single floating skull for small tasks. The blue fire of the skull provides light, but does not ignite things. The skull has one quarter of the caster's total hit points, AC 13 and attacks for 1d2 damage. It retains parts of its original personality. Only one skull may be animated at the same time.

Fireball

Spell Level: M3

Range: 50 metres

The caster shoots a small ball of fire to the target area, where it immediately explodes. All creatures in an eight-metre radius that fail a saving throw suffer 1d6 points of damage per caster level.

Fist of Stone

Spell Level: M1

Range: Caster

Duration: One round per level

This spell turns one of the caster's hands into stone. For the duration of spell, punching with the stone fist deals 1d4+2 damage. The hand also becomes as hard and sturdy as stone.

Flame Arrow

Spell Level: M3, Wr3

Range: Touch

Duration: One round per caster level

This spell transforms one arrow or crossbow bolt per level of the caster into a burning projectile. Each projectile deals one additional point of fire damage. After the spell's duration, the projectile is burned down.

Flame Touch

Spell Level: D2

Range: Touch

Duration: One round per level

The target's touch becomes flaming. It deals 1d8 plus one points of damage per two levels of the caster and will ignite objects touched for at least one round.

Flash

Spell Level: I2

Range: 25 metres

Duration: 1d8 rounds

This spell *blinds* one victim for 1d8 rounds if it fails a saving throw. The flash is invisible to anyone but the caster and the victim.

Flash Fire

Spell Level: D4

Range: 15 metres

Duration: One round

This spell causes an area with a three-metre radius to suddenly erupt in flames. All flammable materials may catch fire. Creatures suffer 1d4 points of damage.

Flesh to Ectoplasm

Spell Level: N3

Range: Touch

Duration: One minute per level

This spell turns a living and willing sentient being translucent and immaterial. The creature cannot attack, but is resistant to non-magical attacks. It can move through five centimetres of material per caster level and gets thieving skill modifiers the game master deems appropriate.

Floating Disk

Spell Level: M1

Range: Five metres

Duration: One round per level

This spell creates a disk with a radius of one metre. It can hold up to 250 kilogrammes and always stays about one metre above ground. It floats within a five-metre radius and follows the caster with his speed.

Flourish

Spell Level: W1

Range: Touch

Duration: One week

This spell enhances the growth of a garden. This includes natural gardens. The garden will grow one fifth faster and also provide one fifth more fruit. The spell affects five square metres per caster level.

Fly

Spell Level: M3

Range: Touch

Duration: 1d6 rounds plus one round per two levels

The recipient of the spell is able to fly at his normal speed. The game master secretly rolls 1d6 to determine when exactly the spell effect ends.

Fog Cloud

Spell Level: I2

Range: 30 metres plus three per level

Duration: One turn per level

This spell creates fog in an area with a radius of eight metres. The fog reduces the sight of every creature by two thirds. It can be dispersed by moderate wind in four rounds.

Fool's Gold

Spell Level: I3, J3

Range: Touch

Duration: Six rounds per level

This spell transforms up to a hundred kilogrammes of copper, brass or bronze into gold. Creatures that encounter the false gold have to make an intelligence check to detect the fraud. The check gets a +1 penalty per level of the caster. Certain creatures will never be fooled by this spell. The gold transforms back upon touching iron.

Force Field

Spell Level: W2

Range: Caster

Duration: One hour per level or until destroyed

This spell creates an invisible force field around the caster that will absorb ten points of damage independently from the source of the damage.

Fossilise

Spell Level: N3

Range: Touch

Duration: One hour

This spell turns the bones of a skeleton under the caster's command into stone. The skeleton gains a +4 bonus to AC and a +2 bonus to damage. After the duration of the spell, the skeleton crumbles to dust.

Fortifying Stew

Spell Level: D2

Range: Touch

Duration: One hour

This spell enchants stew for one person per caster level. Someone consuming the stew gets nourishment for one day and 1d4+1 temporary hit points. The temporary hit points will always be the first lost by damage.

Freedom of Movement

Spell Level: D4, M4

Range: Touch

Duration: One turn per level

This spell allows a creature to move freely despite hindrances like being *paralysed* or *entangled* obstacles, even if these are of magical nature.

Fresh Air

Spell Level: W3

Range: 10 metres

This spell affects an area with a radius of three metres plus one metre per level of the caster. The area is filled with fresh air and cleansed from spores or toxic gases. All air-based

creatures have to make a saving throw or are expelled from the zone and suffer 1d8 points of damage.

Fumble

Spell Level: J4, M4

Range: Three metres

Duration: One round per level

This spell makes the target terribly clumsy if it fails a saving throw. It will let his equipment fall down or stumble if running. Picking up anything takes one round. If the target makes the saving throw, it still has to concentrate and will move with half speed.

Fundamental Breakdown

Spell Level: M3

Range: Touch

This spell reveals the single components an objects is made of. After casting the spell, the caster has to make an intelligence check. If the check is successful, the caster will comprehend the composition of the object and keep the ingredients in mind.

Garble

Spell Level: C4

Range: Caster

Duration: One round

This spell makes all communication within a radius of fifteen metres around the caster incomprehensible.

Gather Corpses

Spell Level: N2

Range: 30 metres plus three per caster level

Duration: One minute per level

This spell causes one corpse per caster level to move towards the caster at half the caster's speed. The corpses may not be more than ten metres away from each other. When the spell's duration ends or a corpse is less than three metres away from the caster, it falls to the ground. Animated corpses are not affected.

Ghost Arrow

Spell Level: N1, W1

Range: 50 metres

This spells conjures a ghostly arrow that always hits its target and causes 1d6+1 points of damage. A saving throw is permitted for half damage. The arrow causes 1d6 additional points of damage if the target is incorporeal or ethereal. One additional missile is cast for every three levels of experience of the caster.

Ghost Blade

Spell Level: W2

Range: 10 metres

Duration: Two rounds per level

This spell enchants one weapon. The weapon counts as a slicing weapon for the duration of the spell, even if it has not blade.

Ghost Sight

Spell Level: I2

Range: Caster

Duration: One round per level

This spell allows the caster to see incorporeal and ethereal creatures just as he sees normal creatures.

Ghost Ward

Spell Level: W3

Range: Touch

Duration: Until the ward is broken

This spell seals up a medium-sized room against all kinds of astral, ethereal, gaseous or other incorporeal entities. The effect lasts until the door is opened or the room is otherwise breached.

Ghoul Servant

Spell Level: N3

Range: 10 metres

Duration: One week or until destroyed

This spells summons a ghoul. The ghoul will obey simple commands until it is destroyed. After the spell's duration ends, the ghoul will quickly rot away.

Ghoulish Hands

Spell Level: N2

Range: Touch

Duration: One round per level

The hands of a living creature turn into the claws of a ghoul, enabling two claw attacks for 1d4 points of damage. Targets with natural claws gain a +2 bonus to damage. If a creature struck by the claws fails a saving throw vs. paralysis, it is paralysed for 2d4 rounds.

Gift of Speech

Spell Level: D2

Range: 20 metres

Duration: One turn per caster level

This spell allows an animal to speak one of the languages of the caster. It does not increase the animal's intelligence or affect its reaction.

Giggle

Spell Level: J1

Range: Caster

Duration: 1d4 rounds

This spell affects all creatures with less than three hit dice within a radius of seven metres around the caster. Creatures which fail a saving throw giggle uncontrollable for 1d4 rounds and receives a -2 attack power penalty.

Glyph of Warding

Spell Level: C3, Wr3

Range: Touch

Duration: Until triggered

This spell wards an object against creatures trying to touch it. Anyone touching the glyph and not authorised by the caster suffers 1d8 points of damage per two levels of the caster. The spell will not work on property of other creatures not allied to the caster.

Goodberry

Spell Level: D2

Range: Touch

Duration: One day per level

This spell turns 2d4 berries into goodberries, which heal one hit point if eaten. The spell works on poisonous berries as well.

Graft

Spell Level: N4

Range: Touch

Duration: Permanent or 1d6 weeks

The caster magically attaches a lost (not additional) body part, also from a different person, to the target. If the target fails a system shock check, the new body part falls off after 1d6 weeks.

Greater Bless

Spell Level: C2

Range: Touch, creature not in combat

Duration: One hour

This spell grants a +2 attack power bonus. The recipient has to concentrate to receive the blessing and must not be already engaged in combat.

Greater Invisibility

Spell Level: I4

Range: Touch

Duration: One hour

This spell works like *Invisibility*. The recipient can attack without breaking the spell, however.

Greater Magic Fang

Spell Level: D3

Range: 10 metres

Duration: One turn per level

This spell grants a creature a +1 bonus per three levels of the caster to attack power and damage if it attacks with its natural weapon.

Greater Magic Missile

Spell Level: M4

Range: 50 metres plus 10 per level

Duration: One round per level

This spell works like *Magic Missile* and inflicts 1d6 points of damage per three levels of the caster. Additionally, the target has to make a saving throw at a -2 penalty every round for the duration of the spell. Whenever a save is not made, the target takes an additional 1d6 points of damage. Two such missiles have no cumulative effect.

Greater Phantasmal Force

Spell Level: I2

Range: 60 metres

Duration: Until concentration ends plus two rounds

This spell works like *Phantasmal Force*. The caster can move slowly while concentrating, though, and may add noises to the illusion. The illusion lasts two more rounds after the concentration ends and may cause 3d6 points of damage.

Greater Protection from Evil

Spell Level: C4, M3, Wr4

Range: Caster

Duration: One hour

This spell works like *Protection from Evil*, but affects an area with a radius of three metres around the caster.

Greater Protection from Good

Spell Level: C4, M3, Wr4

Range: Caster

Duration: One hour

This spell works like *Protection from Good*, but affects an area with a radius of three metres around the caster.

Gust of Wind

Spell Level: M3

Range: Caster

Duration: One round

This spell creates a strong blast of wind. It affects an area three metres long and wide. The area is three metres longer for every level of the caster. The wind blows away small flyers and extinguishes small fire, slows down large flyers and immobilises human-sized creatures.

Hallucinatory Forest

Spell Level: D4

Range: 20 metres

Duration: Until dispelled

The caster creates an imaginary forest. The size is ten square metres per level of the caster. The illusionary forest remains until it is dispelled. Creatures of the forest like treants or other druids will not be fooled by this spell, though

Hallucinatory Terrain

Spell Level: I3, W3

Range: 20 metres

Duration: Until dispelled or toughed by non-allies

The caster makes a piece of land resemble a certain type of terrain. If the illusion is touched, it disappears.

Harlequin's Mask

Spell Level: J2

Range: Caster

Duration: One round per level

This spell puts painting on the caster's face and protects him from being charmed. If the painting is washed off, the spell ends prematurely.

Haste

Spell Level: M3

Range: 50 metres

Duration: Three turns

All creatures within a twenty-metre radius move twice as fast as usual and are granted a +2 bonus to their initiative roll. The spell can affect 4d6 creatures at maximum.

Haunting

Spell Level: N1

Range: 20 metres

Duration: One hour per level

The place enchanted will exhibit signs of being haunted by restless spirits.

Haze

Spell Level: I3

Range: Caster

Duration: Two turn per level

This spell allows the caster to remain undetected by magic or magical items. Magical items the caster himself carries are protected as well.

Hear Heartbeat

Spell Level: N2

Range: Caster

Duration: One minute per level

For the duration of the spell, the caster becomes deaf to all sounds but the heartbeat of the creatures around him. This way, he may gain information on the creatures' size or type.

Heat Metal

Spell Level: D2, Wr2

Range: 10 metres

Duration: Seven rounds

This spells heats up ten kilogrammes of metal that is not magically protected over the course of seven rounds. Anyone who touches the metal in the second or sixth round suffers 1d4 points of damage. In the next three rounds, the damage is 1d4+1. If the head is touched, the victim falls unconscious for 1d8 rounds. In the first and seventh round, the metal is hot, but can be touched. The victim may suffer long-term burns as well.

Hellfire

Spell Level: Wr4

Range: 15 metres plus one metre per level

This spell spreads fire within a radius of three metres. Every creature in the area receives 3d6 points of damage. The fire is diabolic and cannot be countered by mere water or magic protecting from fire.

Helping Hand

Spell Level: C3

Range: Six kilometres

Duration: One hour per level

This spell can be cast on any creature the caster knows. A ghostly hand will appear near the target and lead it to the caster, if the target is willing to follow it.

Hex

Spell Level: W2

Range: 15 metres

Duration: One hour

This spell gives the target a -2 attack power malus. When the spell is cast, the victim notices a chilly sensation.

Hold Animal

Spell Level: D3, W3

Range: 30 metres

Duration: One round plus one round per level

This spells *immobilises* up to four animals with hit dice no higher than the caster's. The animals are granted a saving throw. If only one animal is targeted, it gets a -2 penalty.

Hold Metal

Spell Level: C4
Range: 30 metres
Duration: One round per level

This spell affects an area with a radius of one metre per level of the caster. All ferrous metal within the area remain immobile for the duration of the spell.

Hold Person

Spell Level: J3, M3, W_r2
Range: 30 metres
Duration: One round plus one round per level

This spells *immobilises* 1d4 humanoids with hit dice no higher than the caster's. The people are granted a saving throw. If only one creature is targeted, it gets a -2 penalty. This spell works only on human-sized or smaller targets.

Hold Portal

Spell Level: M1
Range: 30 metres
Duration: 2d6 turns

This spells holds a door closed. The effect can easily be neutralised by creatures resistant to magic and does not prevent anyone capable of passing through matter from doing so.

Hold Undead

Spell Level: C2, N3
Range: 30 metres
Duration: One round plus one round per level

This spells *immobilises* 1d3 undead with hit dice no higher than the caster's. The undead are granted a saving throw. If only one undead is targeted, it gets a -2 penalty.

Hold Wind

Spell Level: D1
Range: Touch
Duration: One turn per level

This spell protects the recipient from wind and particles or gas blown at the target. The wind will flow around the recipient, but not touch it.

Holy Aura

Spell Level: C3
Range: Caster
Duration: One round per level

All allies in a twenty-metre radius around the caster gain a +1 bonus to saving throws, attack power and damage. Likewise, all enemies get a -1 malus.

Holy Chant

Spell Level: C2
Range: Caster
Duration: Until the caster moves

All of the caster allies within a radius of fifteen metres gain a +1 bonus to saving throws, attack power and damage. All enemies gain a -1 malus. The effect lasts as long as the caster remains immobile and chants.

Hunger

Spell Level: C4, W_r4
Range: 10 metres
Duration: One day per level

The target of this spell no longer gains any sustenance from food and starves slowly. The victim gets a -2 malus on all ability score checks and survives a number of days equal to its constitution score plus three. The spell can be broken by *Remove Curse* or eating a certain kind of food defined by the caster.

Hypnotic Pattern

Spell Level: I2, J2
Range: 40 metres
Duration: 1d6 turns plus one per caster level

This spell conjures a hypnotic pattern that makes all victims who fail a saving throw to be *fascinated*. It affects 4d6 hit dice of creatures. If a victim is touched, the charm is broken.

Hypnotise

Spell Level: I1
Range: 10 metres
Duration: Until dispelled

This spell affects bipedal creatures the size of a human or smaller. The caster has to look into the target's eyes for this spell to work. If the victim fails a saving throw with a -2 malus, it becomes *charmed*.

Icicle

Spell Level: M1, N1
Range: 10 metres per level

An icicle appears out of thin air and flies at its target. It never misses and inflicts 1d4 points of damage. Fire-based creatures receive double damage. One square metres of ice appears where the icicle hits. Unless the target makes a saving throw, it will be blinded for 1d4 rounds.

Illusion of Calm

Spell Level: I1
Range: Touch
Duration: One round per level

As long as the recipient of this spell does not make a step, it appears that he stands still, even though he can use his

weapon, cast spells or make minor movements. Someone being attacked by the recipient gets a -1 malus to armour class.

Illusory Script

Spell Level: I3

Range: Touch

Duration: Permanent

This spell disguises a text as one written in a foreign or magical language. Only the caster and people designated by him at the time of the casting may read the true text. Anybody else who tries to read the text has to make a saving throw or will have *Confusion* cast on him. Other illusionist will recognise the text as magically encrypted. *Dispel Magic* and *Read Magic* will reveal the true message.

Illusory Strength

Spell Level: I4

Range: Five metres

Duration: Three turns per level

This spell can make up to four human-sized creatures feel healthier than they are. The creatures seem to have healed half of their maximum hit points if they have taken any damage so far. However, at the end of the spell's duration, the illusory hit points are lost in addition to any new damage sustained.

Insatiable Thirst

Spell Level: M2

Range: 30 metres

Duration: One round per level

The target of this spell is overcome by an uncontrollable desire to drink. If it fails a saving throw, it will drink all drinkable liquids available for the duration of the spell. The target will not drink liquids he knows to be poisonous.

Insect Plague

Spell Level: D4, W4

Range: 150 metres

Duration: One day

One an area of ten times ten metres, a swarm of insects, spiders and other vermin gathers. All creatures with less than two hit dice flee in terror. No saving throw applies.

Insect Swarm

Spell Level: D3, W3

Range: 15 metres

Duration: One round per level

This spell summons a swarm of insects – either flyers or crawling insects – that does two hit points of damage per round. Some engulfed in the swarm may perform no other action than trying to get rid of it. The insects can be commanded to move from one target to another and need

one round to do so. They move at twice the speed of normal humanoid.

Invisibility

Spell Level: I2, M2, W2, W3

Range: 50 metres

Duration: One hour or until an attack is made

The object or creature this spell is cast on becomes invisible to normal sight for a hour. Creatures will become visible if they attack, objects if they are shaken. To attack an invisible creature, the attacker roughly has to know where the target is and gets a -4 attack power malus.

Iron Will

Spell Level: W2

Range: 10 metres

Duration: One hour per level

The recipient of this spell gets a strong will and receives a +4 saving throw bonus against mind-affecting attacks.

Ivy Sprawl

Spell Level: D3

Range: 10 metres

Duration: One hour

This spell lets ivy grow up a building up to one metre per level. The ivy is thick enough to be used for climbing the building. After the spell's duration, the ivy immediately withers.

Jarring Hand

Spell Level: M1

Range: Five metres

This spell summons a hand to push an object or opponent. The hand can push one kilogramme per level of the caster and push it half a metre in any direction per level of the caster. Opponents failing a saving throw cannot attack during that round.

Jump

Spell Level: J1

Range: Touch

Duration: One round

This spell allows the recipient to jump one metre further for every caster level in addition to the distance he can jump without the spell.

Knock

Spell Level: J2, M2, W_r2

Range: Touch

This spell unlocks all normal locks and unbars gates or portals. Magical locks have to be dispelled first or may be protected against this spell.

Know Direction

Spell Level: D1

Range: Caster

This spell allows the caster to discern north, provided he is in a place where cardinal directions are relevant.

Knurl

Spell Level: D4

Range: Three metres per caster level

Duration: One turn per caster level

This spell turns one arm of the victim into a tree branch without elbow or hand. The arm has all advantages and penalties of a real tree branch.

Lame

Spell Level: W3

Range: 30 metres plus five per level

Duration: One day or until magical healing is received

This spell renders one limb per five level of the caster useless for the duration of the spell. The spell works only on creatures which actually have real limbs.

Last Resort

Spell Level: W4

Range: Caster

Duration: One day

When this spell is cast, the witch may wail once. If the caster dies within one day after the wail, everybody who heard it but the caster's allies will die.

Lasting Breath

Spell Level: M1

Range: Touch

This spell allows the caster and up to seven creatures touching the caster while he casts the spell to hold their breath thrice as long as usually possible.

Lesser Spell Protection

Spell Level: M4

Range: Touch

Duration: One round per level

The recipient of this spell is protected from all spells of 3rd level or lower. It can be countered with *Dispel Magic*.

Levitate

Spell Level: M2

Range: Touch

Duration: One turn per level

This spell moves the caster vertically with a speed of twenty metres per turn. The caster cannot move more than five metres per level. The spell does not provide any assistance to horizontal movement.

Life Drain

Spell Level: N3

Range: Touch

The caster can transfer 1d8 hit points plus one per level of the caster from a living creature to another. The process fails if the victim makes a saving throw vs. death.

Light

Spell Level: C1, I1, M1, W1, W_r1

Range: 20 metres

Duration: One hour plus ten minutes per level

The recipient or object this spell is cast on radiates light as bright as a torch with a radius of eight metres.

Lightning Bolt

Spell Level: I3, M3

Range: 50 metres

Duration: Until the bolt has extended 20 metres

A lightning bolt appears, three metres wide and extends twenty metres, damaging everything for 1d6 points of damage. If something fully blocks its path, the bolt is reflected and continues until it reaches the twenty-metre mark.

Living Link

Spell Level: N2

Range: 10 metres plus 10 metres per level

Duration: One round per level

The caster gains access to all senses of one living creature, overriding his own senses. The spell can be ended early without a risk to the caster.

Locate Animal

Spell Level: D1

Range: Caster

Duration: One round per level

The caster can locate all members of one animal species within a radius of twenty metres plus five metres per level.

Locate Remains

Spell Level: N1
Range: Caster
Duration: One hour

The caster immediately senses the presence of any corpse or corporal undead within a radius of ten metres plus one metre per level.

Locate Object

Spell Level: C3
Range: Caster
Duration: One round per level

Within a radius of thirty metres around himself, the caster can sense the direction of a certain object. He either has to have seen the object before or look for a category of objects in general.

Locate Plants

Spell Level: D2
Range: Caster
Duration: One round per level

The caster can locate all members of one plant species within a radius of twenty metres plus five metres per level.

Locate Thief

Spell Level: W3
Range: Touch
Duration: Six hours or until the thief is found

This spell allows the witch to enchant a coin while visualising a stolen item. The coin will grow warmer or colder while moving towards or away from the thief. The spell does not actually locate the stolen objects, just the thief.

Loving Heart I

Spell Level: W1
Range: 30 metres
Duration: One round per level

This spell causes the recipient to fall in love with the caster and makes him do everything to protect her. The victim has to be no larger than a human has to have generally fitting sexual preferences, but can be of a different race. The victim is not under the caster's control, but will step in the way of anyone trying to harm the caster. The target is permitted a saving throw and granted a +2 bonus if in combat while the spell is cast.

Loving Heart II

Spell Level: W2
Range: 30 metres
Duration: One round per level

This spell works like *Loving Heart I*, but also affects creatures up to the size of an ogre.

Loving Heart III

Spell Level: W3
Range: 30 metres
Duration: One round per level

This spell works like *Loving Heart I*, but also affects creatures up to the size of a giant.

Lucky Charm

Spell Level: W1
Range: Touch
Duration: One day per caster level

This spell enchants one ordinary stone and turns it into a lucky charm. If used before an action, it gives a +1 bonus to any die roll. The lucky charm can only be used once and the caster may not possess more than one stone at the same time. If a gem is used instead of an ordinary stone, a +2 bonus is granted.

Mage's Spellstaff

Spell Level: M3
Range: Caster
Duration: Three round per level

This spell creates a magical quarterstaff made of electricity in the caster's hands. The staff functions like a common one and deals 1d6 points of damage. For every five levels of the caster, it gains a cumulative +1 bonus to attack power and damage. The staff deals double damage to water-based creatures, no matter how they are normally affected. The spell cannot be passed to someone else and disappears if the caster falls unconscious. If used by a sorcerer, the spell is referred to as the *Sorcerer's Spellstaff*, consist of fire instead and deal double damage to flying creatures.

Maggot Spray

Spell Level: N2
Range: Three metres
Duration: One round per level

The caster spits a stream of maggots. Any target failing a saving throw suffer a -2 malus to attack power and 1d4 damage per round for 2d6 rounds. The targets may use one round to shuck off all maggots.

Magic Ear

Spell Level: I3, M3, W3, Wr3

Range: 10 metres

Duration: Two hours

The caster can hear any sounds within a radius of twenty metres, even if obstacles are in the way. The effect is blocked by metal.

Magic Eye

Spell Level: I3, M3, W3, Wr3

Range: 10 metres

Duration: Two hours

The caster can see through any objects within a radius of twenty metres. Metal will still block the view of the caster.

Magic Fang

Spell Level: D1

Range: Touch

Duration: One round per level

This spell grants the target a +1 bonus to attack power and damage if it attacks with a natural weapon.

Magic Mace

Spell Level: M2

Range: Caster

Duration: Three rounds

This spell creates a magical mace in the caster's hands. It deals 1d8+2 points of damage and counts as a +1 magical weapon. Anyone hit by the mace has to make a saving throw vs. magic or will fall unconscious for one round. The mace cannot be passed to someone else.

Magic Mantle

Spell Level: M4

Range: Touch

Duration: Six rounds

This spell protects the recipient with a shimmering mantle. The mantle makes the wearer immune to non-magical physical weapons and to spells of level two or lower. It also grants a +1 bonus to saving throws. If two mantles come in contact, they implode and both wearers suffer 2d10 points of damage.

Magic Missile

Spell Level: M1, Wr1

Range: 50 metres

This spell conjures a magic missile that always hits its target and causes 1d4+1 points of damage. Two additional missiles are cast for every five levels of experience of the caster.

Magic Mouth

Spell Level: I2, M2

Range: Touch

Duration: Permanent

If cast on object, the magic mouth triggers one certain conditions defined by the caster are met. Once triggered, the magic mouth opens and speaks a message up to thirty words long.

Magic Wings

Spell Level: M1

Range: 10 metres

Duration: One round

The recipient of this spell receives a pair of translucent wings allowing him to glide four metres horizontally for every metre of elevation. This is severely reduced if the recipient tries to carry someone else or something very heavy.

Manipulate Fire

Spell Level: M1

Range: Three metre per level

Duration: One round per level

This spell allows the caster to manipulate fire up to a radius of three metres. The fire will be brighter if enlarged, but the heat it radiates will always be that of the original fire.

Manyjaws

Spell Level: M3

Range: Caster

Duration: Six rounds

This spell summons one pair of disembodied jaws per level of the caster. The jaws move with a speed of fifteen, are mentally controlled by the caster and do 1d4 points of damage per round. A saving throw is permitted for half damage. Magical armour reduces the damage by one point per enchantment level. The jaws cannot move more than two metres per caster level away from the caster.

Masque

Spell Level: W1

Range: Caster

Duration: Two turns per level

This spell makes the caster appear either more attractive and friendly or malicious and ugly. The effect is a general one and not specific for the environment the caster is in.

Mass Morph

Spell Level: I4

Range: 50 metres

Duration: One day or until dispelled

One hundred human-sized creatures are changed to appear like trees or plants. Forest creatures like dryads will not be fooled by this spell.

Meld into Stone

Spell Level: D3

Range: Touch

Duration: One turn per level

This spell allows the caster to meld into stone with at least his volume. After the spell's duration end or if he decides to end it prematurely, the caster is expelled from the stone.

Melt Resistance

Spell Level: C2

Range: 10 metres around the caster

Duration: One hour or until turning attempt

All undead around the caster gain a -1 malus to resist being turned.

Mending

Spell Level: D1, M1

Range: Touch

Duration: Permanent

This spell repairs small objects up to the size of a coat. Any damage will become invisible. The spell does not affect any magical items or creatures.

Merge into Art

Spell Level: I3

Range: Touch

Duration: One round per level

This spell allows the caster to step into a painting, mosaic or fresco. The caster will look like a part of the artwork and can only be spotted by a keen observer.

Message

Spell Level: M2

Range: 20 metres plus three per level

Duration: One round

The caster can whisper a message to a creature I sight with no obstacles in the way. The recipient may answer the message within the spell's duration. The recipient still has to understand the caster's language.

Minor Creation

Spell Level: I4

Range: Touch

Duration: Six turns per level

This spell creates an object of non-living organic matter. The volume creates cannot exceed thirty cubic centimetres per caster level. The caster needs a tiny bit of the material to use this spell.

Mirror Image

Spell Level: I2, J2, W3

Range: Caster

Duration: One hour or until all images are hit

This spells creates 1d4 images of the caster around him. The mirror images move exactly like the caster and attackers cannot distinguish between the images and the caster. If an image is hit by an attack, it disappears.

Mirror Link

Spell Level: W4

Range: One plane

Duration: One turn per level

This spell allows the caster to create a link between a silver mirror and another mirror on the same plane. For the duration of the spell, visual and verbal information can be transmitted between the two mirrors. No spell can be cast through the mirror.

Misdirection

Spell Level: I2

Range: 10 metres

Duration: Half a day

This spell causes a detection spell to malfunction. The spell will point at the wrong object, area or creature. The caster using the detection spell is permitted a saving throw.

Monster Summoning I

Spell Level: M3

Range: Five metres

Duration: Six rounds

The caster summons a bunch of monsters in one turn. The monsters will serve the caster until they are slain or the spell's duration ends.

Table 50: Monster Summoning I

Die Roll	Monsters Summoned
1	1d6 Giant Rats
2	1d3 Goblins
3	1d3 Hobgoblins
4	1d6 Kobolds
5	1d3 Orcs
6	1d3 Skeletons

Monster Summoning II

Spell Level: M4

Range: Five metres

Duration: Six rounds

The caster summons a bunch of monsters in one turn. The monsters will serve the caster until they are slain or the spell's duration ends.

Table 51: Monster Summoning II

Die Roll	Monsters Summoned
1	1d2 Hobgoblins
2	1d2 Zombies
3	1d2 Gnolls
4	1d2 Bugbears
5	1d6 Orcs
6	1d6 Skeletons

Moon Sense

Spell Level: W1

Range: Caster

Duration: One hour per level

This spells allows the caster to sense the direction and current phase of the moon. On planets with several moons, the largest or most influential one is chosen. If a therianthrope is near, the caster will sense it.

Narcolepsy

Spell Level: W4

Range: 15 metres

Duration: One hour per level

The target of this spell has to make a saving throw with a cumulative -1 malus every round. If it fails, it falls asleep for one round per level of the caster. It can only be awakened through pain or massive noise. One round after waking up, the process starts again until the spell's duration ends.

Necromancer's Spellstaff

Spell Level: N3

Range: Caster

Duration: Three rounds per level

This spell works like *Mage's Spellstaff*, but the staff will be made of ice instead and deal double damage to any fire-based creature, no matter how it is usually affected by ice.

Needlestorm

Spell Level: D4

Range: 30 metres

This spell causes one needle-bearing plant to unleash a barrage of needles. The needles storm has a radius of half the plant's size and inflicts 1d12 point of damage for every three levels of the caster. A saving throw for half damage is permitted.

Neutralise Poison

Spell Level: C4, D3, W3, W4

Range: Touch

Duration: Permanent

This spell neutralises poison. It cannot be used to bring back victims of poisoning, however.

Nondetection

Spell Level: I3

Range: Caster

Duration: One turn per level

The caster and everyone within a two-metre radius become impossible to detect with detection spells or crystal balls.

Obscure

Spell Level: I2

Range: 40 metres

Duration: One hour

This spell affects one creature or object. In that area, all spell to detect invisibility, magic or other things will malfunction. The caster of the detect spell or ability is allowed a saving throw.

Obscuring Mist

Spell Level: D2

Range: 10 metres

Duration: One turn per level

Magical mist appears at the casting point and covers an area with a radius of ten metres plus three more per caster level.

Paralyse

Spell Level: I3

Range: 40 metres

Duration: 1d6 rounds

This spell *paralyses* a number of creatures equal to twice the caster's hit dice. The targets are permitted a saving throw vs. paralysis.

Pass Animals

Spell Level: D1

Range: Touch

Duration: One round plus one per level

The recipient of this spell becomes completely invisible to animals. Very intelligent animals or magical beasts are not affected by this spell.

Pass Plants

Spell Level: D4

Range: Caster

Duration: Three turns plus one per level

This spell opens a passage through any undergrowth or trees. The passage is up to thirty metres long and can only be accessed by the caster.

Pass Undead

Spell Level: N2

Range: Touch

Duration: One turn per level

The target becomes undetectable to undead as long it is not hostile to them. Undead with at least five hit dice can make a saving throw to avoid the effect. Undead with more than eight hit dice are immune to this spell.

Pattern

Spell Level: I1

Range: Caster

Duration: One round

This spell allows the caster to see a pattern in chaos like broken glass or overlapping footprints.

Penumbral Face

Spell Level: I2

Range: 10 metres

Duration: Two hours

This spell slightly alters the recipient's face and makes it unremarkable. Others will not pay attention to the recipient. Creatures explicitly looking for the recipient are permitted a saving throw.

Persona

Spell Level: W4

Range: 20 metres

Duration: One turn per level

This spell disguises the caster as somebody the target knows. The spell may affect a number of victims equal to twice the caster's level. A saving throw is permitted. Undead are not affected by this spell.

Phantasmal Door

Spell Level: I4

Range: Three metres

Duration: One round per level

This spell creates a mysterious door. If the caster steps through, he becomes invisible and stands next to the door, though it looks like he entered another dimension. Anyone else stepping through the door will believe they enter a small featureless room.

Phantasmal Force

Spell Level: I1, M2

Range: 50 metres

Duration: Until concentration ends

This spell creates an illusion the size of a human. If it is touched, it disappears, but if the viewer believes that it is real, it can cause up to 2d6 points of damage. Viewers of the illusion are permitted a saving throw.

Phantasmal Killer

Spell Level: I4

Range: Three metres per level

Duration: One round per level

The caster chooses one target. This spell creates an illusion only visible to target and caster looking like the target's deepest fear. The killer attacks the victim at half the caster's level. The target has to make an intelligence check. If it fails, the target dies of fear. If it succeeds, the killer is turned on the caster.

Phantom Armour

Spell Level: I2

Range: Caster

Duration: Until destroyed or dispelled

This spell creates a black suit of plate mail covering the caster. The suit absorbs one point of damage per level of the caster. Upon absorbing the last point of damage, the suit disappears and all remaining damage is taken. Creatures actively disbelieving in the armour are permitted a saving throw for their attacks to have caused full damage.

Phantom Dagger

Spell Level: W4

Range: Touch

Duration: One round per level

This spell creates an invisible dagger with AC 17 and hit points equal to half the caster's maximum. The dagger is commanded by the caster and moves at twice her speed. It may not move away more than ten metres from the caster and deals 1d8+1 points of magical damage.

Phantom Light

Spell Level: W3

Range: 10 metres

Duration: One hour

This spell lets up to three metres per level of the caster of outline of objects glow in blue, green or purple light. The caster may not move more than forty metres away from the light.

Plant Growth

Spell Level: D3, M4

Range: 60 metres

Duration: Permanent until dispelled

The caster creates a thick layer of thorns and vines in an area of up to 100 square metres. The area can be shaped by the caster.

Poison Water

Spell Level: N4, W4, Wr3

Range: Close

Duration: One day

This spells poisons a one-day supply of drinking water for 3d8 men. From ninth level on, it poisons water for 6d8 people.

Poltergeist

Spell Level: N1

Range: One metre per level

Duration: One hour per level

This spells turns a minor spirit in the area into a poltergeist. The poltergeist has a strength of three and can perform minor task like opening doors. The poltergeist is very light and may no trigger all traps it steps on.

Polymorph Other

Spell Level: M4

Range: 60 metres

Duration: Permanent until dispelled

This spell allows the caster to turn one creature into a different one. The creature can gain new abilities, but retains its personality, intelligence and hit points. Changing the size of creatures this way is difficult.

Polymorph Self

Spell Level: M4, Wr4

Range: Caster

Duration: One hour

This spells allows the caster to turn himself into a different creature. The caster may gain additional abilities, but retains his hit points.

Predict Weather

Spell Level: D1, W2

Range: Caster

The caster can predict the weather in the surrounding area for the next twelve hours. There is a certain chance that the prediction may be incorrect.

Produce Fire

Spell Level: D4

Range: 10 metres

Duration: One turn

This spell creates fire on an area of up to three times three metres. The magical fire will burn no longer than three rounds, but will ignite any burnable material in the meantime.

Produce Flame

Spell Level: D2

Range: Caster

Duration: Two turn per level

A flame appears in the caster's hand. It does not harm the caster, but it as hot as real fire. It can be throw over a distance of up to ten metres and ignites flammable material.

Protection from Elements

Spell Level: W1

Range: Touch

Duration: One day

The recipient of this spell and his equipment are protected from temperatures between -20 °C and 60 °C. The spell does not reduce damage from fire- or cold-based attacks.

Protection from Evil

Spell Level: C1, I1, M1, Wr1

Range: Caster

Duration: One hour

The caster gains a +1 saving throw bonus to attack from malignant creatures. All attackers suffer a -1 attack power malus.

Protection from Fire

Spell Level: D3

Range: Touch

Duration: Three turns plus one per level

If used on the caster, this spells grants immunity to fire, halves damage from fire weapons and protects against one instance of magical fire. Cast on someone else, it lacks the latter effect, but has the two others.

Protection from Good

Spell Level: C1, I1, M1, Wr1

Range: Caster

Duration: One hour

The caster gains a +1 saving throw bonus to attack from creatures of good. All attackers suffer a -1 attack power malus.

Protection from Ice

Spell Level: N4

Range: Touch

Duration: Six turns plus one per level

This spell grants immunity to cold and halves damage of ice weapons. If the caster should be hit directly by magical cold, the spell's duration ends.

Protection from Lightning

Spell Level: D4, I4

Range: Touch

Duration: Six turns plus one per level

This spell grants immunity to lightning and halves damage of lightning weapons. If the caster should be hit directly by a lightning, the spell's duration ends.

Protection from Missiles

Spell Level: M3

Range: Caster

Duration: One hour

The caster becomes invulnerable to non-magical missiles. Very large missiles like boulders will override the spell's effect.

Protection from Paralysis

Spell Level: M2

Range: Touch

Duration: two turn per level

This spell protects the target from being *paralysed*, *slowed* or otherwise being unable to move properly.

Puck

Spell Level: W3

Range: 10 metres

Duration: Permanent

This spell summons a puck to protect the home of a family. The puck can only be summoned if the family has lived in the house for at least a year. It may not leave the house and will do anything to protect it. If the puck is slain, it will return after 1d12 months provided the family still lives in the house.

Puffball

Spell Level: D1

Range: Touch

Duration: Two rounds per level

This spell transforms a normal fungus into a magical puffball. The puffball can be thrown up to ten metres and will burst into a cloud of spores with a radius of three metres. All creatures which fail a saving throw inhale spores and may not attack. The effect ends after 1d4 rounds when the spores settle or after the victim escapes the spore cloud.

Purge

Spell Level: W4

Range: Caster

Duration: One hour

This spell expels all spirits, undead and outsiders in a radius of twelve metres around the caster. Creatures with less than five hit dice automatically leave the area. Creatures with more hit dice or currently possessing someone get a saving throw. Very powerful creatures may be immune to this spell.

Purify Food and Drink

Spell Level: C1, W2, W1

Range: Touch

Duration: Permanent

This spells purifies food and drink for 3d6 people, removing rot and weaker poisons.

Purity Water

Spell Level: D1

Range: Touch

Duration: Permanent

This spell purifies twenty-five litres of water. All organism and weaker poisons are removed.

Pyrotechnics

Spell Level: D3, J3, M2

Range: 60 metres

Duration: One hour

This spell creates a firework or dense smoke from an already existing fire. The exact effect is up to the game master.

Quicken Healing

Spell Level: W2

Range: Touch

Duration: One day per level; up to a week

The recipient of this spell regenerates twice the amount of hit points per day. The spell also stabilises a dying creature. It has no beneficial or

Rain of Blood

Spell Level: N2

Range: Caster

Duration: One round per level

This spell lets blood rain in an area with a radius of two metres. All hostile and non-undead creatures have to make a saving throw vs. death or suffer a -2 malus to saving throws.

Ray of Enfeeblement

Spell Level: N3

Range: Three metres plus one per level

Duration: One round per level

This spell weakens the target physically and reduces all melee and missile damage by one quarter. The target is permitted a saving throw.

Ray of Pain

Spell Level: N2

Range: Five metre per level

The victim suffers 1d6 +1 per level of the caster points of damage and suffers agony until the end of the next round. If the victim makes a saving throw, it only suffers 1d4 points of damage.

Read Language

Spell Level: I1, M1, N1, W2

Range: Touch

Duration: One or two reading

This spell allows the caster to read texts, instructions or formulae in a language unknown to him.

Read Magic

Spell Level: I1, J1, M1, N1, W2, Wr1

Range: Touch

Duration: One or two reading

This spell enables the caster to read magically cyphered or ancient, enchanted texts. It is usually not necessary to cast the spell a second time to re-read the same text.

Reflection

Spell Level: I1, W1

Range: 10 metres

Duration: One round per caster level

This spell reflects the gaze of creatures like the medusa. Such creatures are usually immune to their own gaze.

Rejuvenation

Spell Level: M2

Range: Touch

This spell revives an exhausted creature. The target will feel like it had a good night's rest and can go on for another sixteen hours. The spell does not heal hit points, counter hunger and thirst or let the recipient memorise spells. If the target stays awake for more than forty-eight hours, it loses one hit point per additional hour it spends awake.

Remove Curse

Spell Level: C3, M4, W3

Range: Very close

Duration: Permanent

This spell removes a curse from a creature or object.

Remove Fear

Spell Level: C1

Range: Touch

Duration:

This spell gives courage will remove magically induced fear from a victim. It will also be no longer *panicked*. To get rid of the fear, the victim is entitled a saving throw with a +1 bonus per level of the caster.

Remove Paralysis

Spell Level: C2

Range: Touch

This spell allows the target to move freely again if it was *paralysed*, *stunned* or *immobilised* before.

Remove Stench

Spell Level: N1

Range: 10 metres

Duration: One round per level

This spells removes scent from one creature or corpse. Ghouls, ghastrs and other naturally smelly creatures may roll a saving throw to avoid the effect.

Repel Vermin

Spell Level: D4

Range: Caster

Duration: One turn per level

This spell prevents all small insects, spiders and other vermin from entering an area with a radius of three metres around the caster.

Resist Cold

Spell Level: C1, Wr1

Range: 10 metres

Duration: Six turns

This spell protects the recipient from non-magical cold. It also grants a +2 bonus against cold-based attacks and reduces their damage by one point.

Resist Energy

Spell Level: C2

Range: Touch

Duration: Six turns

This spell allows the target to absorb 1d12 points of damage from either fire, lightning, acid or cold.

Resist Fire

Spell Level: C2, Wr2

Range: 10 metres

Duration: Six turns

This spell protects the recipient from non-magical fire. It also grants a +2 bonus against heat-based attacks and reduces their damage by one point.

Resist Lightning

Spell Level: I3

Range: 10 metres

Duration: Six turns

This spell protects the recipient from non-magical lightning. It also grants a +2 bonus against electricity-based attacks and reduces their damage by one point.

Resist Turning

Spell Level: N2

Range: 10 metres around the caster

Duration: One hour or until turning attempt

All undead around the caster gain a +1 bonus to resist being turned by a cleric.

Resistance

Spell Level: D1

Range: Touch

Duration: One round

This spell grants the target a +1 bonus to saving throws of all kinds.

Retaliation

Spell Level: W4

Range: 30 metres plus three per level

Duration: One round per level

For the duration of this spell, the target of this spell suffers all damage it causes itself as well. The damage type is also the same.

Ring of Invisibility

Spell Level: I4

Range: 50 metres

Duration: One hour or until an attack is made

This spell works like *Invisibility*. Additionally, everyone within a radius of three metres around the caster becomes invisible as well.

Rope Trick

Spell Level: I3, J4, M4

Range: Touch

Duration: One hour plus one turn per level

This spell allows the caster to throw a rope in the air. The caster and up to three more people can climb up the rope, which hangs in the air magically, and enter a pocket dimension. The rope can be left outside or be pulled in. Everyone will fall out of the pocket dimension should the rope be dispelled.

Rot Flesh

Spell Level: N4

Range: Touch

Upon touching a living corporal being, this spell inflicts 2d6+1 hit points per caster level of damage.

Sanctuary

Spell Level: C1

Range: Caster

Duration: Two round plus one per level

This spell protects the caster from any direct attacks. Every attacker has to make a saving throw in order to be able to harm the caster. Area effects still affect the caster. The sanctuary does not allow any offensive action. The caster may still cast supportive spells, though.

Scare

Spell Level: N2

Range: Three metres

Duration: 3d4 rounds

This spell puts fear into the target. The creature will not initiate combat, but retaliate with a -1 attack power malus if attacked. It also gets a -1 malus to all saving throws. Creatures that make a saving throw or have more than six hit dice are not affected by this spell.

Scream

Spell Level: W1

Range: Caster

Duration:

This spell causes 2d4 points of damage to any creature within a radius of three metres plus one per level that have a sense

of hearing. Furthermore, all creatures failing a saving throw are deafened for 1d6 rounds.

Scuffle

Spell Level: W2
Range: 30 metres
Duration: One hour

This spell brings all negative emotions and prejudices to light. If this spell is cast on a group of creatures, they will almost certainly start to argue and only someone with a strong personality can keep them in check. The spell does not necessarily lead to violence, though.

Shadow Door

Spell Level: I4
Range: Touch
Duration: One round per caster level

This spell allows the caster to create a door in a wall or a free-standing door. If someone steps through the door, he will end up in a small featureless room. Anyone in the room is automatically ejected at the end of the spell's duration.

Shadow Eye

Spell Level: I3
Range: Caster
Duration: One round per level

This spell elongates the caster's shadow up to ten metres per level. The caster can hear, see and speak through the shadow. The shadow has the same armour class as the caster and is immune to mundane weapons. All damage the shadow suffers is suffered by the caster. Light at least as bright as a candle is needed for this spell.

Shadow Face

Spell Level: I1
Range: Caster
Duration: One hour

While this spell is in effect, everybody looking at the caster's face will immediately forget it after having seen it. People on the look for the caster are permitted a saving throw.

Shadow Monsters

Spell Level: I4
Range: 10 metres
Duration: One round per level

This summons semi-real monsters chosen by the caster. The total monster hit die equal those of the caster. The monsters have AC 10 and one fifth of the original monster's hit points. They can attack, but have no special abilities unless someone believes they do. The shadow monsters are not undead, but take double damage from silver weapons.

Shape Clouds

Spell Level: W2
Range: Line of sight of the caster
Duration: One round per level

This spell allows the caster to form the clouds in the sky above. This works only if clouds are already present. The spell does not affect any gas-based creatures.

Shape Stone

Spell Level: D3
Range: Touch
Duration: Permanent

This spell allows the caster to form stone into any crude form. Five kilogrammes of stone can be processed per level.

Shape Wood

Spell Level: D3
Range: Touch
Duration: Permanent

This spell allows the caster to form wood into any form. Five kilogrammes of wood can be processed per level. If the amount of wood is small, the shaping can be very fine.

Shatter

Spell Level: M2
Range: Caster

All objects like glass or ceramics in a radius of twenty metres shatter into pieces. Magical objects and objects heavier than five kilogrammes are not affected. Other objects are permitted a saving throw.

Shield

Spell Level: M1
Range: Caster
Duration: Two turns

This spell creates an invisible shield around the caster. It improves his natural armour class against physical attacks by five.

Shield of Faith

Spell Level: C1
Range: Touch
Duration: One round per level

This spell grants the target a +2 armour class bonus. For every six levels of the caster, it receives another +1 bonus.

Shocking Grasp

Spell Level: I1

Range: Touch

This spell deals 1d8 points of electricity damage plus one per level of the caster. The caster has to touch the target for this spell to be effective, not the target the caster.

Shunt

Spell Level: I2

Range: 10 metres plus one per caster level

Duration: One round

This spell forces the target into the Ethereal Plane for one round. It becomes invisible, cannot be damaged by normal means and will return after one round. If this spell is cast on the Ethereal Plane, the spell forces a creature to the Material Plane.

Silence

Spell Level: C2, Wr2

Range: 30 metres

Duration: Twelve turns

An eerie silence dominates a five-metre radius around the caster. Nothing inside the radius can be heard from the outside.

Silencing Hand

Spell Level: M2

Range: 15 metres

Duration: Two rounds per level

This spell summons a hand that flies to its target in one round and clamp tightly over the creature's mouth unless the target makes a successful saving throw. The hand silences the target and cannot be pulled away. It can be dispelled or destroyed by taking six points of magical damage.

Silver Tongue

Spell Level: W1

Range: Caster

Duration: One sentence per three levels

This spell allows the witch to lie convincingly. The lie must not be too blatant. Certain creatures like demons are immune to this spell.

Skeletal Servant

Spell Level: N1

Range: 10 metres

Duration: One round plus one turn per level

This spell animates one human-sized or smaller skeleton from a dead body. The skeleton will obey simple commands until it is destroyed. After the duration of the spell, the skeleton crumbles to dust. One skeleton per level of experience can be animated.

Skull Trap

Spell Level: N3

Range: Touch

Duration: Permanent

The caster turns one skull (also of an undead) into a trap. If the skull is touched or damaged, it explodes and causes 2d4 plus 1d4 points of damage per caster level.

Slasher

Spell Level: W4

Range: 30 metres plus three per level

Duration:

This spell deals 5d4 points of damage to a single target capable of bleeding. An additional two points of damage are dealt for every level of the caster.

Sleep

Spell Level: J1, M1, W1

Range: 40 metres

Duration: One hour

This spell makes a creature fall *asleep*. Depending on their hit dice, one or more creatures can be affected.

Table 52: Sleep

Hit Dice of Victims	Number Affected
Up to 1	4d4
Up to 2	2d6
Up to 3	1d6
More than 3	1

Slow

Spell Level: J4, M3, W4

Range: 40 metres

Duration: Three turns

In an area with a radius of twenty metres, every creature failing a saving throw will be *slowed*. This spell affects 3d8 creatures.

Smoke Form

Spell Level: S3

Range: Caster

Duration: One round per level

This spell turns the caster into dense black smoke. He receives immunity to fire. All damage done to him is reduced by five points. Material armour does no longer offer protection, but the caster can fly at his normal speed and fit through small openings.

Snake Body

Spell Level: W2

Range: Caster

Duration: One round per level

The caster becomes agile as a snake and has an easy time escaping bonds or fitting through small openings.

Snake Charm

Spell Level: C2, W2

Range: 20 metres

Duration: 1d4+2 turns

One hit dice of snakes are charmed by this spell and obey the caster's commands.

Snare

Spell Level: D3

Range: Touch

Duration: Until triggered

This spell allows the caster to enchant a simple trap made from a rope, a vine or similar material. The trap is hard to detect without magic. If a creature triggers the trap, it deals 1d6 damage and entangles it for twenty-four hours. To escape, a strength of nineteen is needed. Every four hours, the strength score requires drops by two points, as the trap loses strength over time.

Solid Fog

Spell Level: I4

Range: 30 metres plus three per level

Duration: One round per level

This spell is similar to *Fog Cloud* and creates fog in an area with a radius of eight metres. The fog is solid and halves the movement rate of any creature in it. Physical attacks are made at a -2 attack power malus. Ranged weapons are slowed down and their damage is reduced by two thirds. The fog can only be dispersed by strong wind, which takes four rounds.

Speak with Animals

Spell Level: C2, D2

Range: Caster

Duration: Six turns

This spell allows the caster to speak with animals. Animals are often helpful towards people who can speak to them. Communicating with animals is not easy, though.

Speak with Plants

Spell Level: C4, D4

Range: 10 metres

Duration: Six turns

The caster can communicate with plants. Smaller plants will often move aside at the caster's request. Communicating with plants can be difficult.

Speak with Spirits

Spell Level: N4

Range: 10 metres

Duration: One minute per level

The caster summons the spirit of a dead person to answer his questions. The caster has to speak the spirit's language.

Speak with the Dead

Spell Level: C3, N3, W4, Wr3

Range: Touch

Duration: One minute per level

The caster can ask questions to a corpse. The answers might be cryptic or unclear. The level of the caster determines the age of the corpse he can speak to. The corpse has to be preserved well in any case.

Table 53: Speak with the Dead

Caster Level	Maximum Age of the Corpse
1 – 3	1d8 days
4 – 5	1d6 month
6	No age limit

Spectral Force

Spell Level: I3

Range: 80 metres

This spell works like *Greater Phantasmal Force*. The illusions last for four rounds after the caster stops concentrating, though. The illusions are realistic, including all senses.

Spectral Sense

Spell Level: N1

Range: 30 metres

Duration: One hour

The caster gains access to the senses of an animated undead and can see through its eyes, hear through its ears or use any other sense.

Spectral Voice

Spell Level: N1

Range: Five metres per level

Duration: One turn per level

The caster can speak through a corpse or undead. While doing so, he cannot cast other spells. Free-willed undead as strong or stronger as a mummy may make a saving throw.

Spell Potion

Spell Level: M4

Range: Touch

Duration: One hour per level

This spell allows the caster to put the function of an instantaneous spell into a vial of clear water. Later on, the vial can be drunken and thus the spell comes into effect. The casting of this spell requires the other spell to be cast immediately afterwards. Only spell affecting the caster can be stored this way.

Spell Missile

Spell Level: W2

Range: Touch

Duration: One round per level or until fired

This spell allows the caster to put another spell into an arrow or a similar missile. Once the missile hits a target, the effect of the spell is triggered. Only one

Spider Climb

Spell Level: M2, N1, W2

Range: Touch

Duration: One round plus one per level

This spell allows the recipient to climb walls and ceilings if he uses all feet and legs. No spells can be cast while using this ability.

Spirit Weapon

Spell Level: C2, W2

Range: Caster

Duration: One round per level

A weapon forms out of thin air in the hands of the caster. It causes 1d6 points of damage plus one point for every three level of the caster starting with level three. It cannot be used by anyone but the caster and does not count as a magical weapon.

Spirit Wrack

Spell Level: N3

Range: 10 metres

This spells deals 1d8 damage to a single or 1d4 damage to all incorporeal undead around the caster. All creatures may make a saving throw for half damage.

Squaring the Circle

Spell Level: M3

Range: Caster

Duration: One round per level

After this spell has been cast, the caster can reshape the area of effect of other spells cast by him afterwards at will. The total area and volume of the spell effect cannot be changed.

Steal Identity

Spell Level: I4

Range: Touch

Duration: One hour per level

The spell allows the caster to copy the target's looks and mannerisms, but not its thoughts and memories. If the target fails a saving throw, it will fall into a coma-like state for the duration of the spell. The creature has to have a size close to that of the caster.

Steal Youth

Spell Level: W4

Range: Touch

Duration: Permanent

This spell works like *Restore Youth*, but additionally ages another creature. The creature has to be of a species similar to the one of the caster. The victim can restore the lost years by killing the witch. The spell does not work on creatures that do not age anyway.

Steam Blast

Spell Level: I3

Range: Caster

Duration: One round per two levels

This spell creates a cloud of hot vapour twelve metres long and three metres wide at the terminus. It inflicts 1d6 points of damage per level of the caster. A saving throw is permitted for half damage. Creatures based on vapour are unaffected by the spell in general. Elemental creatures based on air or water take only half damage. Anyone who fails and additional saving throw passes out for 3d4 rounds and takes one additional point of damage per round until removed from the steam. Everyone else is blinded while in the steam and for 1d2+1 additional rounds after leaving it. Underwater, the steam has not effect but its initial damage.

Stench of Death

Spell Level: N3

Range: 10 metres

Duration: One hour

This spell affects an area with a radius of fifteen metres. The area is filled with a foul smell. Every creature caught within that fails a saving throw vs. paralysation rolls over and will not be able to fight of cast spells. The creature can still move, though. Once outside the affected area, one round of fresh

air is needed to be able to be combat-ready again. The effect is magical and the stench cannot be cleared by wind.

Stench of Decay

Spell Level: N1

Range: Caster

Duration: One turn per level

The caster starts to smell like a rotting corpse. Victims within a ten-metre radius must make a saving throw vs. death or will suffer a -2 malus to attack power for 2d6 rounds.

Sticks to Snakes

Spell Level: C4

Range: Touch

Duration: One hour

This spell turns up to 2d8 normal sticks into snakes under the caster's command. One in two snakes will be venomous. The snakes turn back into stick if slain or after the spell's duration.

Stoneflight

Spell Level: M1

Range: Thirty metres

Duration: Three turns per level

This spell affects three slingers per level of the caster. The slingers can cast their missiles twice as far and inflict one additional point of damage.

Strength

Spell Level: M2

Range: Touch

Duration: 1d8 hours

This spell temporarily adds 1d8 additional points of strength to a creature. Medium-sized creatures cannot gain an ability score greater than 18 this way. The effect might be limited for small or weak creatures.

Stumble

Spell Level: D2

Range: Touch

Duration: One turn per level or until triggered

This spell allows the caster to enchant a small object like a stick, a short rope or something else made of organic material. If anyone, the caster included, steps on the objects, a saving throw is required. A +4 bonus is granted if the target is aware of the trap. If the target fails and is running, it takes 1d6 points of damage and is stunned for 1d4+1 rounds if falling hard. If falling soft or not running, it is just stunned for one round.

Stunning Screech

Spell Level: Wr2

Range: Caster

Duration: One round

The caster emits the piercing shriek of a vrock. Every creature within a radius of fifteen metres that fail a saving throw will be stunned for one round.

Suggestion

Spell Level: I3, J4, M3, W4

Range: 20 metres

Duration: One week

The caster makes a magical suggestion to the victim. If it fails a saving throw, it will follow the suggestion, though not necessarily immediately. It is more difficult to suggest things the creature would not do normally.

Summon Animals

Spell Level: D4

Range: 10 metres

Duration: One hour

This spells summons a number of animals into the caster's service. It will be one animal larger than a man, three animals the size of a man or six animals smaller than a man. Depending on the environment, the game master decides what animals appear.

Summon Undead I

Spell Level: N3

Range: 10 metres

Duration: Six rounds

This spells summons undead into the caster's service. Roll 1d4 to determine what kind of undead appear. They need one turn to arrive and remain for the spell's duration or until slain.

Table 54: Summon Undead I

Die Roll	Undead Summoned
1	1d2 Zombies
2	1 Zombie, 1 Skeleton
3	1d2 Skeletons
4	1 Ghoul

Summon Undead II

Spell Level: N4
Range: 10 metres
Duration: Six rounds

This spell summons undead into the caster's service. Roll 1d4 to determine what kind of undead appear. They need one turn to arrive and remain for the spell's duration or until slain.

Table 55: Summon Undead II

Die Roll	Undead Summoned
1	1d4 Zombies
2	1d2 Ghouls
3	1d4 Skeletons
4	1 Shadow

Sun Blessing

Spell Level: W1
Range: Touch
Duration: One round for every two level

This spell heals 1d4 hit points of damage every round as long as the recipient is directly in sunlight. It does not affect undead.

Sustain Fire

Spell Level: M1
Range: Five metres per level
Duration:

This spell allows any non-magical fire within a radius of two metres to consume its fuel at one-tenth of the normal rate. The fire still burns as bright and warm as usual.

Swift Mount

Spell Level: M2
Range: Touch
Duration: Two hour plus three turn per level

This spell allows a mount to run, fly or swim at double speed. After the spell's duration ends, the mount will be exhausted and refuse to move on four twenty-four hours.

Swim

Spell Level: M1
Range: Touch
Duration: Three rounds per level

This spell allows a creature to swim at half its land speed. Creatures who already know how to swim will swim at their land speed unless their swimming speed is already better.

Swordfire

Spell Level: M4
Range: Touch
Duration: One round per level

This spell causes a metal blade to erupt in flames. The weapon is considered a +2 magical weapon, though the wielder gets no direct damage or attack power bonus. The flames inflict an additional 2d6 points of fire damage. Undead suffer an additional 1d12 points of damage on top of the flame damage. The caster can end this spell prematurely at will.

Taunt

Spell Level: J3
Range: 50 metres
Duration: 1d6 rounds plus one per level

The caster taunts the target. If the target fails a saving throw, it has to attack the caster and will ignore all other treats. Other creatures will be attack if they try to stop the target.

Tiger Eye

Spell Level: M1
Range: Touch
Duration: One round per level

This spell grants a creature twilight vision. Creatures that already have twilight vision gain darkvision. Creatures that already have darkvision can see twice as far.

Toad Curse

Spell Level: W3
Range: 20 metres plus two per level
Duration: Two rounds per level

This spell affects 1d4 humanoids with a maximum of three hit dice per caster level. The targets will think they are toads and behave accordingly. While they will usually not attack, they might try to tackle or eat someone attacking them.

Tongues

Spell Level: C4, Wr4
Range: Caster
Duration: One round

This spell grants the caster the ability to communicate with any intelligent creature in a fifteen metre radius around him.

Transform Liquids

Spell Level: M1
Range: Touch
Duration: Permanent

This spell transforms one kind of liquid into another. The caster can transform up to three litres per level and has to swallow a small cup of the liquid the wants to have before the casts the spell.

Transvection

Spell Level: W3
Range: Caster
Duration: 1d8 turns plus two turns per level

The caster is able to fly at her normal speed. She intuitively knows when the spell's duration will end. If additionally using a broom, the caster can fly at twice the normal speed and has a higher manoeuvrability.

Trap Possessor

Spell Level: C4, Wr4
Range: Five metres
Duration: Permanent

This spell traps a creature that possesses other creatures or can move its mind out of its body in the body it currently has possessed unless it makes a successful saving throw.

Tree Shape

Spell Level: D3
Range: Caster
Duration: Six turns plus one per level

The caster transforms into a small tree. While in tree form, the caster can observe the area surrounding him. If he moves, is attacked or attacks himself, the transformation ends. The tree species the caster transforms into will always fit the environment.

Uncanny Contortion

Spell Level: J2
Range: Caster
Duration: One turn

This spell works like *Contortion*, but grants a +10 armour class bonus.

Undying Fire

Spell Level: W3
Range: Five metres
Duration: Permanent

This spell lets a flame burn forever without consuming any combustible material. The fire cannot be extinguished by magic and will burn without air or underwater. It does radiate heat and can ignite burnable materials.

Unnerving Gaze

Spell Level: Wr1
Range: 15 metres plus two per level
Duration: One round per level

This spell allows the caster to assume the face of the departed lover or mortal enemy of a specific creature within range.

Unseen Limb

Spell Level: M4, N4
Range: Touch
Duration: One hour per level

This spell creates an invisible limb. It can replace a missing limb or create an extra one. It functions as a normal limb, but can also become immaterial at will of the recipient of the spell. It bestows not extra senses than touch.

Unseen Servant

Spell Level: M1
Range: Three metres
Duration: Six turns plus one per level

This spell creates an unseen servant, an invisible, mindless force that serves its creator. The unseen servant has the strength of a child and can fetch things, open doors or perform similar tasks. The unseen servant never attacks and cannot be slain by normal means, as it is a magical force, not a true being.

Vertigo

Spell Level: W1
Range: 10 metres
Duration: One round per level

This spell causes the target to have a feeling of vertigo. Unless the target stands still, it suffers a -4 malus to attack power. Creatures like natural flyers are immune to this spell.

Vision

Spell Level: W4
Range: One week into the future

This spell works like *Augury*, but may predict the consequences of an event up to one week into the future. The spell does not consider massive changes of circumstances, so the outcome of an event may be changed after the prediction.

Virtue

Spell Level: D1
Range: Touch
Duration: One round

This spell grants the target one temporary hit point. It does not work on creatures with negative hit points or undead.

Wall of Bones

Spell Level: N4

Range: Three metres per level

Duration: One round per level

An immobile wall of writhing interlocking bones rises from the earth. It is one third of a metre per caster level thick and covers up to an area of 3x3 metres. The wall attacks any hostile target in proximity for 2d4 points of damage.

Wall of Fire

Spell Level: M4, Wr4

Range: 20 metres

Duration: Until the concentration is broken

The caster summons a wall of fire, which can either be twenty metres long and eight metres high or have a radius of five metres and also be eight metres high. Any creature with less than four hit dice perishes if it tries to pass the wall. Any other creature which passes through the wall suffers 1d6 points of damage. Undead suffer double damage.

Wall of Fog

Spell Level: I1

Range: 20 metres

Duration: Until the concentration ends

The caster creates an immobile wall of fog with a radius of five metres and a height eight metres or similar dimensions. The fog is immobile and remains as long as the caster concentrates.

Wall of Ice

Spell Level: M4, N4, Wr4

Range: 20 metres

Duration: Until the concentration is broken

The caster summons a wall of ice, which can either be twenty metres long and eight metres high or have a radius of five metres and also be eight metres high. It is difficult to see anything through the ice. Any creature with less than four hit dice perishes if it tries to pass the wall. Any other creature which passes through the wall suffers 1d6 points of damage. Fire-based creatures suffer double damage.

Wall of Wind

Spell Level: C3

Range: 15 metres

Duration: One round per level

This spell creates a wind barrier. It is one metre wide and half a metre long per level of the caster and always half a metre thick. Very small creatures cannot pass it, though larger creatures and incorporeal ones can. Missile weapon will be deflected by the wall in one out of three cases. Gas cannot pass the wall.

Wandbane

Spell Level: M1

Range: 30 metres

Duration: 1d8 rounds

This spell prevents a creature from using wands, staffs or rods. Any items in possession of the target at the time of the casting and handed to someone else will still not work for the duration of the spell.

Warmth

Spell Level: M1

Range: Touch

Duration: Six turns per level

This spell protects the target from dangerous cold and reduces the damage from cold-based attacks by one point of damage per damage die.

Warp Wood

Spell Level: D2

Range: 20 metres

Duration: Permanent

This spell warps, twists and bends wood. It affects about one kilogramme of wood per level of the caster.

Water Breathing

Spell Level: C3, D3, M3

Range: 10 metres

Duration: Two hours

The recipient of this spell can breathe underwater for its duration.

Water Walk

Spell Level: C3

Range: Touch

Duration: One turn per level

This spell allows one creature per level of the caster to walk on water as if it was solid ground. If a target is engulfed by a wave or any other form of moving water, it will still go under.

Web

Spell Level: J2, M2

Range: 10 metres

Duration: 1d10 hours

Sticky spider webs fill an area with a radius of three metres. If using a sword, torch or similar help, someone will still need a turn to get through. Without any help, it takes at least thrice as long.

Whirlwind

Spell Level: J3, W3

Range: Touch

Duration: Two rounds per level

This spell causes strong wind to blow around the recipient. All creatures trying to use a missile attack against the recipient get a -3 attack power malus.

Whispering Ward

Spell Level: D1

Range: Touch

Duration: Until triggered or dispelled

This spell allows the caster to enchant an organic object. If someone touches the objects, a breeze of wind alerts the caster provided he stays within a one-kilometre radius from the object.

Witch Curse

Spell Level: W3

Range: 10 metres

Duration: Permanent

This spell puts a curse on the victim. The curse can only be removed by Remove Curse or special circumstances defined by the game master. Roll 1d10 to determine the effect.

Table 56: Witch Curse

Die Roll	Type of Curse
1	The victims feet swell to twice their original size
2	The target starts stuttering
3	-5 malus to every non-combat roll
4	The target always says the truth
5	-5 malus to a random ability score
6	All food starts to taste terrible
7	-3 malus to attack power, saving throws and checks
8	The victim forgets hoe to use type of weapon
9	One of the target's limbs turns into an animal limb
10	The target falls in love with someone new every day

Witch Fog

Spell Level: W4

Range: 50 metres

Duration: One turn plus one per level

This spell summons eerie green fog accompanied by screams and laughter from the ground in an area with a radius of 30 metres. Every creature engulfed in the fog has its sight reduced to three metres and gets a -5 malus to attack power. Additionally, all creatures have to make a successful saving throw or will be scared by the fog. Scared creatures do not necessarily flee, but get -2 malus to armour class and saving throws.

Witch Power

Spell Level: W4

Range: Caster

Duration: One round per level

This spell grants the caster a +1 bonus to attack power and damage per level. She also gains one temporary hit points for every level.

Witch Sense

Spell Level: W1

Range: Caster

Duration: one per level

This spell allows the witch to sense things like water, plants or minerals in a radius of thirty metres plus ten metres per level around her. The spell does not locate specific creatures or objects.

Wither

Spell Level: W2

Range: Caster

Duration:

This spell instantaneously destroys all minor vegetation in a radius of five metres plus one per caster level around the caster. Larger plant-based creatures suffer 1d6 points of damage per caster.

Withering Touch

Spell Level: W4

Range: Touch

Duration: One hour

This spell temporarily drains 2d8 ability points of the target's strength score. The target will deal less damage and can carry less weight accordingly.

Wizard Lock

Spell Level: M2

Range: Touch

Duration: Permanent until dispelled

This spell works like *Hold Portal*, but is permanent until dispelled. Creatures resistant to magic can still pass the door without a problem. *Knock* will open the door once, but not permanently destroy the spell.

Words of Fire

Spell Level: I2

Range: Caster

Duration: One hour

This spell allows the caster to write fiery letters into the air or on inorganic surfaces other than water. The caster can write up to ten letters per level. The fire is illusionary and cannot ignite anything. Water will not extinguish it. It is not possible to write magical symbols using this spell.

Zombie Servant

Spell Level: N2

Range: 10 metres

Duration: One turn plus one turn per level

This spells animates one human-sized or smaller zombie. The zombie will obey simple commands until it is destroyed. After the duration of the spell, the zombie crumbles to dust. One zombie per two levels of experience can be animated.

Zone of Sinister Silence

Spell Level: N3

Range: 20 metres

Duration: Permanent

This spells creates an area of eerie silence around the caster. Any creature entering the zone will get the feeling that it would be unwise to make any noise and gets a -2 malus to all saving throws.

Zone of Truth

Spell Level: C2

Range: Caster

Duration: One round per level

This spell affects an area of eight metres around the caster. Creatures within this zone cannot lie, though they may remain silent or hide a part of the truth.

Treasure

Apart from experience, treasure is another way how players can – and indeed should – be rewarded. Treasure includes everything the player characters take from fallen enemies, steal, find in dungeons and acquire otherwise. This chapter provides tables to roll treasure randomly as well as a list of items and equipment with special power. Mundane items which are generally available are listed in the chapter on character generation.

The amount of treasure a monster has is related to its challenge level. Some monsters will have more treasure, like dragons, which like to hoard gems and gold, whereas others, like wild animals, will have few to none. Most will not carry everything with them, but have it in their lair instead. Generally, a monster has about three times as much treasure as its value in experience points.

Not every treasure that has monetary value has to be handed out in hard currency. Gems, jewellery and works of art are interesting alternatives, as they give the players an opportunity to sell them at a higher price and make some extra money. Gems can also be components of magic rituals or special items.

Additionally, monsters themselves can also be turned into treasure. Monster organs, blood or hide can be used as alchemical components, to make clothing with special qualities, poisons or simply as food. Some of the monster descriptions already include suggestion how to make proper use of their dead bodies.

Treasure should be handed out in fair way with some randomness included. This way, the players will neither have the feeling that they will get the right items anyway, nor will every treasure hoard be a new source of frustration with one player getting suitable items all the time while others go away empty-handed. Every adventurer wants treasure. Maybe not for himself alone, but to help others, but ultimately, every adventurer wants it.

This section also has special variants of common items, like magical armour and weapons with special powers as well as items that cannot be bought in regular shops, like potions or scrolls.

Amulets

Amulet of Cheetah Speed

The wearer of this amulet gains a +3 speed bonus and a +1 bonus to initiative.

Amulet of Protection

This amulet raises their wielder's armour class by its enchantment level.

Metamagical Amulet

The wearer of this amulet can memorise and extra second-level spell.

Necklace of Energy

This necklace allows the user to fire one *Magic Missile* per day.

Armour

Magic armour grants its enchantment as a bonus to the armour class of its wielder.

Fire Armour (Plate Mail +2)

This armour grants the wearer fire resistance 2.

Ice Armour (Plate Mail +2)

This armour grants the wearer cold resistance 2.

Shadow Armour (Studded Leather +1)

This armour is made of dark leather and favoured by burglars. It grants a +5 bonus to *Stealth* checks.

Boots

Special boots have to be worn in pairs to have an effect. Some races, like those with hooves, cannot wear boots unless they are specially made for them.

Boots of Avoidance

These boots grant the wearer a +5 armour class bonus against missile attacks and targeted spells.

Boots of Etherealness

Once per day, the wearer of these boots can become immune to mundane weapons for 2d4 rounds.

Boots of Grounding

These boots grant the wearer electricity resistance 3.

Boots of Lightning Speed

The rare boots of lightning speed triple the wearer's movement rate. While wearing the boots, the user cannot attack, though.

Boots of Phasing

With these boots, the wearer can phase from one enemy to any other within a radius of ten metres and attack in the same round.

Boots of Silence

The steps of the wearer of these boots make not sound.

Boots of Speed

The boots of speed double its wearer's movement rate. The wearer cannot perform any additional actions, though.

Boots of Stealth

These boots grant a +5 bonus to *Stealth* checks.

Boots of the North

These boots grant the wearer cold resistance 3.

Boots of the South

These boots grant the wearer fire resistance 3.

Sylvan Boots

These boots allow the wearer to walk silently through undergrowth.

Cloaks

Cloaks can be worn in combination with armour or robes, but only one cloak can be worn at a time.

Bard's Cloak

This cloak grants a bard who wears it a +1 bonus to rolls related to his songs.

Cloak of Bravery

This cloak makes the wearer immune to magical and mundane fear.

Cloak of Reflection

This shiny blue cloak halves all electricity damage the wearer takes after resistance is applied.

Nymph Cloak

This cloak increases the wearer's charisma by two points up to a maximum of nineteen.

Gauntlets

Gauntlets can have to be worn in pairs to be effective. They can be worn in combination with rings.

Archer's Gloves

These gloves grant the wielder a +2 attack power bonus to ranged attacks.

Gauntlets of Ogre Strength

These gauntlets set the wielder's strength to eighteen.

Gauntlets of Skilfulness

These gauntlets set the wielder's dexterity to eighteen.

Gauntlets of Weapon Expertise

The wearer of these gauntlets gains a +1 attack power penalty.

Slippery Gloves

These gloves grant a +5 bonus to *Engineering* if the user uses them for picking locks or pockets.

Girdles

Girdles fit almost any creature for humanoid shape. Only one magical girdle can be worn at a time. To be effective, a girdle has to be tightened notch to notch.

Blunt Belt

The blunt belt grants the wielder a +3 armour class bonus against attacks with blunt weapons.

Girdle of Hill Giant Strength

This girdle sets the wear's strength to nineteen. If worn by an already stronger creature, the wearer is weakened.

Golden Girdle

This girdle grants the wielder a +2 armour class bonus against slashing weapons.

Helmets

Helmets can be used by characters that are also allowed to wear armour heavier than leather armour. Like common helmets, special helmets protect against critical hits. Certain races, like ones with horns, cannot wear regular helmets and will need helmets suited for their race.

Dragon Helmet

The dragon helmet sets the user's resistance against acid, cold, electricity and fire to 2. The effect does not stack with the resistance provided with other means, but does so with natural resistance.

Helmet of Bravery

The wearer of this helmet will never *panic* or struck by fear.

Helmet of Brilliance

This helmet grants the wearer light resistance 3. Additionally, the wearer can use *Colour Spray* once per day.

Helmet of Charm Protection

As long as this helmet is worn, its wearer cannot be *charmed*, *dominated* or mind-controlled in any other way. It will not end a charm put on a creature before it put on the helmet.

Helmet of Darkvision

This helmet grants the wearer darkvision.

Helmet of Defence

This helmet grants the wearer a +1 bonus to all saving throws as well as resistance 1 against cold, fire and electricity.

Helmet of Glory

This helmet raises the wearer's charisma score by one.

Helmet of Regeneration

The wearer of his helmet regenerates one hit point per turn.

Helmet of Twilight Vision

This helmet grants the wearer twilight vision.

Spiral Helmet

This helmet grants the wearer immunity to *confusion*.

Rings

Magic rings have to be worn on a finger to be effective. Usually, no more than two rings can be worn at the same time without their effects cancelling each other out.

Ring of Alertness

The wearer of this ring is granted a +1 bonus to surprise rolls.

Ring of Protection

Rings of protection raise their wielder's armour class by their enchantment level.

Ring of Wizardry

The rare and sought-after ring of wizardry allows the wearer to memorise two additional first-level spells, provided he is an arcane spellcaster.

Robes

Robes are popular among wizards, as they do not interfere with their spellcasting abilities. A robe cannot be worn in combination with armour. It has no natural armour class bonus, only the one from its enchantment.

Adventurer Robe (Robe +1)

This robe also grants a +1 saving throw bonus.

Archmagus's Robe (+5)

This robe grants a +2 bonus to saving throw vs. magic. Certain archmagus's robes might only be worn by mages of certain schools.

Bard's Robe

This robe grants a bard who wears it a +1 bonus to rolls related to his songs.

Traveller's Robe (Robe +1)

The traveller's robe grants the wearer an additional +1 armour class bonus against missile attacks.

Shields

Magic shields grant their enchantment as a bonus to its wielder's armour class.

Aegis Shield (Tower Shield +1)

This legendary shield grants a +2 bonus to saving throws.

Deflector (Tower Shield +1)

The deflector grants a +4 bonus against missile attacks.

Fire Shield (Medium Shield +1)

This shield grants the wielder fire resistance 1.

Ice Shield (Medium Shield +1)

This shield grants the wielder cold resistance 1.

Mirror Shield (Medium Shield +1)

This highly polished shield deflects gaze-based attacks, like the petrifying gaze of the basilisk.

Weapons

Magic melee weapons grants their wielder a bonus to attack power and damage equal to their enchantment bonus. Magic ranged weapons grant a bonus to attack power only, whereas magic projectiles grant a damage bonus.

Defender (Long Sword +2)

This sword grants its user a grants a +2 armour class bonus as well.

Dwarven Hammer (War Hammer +2)

If used against giants, this hammer works like a +4 magic weapon. It can also be used as a ranged weapon and can be throw over a distance of up to twenty metres. Afterwards, it will return to its wielder's hand.

Fire Whip (Whip +2)

This whip deals fire damage and can lit up ignitable materials. It burns with hot fire, but only if swung.

Healing Staff (Staff +2)

This staff recovers 1d6+2 hit points on living creatures, but cannot recover hit points beyond on third of the of receiver's maximum hit points. It deals 1d6+2 point of damage to undead, but has no effect on other nonliving creatures.

Ice Sword (Long Sword +3)

The ice sword has a blade made of magical ice. It deals cold damage and radiates blue light at temperatures below the freezing point.

Luck Blade (Short Sword +2)

If carried as a primary weapons, this sword grants a +1 bonus to saving throws.

Rune Sword (Zweihänder +1)

If used against arcane spellcasters, this weapon counts as a weapon having a +4 enchantment.

Thundering Hammer (War Hammer +3)

Upon a successful hit, this weapon deals an additional 1d8 points of electricity damage.

Vampire Sword (Bastard Sword +2)

Upon successfully damaging a living creature, the user of this sword regenerates 1d4+1 hit points.

Cursed Items

Cursed items work like their non-cursed counterparts, but have a negative effect. If a cursed item is equipped, it can only be removed with *Remove Curse* or stronger magic.

Berserking Blade (Bastard Sword +3)

Whenever the wielder of this sword enters combat,

Bag of Devouring

The bag of devouring looks like a bag of holding, but will send any item put in it in to a dark dimension within 4d4 hours.

Blood Bow (Long Bow +2)

Whenever this bow is used, it deals two additional points of damage and drains two hit points from the user.

Cloak of Poison

This cloak poisons the wearer and causes one point of damage per turn.

Crystal Ball of Suggestion

This item looks like a regular crystal ball, but implants a *Suggestion* in the user's mind.

Dancing Boots

These boots function as boots of speed until the wearer is in combat or fleeing. At that point, the wearer will suddenly begin to dance uncontrollably.

Fool's Ring

The intelligence and wisdom of the wearer are reduced to three.

Ivory Snake (Revolver +3)

If the wielder of this revolver meets another gunslinger, he has to make a saving throw or will challenge the other one to a duel to the death. The saving throw has to be made at an hourly basis.

Monsters

Each monster is defined by a stats block, which includes all of its attacks and special traits. The values are just the ones for an average individual of the monster's race and may differ between individuals. In general, the game master is encouraged to create new monsters and modify existing ones to surprise the players. The stats block contains the following information:

Hit Dice determine the monster's hit points. Per hit die, 1d8 is rolled. If there is a plus or minus next to the number hit dice, the monster gains or loses additional hit points. Some monsters do not have a full hit die, but just a number of hit points. Other than that, they are treated like a creature with one hit die. Monsters gain their number of hit dice as a bonus to attack power. Additionally, monster with five or more hit dice can damage creatures usually immune to non-magical weapons. In addition to the hit dice, the average number of hit points is also given together with half the monster's average hit points. A monster with only this number of hit points left is considered *bloodied*. This status can trigger certain effects.

Sometimes, a monster has one a single hit points and is thus classified as a **Mook**. Mooks fall immediately when they take damage, but are never affected by an attack that missed. Mooks are generally found in company of a stronger monster that commands them.

Challenge Level is a guideline to divide the monsters into categories. It makes it a bit easier to find monsters that are an adequate challenge for the players. Note that challenge level is just an orientation. Depending on the composition of the party, some monster can become a lot more threatening – or be a pushover. A monster will roughly deplete one fifth of the resources of a party of four characters of the same level.

Experience Points are the points awarded for defeating the monster and one way for players to level up their characters. A monster does not necessarily have to be killed to gain the XP. Tricking monsters or making a deal with them should be rewarded as well.

Armour Class determines how hard it is to hit the monster in combat. Armour class rules are explained in the rules for combat.

Saving Throw is the value defining how good the monster is at avoiding hazards. If the result of a d20 rolled is equal to or lower than the saving throw value, the monster has made its saving throw.

An **Opponent Saving Throw** that negates always negates an attack's secondary effect and not the damage unless mentioned otherwise.

Speed is the monster's movement rate. If more than one value is shown here, the first one usually refers to land speed, whereas the second value is the speed for swimming, flying or other types of movement. The number in brackets behind

the movement speed is the monster's initiative modifier. Additionally, a monster gets a +1 initiative bonus for every three points of movement above twelve.

Resistance reduces damage from an attack of the respective element by the indicated number per damage die.

Immunity renders a monster completely immune to any damage from the respective element.

Absorption means that the monster is not only immune to a certain element, but regenerates the damage as hit points.

Magic Resistance indicates how resistant a monster is against the use of magic on them. If someone casts a spell on the monster, it rolls a saving throw and receives the indicated bonus to the roll. If the saving throw is successful, the spell has no effect. Spells that do splash damage will still affect the monster.

Weakness increases damage from an attack of the respective element by the indicated number per damage die.

Traits are special abilities the monster. They are always active. If a trait is an aura, it functions as a circular zone around the monster that has a certain effect to creatures in it. If a monster has the **Undead** trait, a number in brackets indicates the turning difficulty.

Standard Actions are the actions that the monster can do every round. One action can be done per round. Actions marked with an asterisk can be done in addition to another standard action. A monster hits an opponent if the monster's attack roll combined with its number of hit dice is equal or greater than the target's armour class. The ✂ indicates that the attack is a melee attack, the ↘ stands for a ranged attack. The ◀ indicates a cone-shaped attack. The first length specification indicates the length of the cone, the second one its width at the end. A ● means the attack affects everything within the indicated radius around the monster. If this symbol is used for a trait, the trait creates a zone around the creature that has a certain effect.

Some standard actions can only be used a limited number of times during an encounter. If a standard action is marked with an asterisk, it can be used in addition to another standard action.

Move Actions are actions that the monster can do instead of moving regularly. Other than that, they work like standard actions. Move action can be executed in addition to standard actions.

Triggered Actions are actions that the monster can do if a certain condition is met. They can be performed in addition to standard actions.

Dice indicate that the monster has a rechargeable power. At the beginning of the monster's initiative phase, 1d6 is rolled.

If the result matches one of the indicated numbers, the monster can use the power again.

Alignment gives the game master an idea how a monster generally behaves. The alignment shown is the most common one for the monster's race. Alignment is explained in detail in the character creation section.

Intelligence is a value showing how smart an average member of the monster's race is. Monsters with a low intelligence will have trouble understanding abstract concepts, but can nevertheless cunning and hard to trick. The table below shows which intelligence rating approximately resembles what player character ability score:

Table 57: Monster Intelligence

Monster Intelligence	Intelligence Score
None	0
Animal	1
Semi	2 – 4
Low	5 – 7
Average	8 – 10
Very	11 – 12
High	13 – 14
Exceptional	15 – 16
Genius	17 – 18
Supra-Genius	19 – 20
Godlike	21+

Alphabetical List of Monsters

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Aboleth Lasher.....	108	Buckawn.....	113	Dragon.....	119
Aboleth Slime Mage.....	108	Bulette.....	114	Dragon Turtle, Old.....	120
Air Elemental.....	122	Bull Demon.....	117	Dragon, Black, Old.....	119
Air Elemental, Greater.....	123	Bull Shark.....	141	Dragon, Blue, Old.....	119
Air Elemental, Lesser.....	122	Bullywug Mucker.....	114	Dragon, Green, Old.....	120
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Ankheg.....	109	Centaur Knight.....	115	Dryad Recluse.....	121
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Aranea Webspinner.....	109	Cloaker.....	115	Dwarf Warrior.....	121
Assassin Vine.....	110	Cloaker, Dread.....	116	Dwarf, Dark.....	122
Azer.....	110	Cockatrice.....	116	Eagle.....	122
Azer Foot Solider.....	110	Crocodile.....	116	Eagle, Giant.....	122
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Bear, Brown.....	111	Death Boar.....	112	Elemental, Air, Lesser.....	122
Bear, Chaos.....	111	Death Spirit.....	116	Elemental, Earth.....	123
Bear, Dire.....	111	Demon.....	117	Elemental, Earth, Greater.....	123
Bear, Polar, Dire.....	111	Demon, Bone.....	117	Elemental, Earth, Lesser.....	123
Bearman.....	111	Demon, Bull.....	117	Elemental, Fire.....	123
Beetle.....	112	Demon, Chain Devil.....	117	Elemental, Fire, Greater.....	123
Beetle, Fire.....	112	Demon, Ice Devil.....	118	Elemental, Fire, Lesser.....	123
Beetle, Oil.....	112	Demon, Incubus.....	118	Elemental, Water.....	124
Behir.....	112	Demon, Pit Fiend.....	118	Elemental, Water, Greater.....	124
Black Dragon, Old.....	119	Demon, Serpent.....	117	Elemental, Water, Lesser.....	123
Blazing Bones.....	141	Demon, Succubus.....	118	Elf.....	124
Blink Dog.....	112	Demon, Vulture.....	117	Elf Archer.....	124
Blink Dog, Alpha.....	112	Devil.....	117	Elf Guardian.....	124
Blossom Nymph.....	138	Devil, Chain.....	117	Elf Hunter.....	124
Blue Dragon, Old.....	119	Devil, Ice.....	118	Elf Scout.....	124
Boar.....	112	Devil, Satan.....	118	Elf, Dark.....	124
Boar, Death.....	112	Dinosaur.....	118	Ettercap.....	125
Boar, Dire.....	112	Dinosaur, Ankylosaurus.....	118	Ettin.....	125
Bog Hag.....	131	Dinosaur, Stegosaurus.....	119	Ettin Marauder.....	125
Bone Demon.....	117	Dire Bear.....	111	Ettin Thug.....	125
Bone Naga.....	137	Dire Boar.....	112	Faerie.....	125
Bones, Blazing.....	141	Dire Cheetah.....	115	Faerie Fiddler.....	125
Bough Dryad.....	121	Dire Lion.....	135	Faerie, Bramble.....	125
Brain Beak.....	113	Dire Polar Bear.....	111	Faerie, Pixie.....	125
Brain Beak Philosopher.....	113	Dire Rat.....	140	Fire Beetle.....	112
Bramble.....	125	Dire Tiger.....	143	Fire Elemental.....	123
Briar Hag.....	131	Dire Wolf.....	145	Fire Elemental, Greater.....	123

Fire Elemental, Lesser.....	123	Halfling Trickster.....	132	Old Black Dragon.....	119
Fire Giant.....	127	Harpy.....	132	Old Blue Dragon.....	119
Fire Titan.....	143	Harpy Storm Witch.....	132	Old Dragon Turtle.....	120
Flesh Golem.....	129	Hill Giant.....	128	Old Green Dragon.....	120
Flind.....	128	Hobgoblin.....	132	Old Red Dragon.....	120
Frost Giant.....	127	Hobgoblin Beastmaster.....	132	Old White Dragon.....	120
Frost Titan.....	143	Hobgoblin Commander.....	132	Oni.....	138
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Gazer, Darkstalker.....	126	Human Bandit.....	133	Ooze, Green Slime.....	139
Gazer, Ruby Eye.....	126	Human Berserker.....	133	Ooze, Ochre Jelly.....	139
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Genie, Ifrit.....	127	Human Renegade Wizard.....	133	Oozeman.....	139
Ghast.....	127	Human Swordsman.....	133	Orc.....	139
Ghost.....	127	Human Thug.....	133	Orc Archer.....	139
Ghost, Banshee.....	127	Human Town Guard.....	133	Orc Warrior.....	139
Ghoul.....	127	Human Transmuter.....	134	Orc, Savage.....	140
Ghoul, Ghast.....	127	Hydra.....	134	Otyugh.....	138
Giant.....	127	Ice Devil.....	118	Owlbear.....	140
Giant Eagle.....	122	Ifrit.....	127	Owlbear Cub.....	140
Giant Rat.....	140	Incubus.....	118	Owlbear, Kaiser.....	140
Giant Skeletal Bat.....	111	Iron Golem.....	130	Owlbear, Spotted.....	140
Giant, Fire.....	127	Iron Gorgon.....	130	Owlbear, Winged.....	140
Giant, Frost.....	127	Jelly, Ochre.....	139	Pack Lord.....	142
Giant, Hill.....	128	Kaiser Owlbear.....	140	Pit Fiend.....	118
Gnoll.....	128	Kobold Slinger.....	134	Pixie.....	125
Gnoll Blood Priest.....	128	Kobold Swashbuckler.....	134	Polar Bear, Dire.....	111
Gnoll Huntmaster.....	128	Kobold Tunneler.....	134	Purple Worm.....	145
Gnoll Pack Master.....	128	Lamia.....	134	Quickling.....	114
Gnoll, Flind.....	128	Lesser Air Elemental.....	122	Rat.....	140
Gnome.....	128	Lesser Earth Elemental.....	123	Rat, Dire.....	140
Gnome Assassin.....	129	Lesser Fire Elemental.....	123	Rat, Giant.....	140
Gnome Explorer.....	128	Lesser Water Elemental.....	123	Red Dragon, Old.....	120
Gnome Illusionist.....	128	Lich.....	135	Royal Mummy.....	137
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Goblin Beast Rider.....	129	Lightning Golem.....	130	Rust Monster.....	141
Goblin Hexer.....	129	Lightning Naga.....	137	Satan.....	118
Goblin Sniper.....	129	Lion.....	135	Savage Orc.....	140
Golem.....	129	Lion, Dire.....	135	Serpent Demon.....	117
Golem, Flesh.....	129	Magedoom.....	130	Shark.....	141
Golem, Iron.....	130	Manticore.....	135	Shark, Bull.....	141
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Golem, Magedoom.....	130	Mind Eater.....	136	Skeleton, Blazing Bones.....	141
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Greater Earth Elemental.....	123	Mummy.....	137	Stone Golem.....	130
Greater Fire Elemental.....	123	Mummy, Royal.....	137	Succubus.....	118
Greater Water Elemental.....	124	Naga.....	137	Sylph.....	141
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Hag, Briar.....	131	Nymph, Blossom.....	138	Titan, Earth.....	143
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Undead, Banshee.....	127	Unicorn.....	144	Wolf.....	145
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Undead, Blazing Bones.....	141	Vampire, Nosferatu.....	144	Wolf, Snowfang.....	145
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Monsters by Challenge Level

Challenge Level A

Challenge Level B

Challenge Level 1

Aarakocra

Aarakocra are bird-kin living high up in the mountains. They enjoy peace and solitude and have neutral to good relations with most of their neighbours. They look like an anthropomorphic hybrid between eagle and parrot. Aarakocra speak their own language and the language of giant eagles. Due to their fragile bones, they avoid ground combat.

Aarakocra Diver	
CL/XP: 4/120	
HD: 3 (15/7)	Save: 14
AC: 14	Speed: 6/30 (+1)
Standard Actions	
Longspear (☞): 1d10+2	
Flyby Attack: The aarakocra flies its full movement distance and uses its longspear at any point during the flight.	
Diving Charge (☞ ☐☐☐☐): 2d10+2, the aarakocra has to fly over its full movement distance to use this attack.	
Triggered Actions	
Opportunistic Bite: When an opponent moves out of melee range of the aarakocra or passes it, the aarakocra attacks it for 1d4 points of damage.	
Alignment: Lawful Neutral	Intelligence: Average

The so-called divers are the defenders of their respective aarakocra village. Drivers usually try to avoid extended close combat and prefer to quickly impale intruders with a dive attack.

Aarakocra Wind Priest	
CL/XP: 6/240	
HD: 4 (20/10)	Save: 13
AC: 15	Speed: 6/30 (+1)
Traits	
Carrion Scent (● 20m): Aerial allies in the aura gain a +2 bonus to attack power.	
Standard Actions	
Wafting Claw (☞): 2d4+3, the target is <i>slowed</i> (ST ends). If the target fails its first saving throw, it falls <i>prone</i> .	
Foul Gust (☞ 50m): 2d6+1	
Dust Veil (☞ 50m ☐☐☐☐): 4d4+3, the target treats all creatures out of melee range as invisible (ST ends). If the target fails its first saving throw, it becomes <i>blind</i> .	
Whirlwind Cut (◀ 8m/5m once-only): 2d6+2, the targets are pushed out of melee range.	
Alignment: Neutral	Intelligence: Average

The wind priests are the spiritual and political leaders of aarakocra communities. They pray to strange, distant gods and control the winds.

Aboleth

The aboleth are amphibian abominations the size of a small whale. They once ruled a vast empire which collapsed centuries ago. The aboleth plan to rebuild their empire in the long, but are not in a hurry, as they live very long and are convinced that their time will come again.

Aboleth Lasher	
CL/XP: 7/600	
HD: 7 (35/17)	Save: 8
AC: 17	Speed: 9/12 (+3)
Traits	
Mucus Haze (● 5m): Enemies in the aura move at half speed.	
Aquatic: While in water, the aboleth does an additional tentacle attack per round.	
Standard Actions	
Tentacle (☞): 1d8+4, the target is <i>dazed</i> (ST ends). This attack does 2d8+4 against a <i>dazed</i> target.	
Alignment: Lawful Evil	Intelligence: Exceptional

Lashers are common aboleth. They do work slaves are not suited for and also serve as overseers. In the aboleth society, even the lowest aboleth still stands higher than any slave, no matter how sophisticated.

Aboleth Slime Mage	
CL/XP: 8/800	
HD: 8 (40/20)	Save: 7
AC: 19	Speed: 9/12 (+4)
Traits	
Mucus Haze (● 5m): Enemies in the aura move at half speed.	
Aquatic: While in water, the aboleth does an additional tentacle attack per round.	
Standard Actions	
Tentacle (☞): 1d6+2, the target is <i>dazed</i> (ST ends). This attack does 2d6+2 against a <i>dazed</i> target.	
Slime Orb* (☞ 50m): 2d8+3, the target is <i>slowed</i> (ST ends).	
Dominare (☞ 50m 1 <i>dazed</i> target): The target is <i>dominated</i> (ST ends). The aboleth can only control one creature at a time.	
Ooze Burst (● 10m): 1d8+3, the target is <i>immobilised</i> (ST negates, ST ends). After the first successful saving throw, the target is <i>slowed</i> (ST ends).	
Alignment: Lawful Evil	Intelligence: Genius

Most aboleth spellcaster are slime mages. They experiment on other creatures to create willing and efficient slaves. Some say that slime mages try to fuse oozes and other creatures.

Angel

Angels are a race of immortal extraplanar creatures native to the realm of the gods. They are the winged servants of the gods, though it is not known whether they were created for this very purpose or were once an independent race. Angels are powerful, but not indestructible. They are guardians, messengers, soldiers and watchers. Almost every god, may he be benign, malicious or indifferent, employs angels. Many of their powers dependent on the support of their deity. When on a mission outside the divine realm, angels generally assume a less prominent form than their natural one. Angels can speak almost all languages telepathically. Angels can be exiled by their master or abandon the gods and become fallen angels. Some of these even turn into devils. Angels that have not fallen from grace and serve an evil god are usually referred to as dark angels.

Angel of Valour	
CL/XP: 7/600	
HD: 1 hp (Mook)	Save: 8
AC: 19	Speed: 12/21
Resists: Fire 5, Light 5	
Standard Actions	
Greatsword (☞ fire): 2d10+1	
Alignment: Neutral	Intelligence: Very

Angels of valour are lesser angels and make up the bulk of the divine legions. They are surrounded by a fiery halo.

Angel of Vengeance	
CL/XP: 10/1,400	
HD: 9+4 (76/38)	Save: 5
AC: 18	Speed: 15/32
Resists: Cold 7, Fire 7, Light 7	
Traits	
Vengeful Presence: When the angel is <i>bloodied</i> , attacks against it are made with a -2 penalty and the attack takes three points of cold and fire damage.	
Standard Actions	
Longsword (☞ cold, fire): 2d10+6	
Double Attack: The angel uses its longsword twice	
Sign of Vengeance (1 target in sight): Until the end of the fight, the angel can teleport towards the target as a move action.	
Triggered Actions	
Icefire Pillar: When first <i>bloodied</i> , the angel transforms into a pillar of cold fire for one round. In this form, it is immune to damage. In the next round, it deals 1d8+8 points of cold and fire damage in a radius of three metres.	
Alignment: Neutral	Intelligence: Genius

The angel of vengeance burns with cold fire. Only the strongest and most determined angels become angels of vengeance and serve as divine assassins and executioners.

Guardian Angel	
CL/XP: 8/800	
HD: 7 (35/17)	Save: 9
AC: 19	Speed: 15/24
Resists: Light 5	
Traits	
Angelic Shield (● 5m): While the angel is not <i>bloodied</i> and close to its ward, every opponent in the aura is <i>slowed</i> .	
Angelic Presence: When the angel is <i>bloodied</i> , attacks against it are made with a -2 penalty.	
Standard Actions	
Greatsword (☞ light): 1d10+5	
Ward: The angel declares one target its ward. While the angel is close to the ward, the ward takes half damage from melee and ranged attacks while the angels takes the other half. The ward also gains a +2 armour class bonus. A creature can only be the ward of one angel.	
Alignment: Neutral	Intelligence: Very

Guardian angels are sent out by their god to protect someone with their supernatural abilities. Sometimes the ward does not even know that it is under protection.

War Angel	
CL/XP: 9/1,100	
HD: 8 (40/20)	Save: 8
AC: 17	Speed: 15/24
Resists: Light 5	
Traits	
Angelic Presence: When the angel is <i>bloodied</i> , attacks against it are made with a -2 penalty.	
Standard Actions	
Falchion (☞ light): 2d8+2, the target has to stay in melee range of the angel until the end of the angel's next initiative phase.	
Mobile Melee Attack: The angel moves up to half its movement rate and uses its falchion at any point during the move.	
Blade Frenzy* (◄ 5m/3m once-only): 3d8+3, the angel can only fly at half speed.	
Alignment: Neutral	Intelligence: High

The war angel is sent out to battle strong foes like devils or to punish anyone who offended the angel's god so severely that he requires immediate extermination. War angels usually command lesser angels.

Ankheg

Ankhegs are large insects and grow up to a size of six metres. They burrow through the ground at half speed using their mandibles and are valued by farmers, as they improve the fertility of agricultural land. The shell of an ankheg can be turned into very light plate mail, but it requires a master blacksmith to do so.

Ankheg	
CL/XP: 2/30	
HD: 1+6 (14/7)	Save: 16
AC: 12	Speed: 9
Resists: Acid 3	
Traits	
Mandible Carry: The ankheg can move at normal speed while carrying a creature in its mandibles.	
Gnaw and Scuttle: A target grabbed by the ankheg takes 1d4+1 points of damage at the start of the ankheg's next initiative phase as well as one point of acid damage each round (ST ends).	
Standard Actions	
Claw (☞): 1d4+2	
Acid Spray* (◄ 5m/3m, acid recharged if first <i>bloodied</i>): 1d6+2, the target takes two points of acid damage each round (ST ends).	
Alignment: Neutral	Intelligence: Animal

Ankhegs are not aggressive – with the exception being the mating season. During this time, ankhegs males compete for females in nonlethal fights. However, these fights can still be rather dangerous for smaller and less well-armoured creatures.

Aranea

The aranea is an intelligent, shapechanging spider with magical powers. In its natural form, an aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. A hump on its back houses its brain. Aranea are all female and reproduce with male members of other races.

Aranea Sorceress	
CL/XP: 6/400	
HD: 5 (40/20)	Save: 12
AC: 15	Speed: 12
Standard Actions	
Dagger (☞): 1d6+3	
Spider Charm (☞ 25m): 2d4+4, the target makes a standard attack against a target of the aranea's choice. <i>Deaf</i> targets are immune to this attack.	
Frightening Crackle (● 5m once-only): 2d10+2, the target takes a -2 penalty to saving throws (ST ends).	
Change Shape*: The aranea assumes the physical form of a female humanoid of roughly its size. If the dryad is brought down to naught hit points, the effect ends. The aranea cannot imitate a specific person.	
Alignment: Chaotic Evil	Intelligence: Exceptional

With age, aranea weaken physically, but their magical powers grow steadily. Sometimes, powerful aranea establish control over small, isolated communities of other races.

Aranea Webspinner	
CL/XP: 4/120	
HD: 3+3 (18/9)	Save: 14
AC: 14	Speed: 12
Standard Actions	
Dagger (☞): 1d4+2	
Web* (☞ 50m, radius 3m ☞☞☞): The target is <i>entangled</i> (ST ends). Fire damage will end this effect. Spiders and spider-like creatures are not affected by the web.	
Poison Spit* (☞ 25m, poison): 1d4+2, the target takes two points of poison damage each round (ST ends).	
Change Shape*: The aranea assumes the physical form of a female humanoid of roughly its size. If the dryad is brought down to naught hit points, the effect ends. The aranea cannot imitate a specific person.	
Alignment: Neutral Evil	Intelligence: High

Webspinners prefer to slow down intruders with their sticky web and try to poison them from a distance before engaging them in melee combat.

Assassin Vine

The assassin vine is a semi-mobile plant that feeds on dead animals and other creatures it crushes itself. The plant

consists of a main vine, several metres long, and a number of smaller vines branching off.

Assassin Vine	
CL/XP: 3/60	
HD: 2 (16/8)	Save: 16
AC: 13	Speed: 1
Resists: Cold2, Fire 2	
Traits	
Animate Plants (● 5m): A target in the aura is <i>entangled</i> .	
Creep : When the vine is <i>slowed</i> , <i>dazed</i> , <i>immobilised</i> or affected by a similar condition, it only lasts until the end of the vine's next initiative phase.	
Constricting Vines : A target grabbed by the vine takes two points of damage at the start of the vine's next initiative phase.	
Standard Actions	
Lashing Vines (✂): 2d4+2, the target is grabbed. The target can grab up to four creatures at once.	
Raging Vines (☄☄☄): The vine uses its lashing vines twice.	
Alignment: Neutral	Intelligence: None

The assassin vine intuitively grabs any creature close to it and constricts it until it suffocates. Afterwards, the corpse is slowly consumed by the vine's roots.

Azer

Azers are dwarf-like beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and bear broad-headed spears or well-crafted hammers in combat and have flaming red hair. Rumour says that azers descent from dwarves enslaved by fire giants. Outside their home plane, azers are found underground.

Azer Foot Solider	
CL/XP: 7/600	
HD: 7 (35/17)	Save: 9
AC: 18	Speed: 9
Immunity: Fire	
Traits	
Flame Aura (● 5m): A target in the aura of two or more azers takes two points of damage each round.	
Standard Actions	
Warhammer (✂ fire): 1d10+2	
Triggered Actions	
Quick Flame (once-only): If a melee attack misses the azer, it can move its maximum movement rate.	
Alignment: Lawful Neutral	Intelligence: Average

Like dwarves, azer soldiers have a high moral and rarely give up, especially if their fellow soldiers are still under threat.

Azer Pyromancer	
CL/XP: 10/1,400	
HD: 9 (45/22)	Save: 5
AC: 19	Speed: 9 (+1)
Immunity: Fire	
Traits	
Malignant Fire (● 3m): A target in the aura of two or more azers takes two points of damage each round. An opponent that ends its turn in the aura gains fire weakness 2 until the end of its next initiative phase.	
Standard Actions	
Warhammer (✂ fire): 2d8+2, the target takes two points of fire damage each round (ST ends).	
Cursed Fire (☄ 50m, fire): 1d8+3, the target takes four points of fire damage each round and gains an aura with a radius of five metres (ST ends both). A creature that ends its turn in the aura takes five points of fire damage.	
Lightning Fire* (☄ 25m, radius 3m, fire, electricity ☄☄): 1d4+6, the targets takes two points of fire damage each round (ST ends).	
Fuel the Fire (◀ 5m/3m once-only): All targets that take ongoing fire damage take three additional points of damage each round.	
Alignment: Neutral	Intelligence: Exceptional

In the azer society, spellcasters are rare but valued. Beside their magical power, they usually have military and political influence as well.

Azer Ranger	
CL/XP: 7/600	
HD: 7 (35/17)	Save:
AC: 16	Speed: 12 (+2)
Immunity: Fire	
Traits	
Flame Aura (● 5m): A target in the aura of two or more azers takes two points of damage each round.	
Standard Actions	
Chain Ball (✂ fire): 1d4+3, the target takes two points of fire damage each round (ST ends).	
Triggered Actions	
Chains of Flame (● 10m): When first <i>bloodied</i> , the azer uses this attack. All targets that take ongoing fire damage are <i>stunned</i> until the end of the azer's next initiative phase.	
Alignment: Lawful Neutral	Intelligence: Average

The ranger fulfils a similar role as surface rangers of other races. However, few azer rangers value ranged weapons and prefer to get close to their targets by stealth instead.

Basilisk

Basilisks are large reptile-like creatures. Their gaze can have all kinds of dire effects, but the best-known basilisk subspecies turn its victims into stone by just looking at it. Basilisks have eight legs. Despite their size, there are stealthy and cunning beasts that prefer to stay hidden and take their prey by surprise. Most basilisks are solitary. They can be domesticated and trained as guards.

Basilisk	
CL/XP: 8/800	
HD: 6 (30/15)	Save: 11
AC: 16	Speed: 11
Traits	
Uncanny Gaze (● 5m): While in the zone, opponents are <i>slowed</i> .	
Standard Actions	
Bite (✂): 1d12+3	
Petrifying Gaze (◀ 5m/3m): The target is <i>immobilised</i> (ST ends). If an <i>immobilised</i> target fails its second saving throw to break free, it is <i>petrified</i> .	
Alignment: Neutral	Intelligence: Animal

The most common basilisk subspecies has a petrifying gaze. Basilisk leather armour will protect the wearer from petrification.

Bat

Bats are nocturnal winged mammals that feed on insects, blood or fruit. Common bats can transmit diseases, but are mostly harmless. However, there are also larger and more dangerous bat subspecies.

Bat Swarm	
CL/XP: 1/15	
HD: 1 (5/2)	Save: 17
AC: 11	Speed: 3/18
Traits	
Hindering Swarm (● 3m): Opponents in the aura suffer a -1 penalty to melee and missile attacks.	
Swarm : The bat swarm never provokes attacks of opportunity, cannot be backstabbed and can pass any obstacle with small openings. It cannot be grabbed, pushed or be affected by similar conditions.	
Standard Actions	
Fangs Volley (✂): 1d4+3	
Alignment: Neutral	Intelligence: Animal

Single bats of normal size are rarely dangerous, but an entire angry bat swarm can have brought down more than one adventurer.

Monstrous Bat	
CL/XP: 2/30	
HD: 1+3 (8/4)	Save: 17
AC: 12	Speed: 3/18
Standard Actions	
Tail Slap (☞): 1d4+2, in twilight or darker lighting conditions, the bat gains a +2 attack power bonus and deals an extra two points of damage.	
Flyby Attack: The bat moves its movement rate and uses its tail slap at one point during the flight.	
Alignment: Neutral	Intelligence: Animal

Carnivorous monstrous bats do not suck blood, but are still dangerous opponents with a bite deadly for common humanoids.

Giant Skeletal Bat	
CL/XP: 6/400	
HD: 5+1 (26/13)	Save: 12
AC: 15	Speed: 6/24
Traits	
Undead (5): The creature is immune to mind control and sleep.	
Skeletal: The skeleton takes only half damage from piercing weapons.	
Swoop and Drop: While using its swoops and claw attack, the bat can deal no damage and grab the creature instead. The creature is dragged along and dropped at the end of the flight.	
Standard Actions	
Claw (☞ ☞☞☞): 1d8+2, the target is knocked <i>prone</i> (ST negates).	
Swoop and Claw: The bat moves its movement rate and uses its claw at one point during the flight. It can bypass obstacles with this ability.	
Alignment: Chaotic Evil	Intelligence: Animal

The skeletal bat is a bat animated by necromancy. Despite lacking wing membranes, it can still fly. This ability makes it a popular henchman among necromancers and sentient undead.

Bear

Bears are strong predators, but usually not aggressive unless threatened or hungry. Like most mammals, they will defend their offspring the end. Bears can be tamed and are used as guards, mounts or for entertainment.

Brown Bear	
CL/XP: 2/30	
HD: 2+2 (12/6)	Save: 16
AC: 10	Speed: 9
Traits	
Devour: A target grabbed by the bear takes 1d6+2 points of damage at the start of the bear's next initiative phase.	
Standard Actions	
Claw (☞): 1d8+3	
Bear Grab (recharged when first <i>bloodied</i>): The bear uses its claws twice against an opponent. If one attack hits, the target is grabbed by the bear if the bear has less than two opponents grabbed (ST negates).	
Alignment: Neutral	Intelligence: Animal

Brown bears have thick, brown fur and are primarily nocturnal. They are not very territorial and roam the same vicinities as other bears unless food or mates are contested.

Chaos Bear	
CL/XP: 8/800	
HD: 7+4 (60/30)	Save: 9
AC: 17	Speed: 15
Traits	
Alien Mindset: The bear cannot be mind-controlled in any way and is immune to <i>charm</i> and <i>confusion</i> .	
Standard Actions	
Claw (☞): 2d10+6	
Vicious Glare* (☞ 20m 1 creature with eye contact): The target is <i>dominated</i> until the end of its next initiative phase (ST negates). Targets that make the save are <i>charmed</i> until the end of their next initiative phase.	
Bear Frenzy (◀ 5m/3m ☞☞): 2d8+5	
Triggered Actions	
Chaos Roar (● 15m): When first <i>bloodied</i> , the bear uses its roar. The target is <i>confused</i> (ST ends). Targets that make the save are <i>stunned</i> for one round.	
Alignment: Neutral	Intelligence: Semi

Gargantuan, aggressive and vicious, chaos bears are no natural creatures. Their exact origin is unknown, but sages assume that chaos bears have been touched demonic powers sometime in the past.

Dire Bear	
CL/XP: 6/400	
HD: 5+4 (44/22)	Save: 11
AC: 14	Speed: 15
Traits	
Ursine Crush: A target grabbed by the bear takes 2d10+4 points of damage at the start of the bear's next initiative phase.	
Standard Actions	
Claw (☞): 2d8+4	
Maul (☞): The bear uses its claws twice against an opponent. If one attack hits, the target is grabbed by the bear if the bear has less than two opponents grabbed (ST negates).	
Alignment: Neutral	Intelligence: Animal

The dire bear, also known as the cave bear, is significantly larger than a common bear. It lives in remote wilderness areas and is short-tempered and swift to anger. Dire bears are a menace to all creatures in their territory.

Dire Polar Bear	
CL/XP: 7/600	
HD: 7 (35/17)	Save: 9
AC: 16	Speed: 15
Resists: Cold 10	
Traits	
Ursine Crush: A target grabbed by the bear takes 2d10+8 points of damage at the start of the bear's next initiative phase.	
Standard Actions	
Claw (☞): 1d12+6	
Maul (☞): The bear uses its claws twice against an opponent. If one attack hits, the target is grabbed by the bear if the bear has less than two opponents grabbed (ST negates).	
Triggered Actions	
Blood Frenzy: If <i>bloodied</i> , a target hit by the bear's claw attack is <i>dazed</i> (ST negates, ST ends).	
Alignment: Neutral	Intelligence: Animal

The white-furred polar bears are among the largest bears, but the dire polar bear is a true behemoth. It is always the strongest predator in its territory and will challenge any larger intruder.

Bearman

The bearman are a race of sentient bipedal bears. They are sometimes mistaken for werebears in hybrid form. Bearmen are not necessarily malicious, but barely communicate with other races and very territorial. They have a very long life expectancy and heal supernaturally fast.

Bearman	
CL/XP: 9/1,100	
HD: 8 (64/32)	Save: 8
AC: 17	Speed: 9
Traits	
Bear Strength: The bearman is never stunned, paralysed, immobilised or affected by any other effect that	
Regeneration: The bearman regenerates three hit points at the beginning of each initiative phase.	
Standard Actions	
Claw (☞): 2d12+3	
Punch (☞): 1d10+4, the target is knocked back five metres and is <i>stunned</i> for one round (ST negates).	
Move Actions	
Bear Fury* (☞ ☞☞): The bear moves its movement rate. All targets encountered on the way fall <i>prone</i> (ST negates).	
Triggered Actions	
Bloodied Frenzy: If <i>bloodied</i> , the bearman uses its claw twice per round.	
Alignment: Chaotic Neutral	Intelligence: Semi

Solitary bearman live in caves. Families are encountered very rarely. Bearman cubs leave their parents early, as they dominate other predators even at a young age, but will be defended to the death by both parents if threatened.

Behir

The blue-scaled behir is a large reptilian beast with many legs and a crocodilian head. It can run quickly or slither silently. Behirs are lightning fast and dangerous if provoked. Though rather smart, behirs can be trained and are sometimes kept as pets or guards.

Behir	
CL/XP: 9/1,100	
HD: 7 (56/28)	Save: 9
AC: 19	Speed: 15
Resists: Electricity 8	
Traits	
Lighting Reflexes: The behir attacks three times per round with its initiative values being 20, 15 and 10. It cannot delay actions.	
Lightning Aura (● 10m): An opponent that starts its turn in the aura takes two points of electricity damage.	
Standard Actions	
Claw (✓): 1d8+3	
Lighting Breath (◀ 8m/5m, electricity ☞☞☞): 2d8+3 (ST for half damage), the target is dazed (ST negates, ST ends).	
Thunderleg Stomp (● 3m): 1d4+3, the targets is knocked <i>prone</i> .	
Alignment: Chaotic Neutral	Intelligence: Low

Behirs are sometimes mistakes for dragons. While they are not as strong as old dragons, a behir is still a serious threat for the local population.

Beetle

Most beetles are small, feed on carrion and nuisances at worst. Giant beetles, though, actively hunt live prey and are dangerous for people and livestock.

Fire Beetle	
CL/XP: B/10	
HD: 1d6 hp (3/1)	Save: 18
AC: 10	Speed: 12
Resists: Fire 5	
Standard Actions	
Bite (✓): 1d4+1	
Fire Spray (◀ 5m/3m, fire ☞☞☞): 2d4	
Alignment: Neutral	Intelligence: Animal

The fire beetle attacks groups of enemies with its fire spray and relies on its bite to kill single opponents. Its glands glow red and continue to glow for a couple of hours after the beetle's death.

Oil Beetle	
CL/XP: 2/30	
HD: 2+2 (12/6)	Save:
AC:	Speed:
Standard Actions	
Bite (✓): 1d6+2	
Oil Bubble* (✓ 25m ☞☞☞☞): The target is <i>entangled</i> (ST ends).	
Alignment: Neutral	Intelligence: Animal

The oil beetle is large, black and glossy. Anyone exposed to its oil will stay oily for one day even if the oil's effect wears off. One hour of cleaning can also fully remove the oil.

Blink Dog

The blink dog is an intelligent dog who lives and hunts in packs. Blink dogs are usually friendly to neutral to non-hostile sentient species and often form friendships with halflings.

Blink Dog	
CL/XP: 3/60	
HD: 3 (15/7)	Save: 14
AC: 13	Speed: 15
Traits	
Non-Frontal Assault: When the blink dog attacks a target from behind, the target has to make a saving throw or it will fall <i>prone</i> .	
Standard Actions	
Bite (✓): 1d4+2, 2d4+2 against a <i>prone</i> target.	
Move Actions	
Blink (☞☞☞): The blink dog teleports over twice its movement rate.	
Lightning Walk: The blink dog becomes incorporeal until the end of its next initiative phase and can move at its maximum movement rate.	
Alignment: Lawful Good	Intelligence: Average

Blink dogs are mostly peaceful and avoid hunting sentient creatures. During combat, they like to teleport over a short distance to attack their prey from behind.

Alpha Blink Dog	
CL/XP: 4/120	
HD: 4+2 (22/11)	Save: 13
AC: 14	Speed: 15
Traits	
Non-Frontal Assault: When the blink dog attacks a target from behind, the target has to make a saving throw or it will fall <i>prone</i> .	
Standard Actions	
Bite (✓): 1d6+3, 2d6+3 against a <i>prone</i> target.	
Blink Snap (✓): 1d8+2, the blink dog can teleport over half its maximum movement rate before making the attack.	
Move Actions	
Blink (☞☞☞☞): The blink dog teleports over twice its movement rate.	
Triggered Actions	
Counter Attack: When first <i>bloodied</i> , the blink dog teleports towards the attacker over twice its maximum movement rate and uses its bite.	
Alignment: Neutral Good	Intelligence: Very

Alpha blink dogs are the smartest and most sophisticated members of their pack. They are said to be able to communicate via telepathy.

Boar

Common boars can get aggressive and dangerous if their offspring is endangered, but there are even more dangerous boar subspecies living in the wilderness.

Death Boar	
CL/XP: 4/120	
HD: 3 (24/12)	Save: 14
AC: 13	Speed: 18
Standard Actions	
Gore (✓): 1d8+2, 1d8+4 against a <i>prone</i> target.	
Frenzied Gore: The boar uses its gore attack twice against one opponent. If both attacks hit, the target is knocked <i>prone</i> .	
Furious Charge* (✓ ☞☞☞☞): 1d6+4, the boar moves half its movement rate before attacking, the target is knocked <i>prone</i> .	
Triggered Actions	
Death Strike: If reduced to naught hit points, the boar uses fights on for two more rounds.	
Alignment:	Intelligence:

Devilishly fast and with unbreakable morale, the death boar is a dangerous opponent. It always fights to the death – and sometimes beyond that.

Dire Boar	
CL/XP: 3/60	
HD: 3 (15/7)	Save: 14
AC: 11	Speed: 15
Standard Actions	
Gore (✓): 1d6+2, 1d6+4 against a <i>prone</i> target.	
Rabid Charge (✓ ☞☞☞☞): 1d6+4, the boar moves half its movement rate before attacking, the target is knocked <i>prone</i> .	
Triggered Actions	
Death Strike: If reduced to naught hit points, the boar uses its gore attack one last time.	
Alignment: Neutral	Intelligence: Animal

The dire boar is mean-spirited, carnivorous and aggressive. It will almost always fight to the death and is close to impossible to tame.

Bobbit

Bobbits are small, stocky humanoids that appear slightly disproportional to other humanoids. They are often ill-tempered and do not tolerate mockery. Some say that bobbits came to the world through a dimensional portal.

Bobbit Ruffian	
CL/XP: 1/15	
HD: 1+1 (6/3)	Save: 15
AC: 12	Speed: 9
Traits	
I Know the Tricks: The bobbit cannot be backstabbed.	
Standard Actions	
Dagger (↘): 1d6+1, 1d6+3 if the bobbit attacks the target from behind or attacks a target larger than a human.	
Triggered Actions	
Vengeful Bite (recharged when <i>bloodied</i> first): When the bobbit is hit by a melee attack, it bites the attacker for 1d4 points of damage.	
Alignment: Neutral	Intelligence: Average

If among members of other races, bobbits are mostly found in groups. They are aggressive and do not avoid fights.

Bobbit Gang Leader	
CL/XP: 2/30	
HD: 2+2 (12/6)	Save:
AC: 14	Speed: 9
Traits	
I Know the Tricks: The bobbit cannot be backstabbed.	
Strength in Numbers (● 8m): Every allied bobbit in the aura receives a +1 attack power bonus.	
Standard Actions	
Short Sword (↘): 1d8+1, 1d8+3 if the bobbit attacks the target from behind or attacks a target larger than a human.	
Alignment: Neutral	Intelligence: Average

If lead by a capable individual, bobbits fight more effectively and are even harder to pacify.

Brain Beak

The brain beaks are a malignant alien race. They look like huge floating brains with a beak, tentacles and no eyes. Brain beaks skin is a lot more sturdy than it looks and extremely hard to penetrate. Some brain beaks are organised in nations, whereas others are wild and roam the underground, always looking for food to devour.

Brain Beak	
CL/XP: 4/120	
HD: 3 (24/12)	Save: 14
AC: 15	Speed: 12
Standard Actions	
Tentacle Whip (↘): 2d6+2, the target is <i>slowed</i> and takes a -2 penalty to attack rolls (ST ends).	
Tentacle Grab (↘): 2d4+2, the target is grabbed. The brain beak can grab only one creature at a time.	
Bite* (↘ 1 grabbed creature): 1d4+2, the target is <i>stunned</i> (ST ends).	
Alignment: Lawful Evil	Intelligence: Average

Common brain beaks are always hungry and will eat any creature that crosses their path. In areas where brain beaks live, they are feared for their crippling bite.

Brain Beak Philosopher	
CL/XP: 7/600	
HD: 5 (40/20)	Save: 12
AC: 18	Speed: 12
Standard Actions	
Tentacle Whip (↘): 2d6+2, the target is <i>slowed</i> and takes a -2 penalty to attack rolls (ST ends).	
Thunder Spear (↘ 20m, electricity): 3d4+3, the target is blinded (ST ends).	
Brain Zone (↘ 25m): Creates a zone that lasts until the end of the encounter. Enemies within the zone are <i>dazed</i> (ST ends).	
Brain Posion (◀ 8m/5m ☞): 1d8+2, the target attacks random allies (ST -3 negates, ST ends).	
Alignment: Lawful Evil	Intelligence: Exceptional

Philosophers are exceptionally intelligent brain beaks. They are the leaders and thinkers of brain beak society, although they often appear to be little more than dominating, especially ruthless brain beaks to outsiders.

Brownie

Brownies are tiny fey creatures. There is a number of different subspecies of brownies that look rather different and have can have all alignments from benevolent to outright malicious.

Brownie	
CL/XP: 1/15	
HD: 1+1 (6/3)	Save: 15
AC: 10	Speed: 9 (+2)
Traits	
Blend In: the brownie is so tiny that it is considered invisible as long as no one pays particular attention to it.	
Standard Actions	
Fey Sword (↘): 1d4+2, 2d4+2 if the target does not see the brownie.	
Disorient* (↘): Whenever the target moves faster than half its movement rate, it falls <i>prone</i> (ST ends).	
Ventriloquism (↘ 50m once-only): The brownie creates a sound that seems to come from an area, object or creature.	
Mirror Image (once-only): The brownie creates three illusionary images of itself. The images grant a +6 armour class bonus. Whenever an attack misses the brownie, one image disappears.	
Move Actions	
Dimension Door (once-only): The brownie teleports over three times its movement rate.	
Alignment: Neutral Good	Intelligence: Very

Common brownies are small, kind-hearted fey who looks a bit like tiny elves. They are peaceful and avoid fighting unless they are attacked.

Buckawn	
CL/XP: 3/60	
HD: 3+1 (16/8)	Save: 12
AC: 13	Speed: 9 (+2)
Traits	
Blend In: the buckawn is so tiny that it is considered invisible as long as no one pays particular attention to it.	
Poison Handling: The buckawn is never affected by the weapon poison it uses.	
Standard Actions	
Poisoned Dagger (↘): 1d6+2, the target is <i>sickened</i> (ST -2 ends).	
Fey Light (↘ 20m ☞): The target is <i>fascinated</i> for 1d4+1 rounds (ST -3 negates).	
Alignment: Neutral	Intelligence: Very

Buckawns are close relatives of brownies, but are trickier and less friendly. They distrust other races and avoid contact with them. Buckawns have darker skin and very light hair. They are excellent at hiding and at detecting hidden opponents.

Quickling	
CL/XP: 6/400	
HD: 5+1 (26/13)	Save: 10
AC: 16	Speed: 48 (+6)
Traits	
Lightning Fast: While moving, the quickling is <i>de facto</i> invisible.	
Uncanny Dodge: Against attacks of opportunity, the quickling gains a +4 armour class bonus.	
Standard Actions	
Short Sword (☞): 1d6+6	
Maintain Mobility* (☞☞☞): The quickling is no longer <i>immobilised</i> , <i>slowed</i> or otherwise restricted in its movement.	
Move Actions	
Quick Cuts: The quickling moves its movement rate and uses its short sword twice during the movement. It cannot use this ability if it is <i>immobilised</i> , <i>slowed</i> or otherwise restricted in its movement	
Alignment: Neutral Evil	Intelligence: High

The blue-skinned quicklings are fey related to brownies and buckawns. A long time ago, quicklings sought dark and dangerous magical power. It may be that they intended to use them for good, but the evil magic was too strong and corrupted them. Quicklings are cruel and devilishly fast. They age fast and sometimes use poisoned weapons.

Bulette

Almost twelve metres long and armoured like an armadillo, the bulette is a formidable foe. It digs burrows, but hunts on the surface. Bulettes eat practically everything and like to jump at their prey. Bulette armour used to make armour is as good as plate mail, but has only half the weight.

Bulette	
CL/XP: 5/240	
HD: 5 (40/20)	Save: 12
AC: 15	Speed: 15
Standard Actions	
Bite (☞): 2d4+3, 3d4+3 if the target is <i>prone</i> .	
Leaping Bite (☞): The bulette jumps up to eight metres and uses its bite.	
Rising Burst (● 5m): If underground, the bulette moves to the surface and deals 1d8+2 points of damage. If it misses a target, the target still takes half damage.	
Move Actions	
Earth Furrow: The bulette burrows beneath the surface of the ground. Each time it moves under an opponent, the target falls <i>prone</i> (ST negates).	
Alignment: Neutral	Intelligence: Animal

The common bulette – also called land shark – is notoriously difficult to tame, but is nevertheless a popular pet and beast for arena fights. It can burrow into the ground with surprising speed.

Bullywug

Bullywugs are a race of paranoid anthropomorphic frogs that live anywhere where fresh water is found. They are mostly primitive, territorial and xenophobic. Some bullywug tribes have opened up and trade with other races living nearby, though.

Bullywug Mucker	
CL/XP: 1/15	
HD: 1 (5/2)	Save: 17
AC: 9	Speed: 9/9
Traits	
Bully: A bullywug's attack deals 1d4 additional points of damage against <i>prone</i> targets.	
Nature's Release: Any attacker that scores a critical hit against the bullywug regains two hit points.	
Standard Actions	
Spear (☞): 1d4+2	
Bullywug Rush (☞ ☞☞): 1d6+2, the target is knocked <i>prone</i> . On a miss, the bullywug takes one point of damage is knocked <i>prone</i> .	
Alignment: Lawful Neutral	Intelligence: Low

Bullywug muckers are restless, polemic and nervous. They attack only in groups, preferably smaller creatures.

Bullywug Twitcher	
CL/XP: 1/15	
HD: 1 (5/2)	Save: 17
AC: 11	Speed: 9/9
Traits	
Nature's Release: Any attacker that scores a critical hit against the bullywug regains three hit points.	
Standard Actions	
Javelin (☞): 1d4+1	
Javelin (☞ 20m): 1d4+1	
Move Actions	
Spasmodic Hop* (☞): 1d6+1, the bullywug jumps its movement rate before the attack. The target takes a -2 malus to attack power against the bullywug until the end of the bullywug's next initiative turn.	
Alignment: Lawful Neutral	Intelligence: Average

The twitcher is usually the first one to strike when a unit of bullywugs attack. Twitchers like to pick targets from a distance as long as possible and then jump right into the middle of the battle.

Bullywug Water Lord	
CL/XP: 2/30	
HD: 1+3 (8/4)	Save: 16
AC: 11	Speed: 9/9
Traits	
Rancid Air (● 5m): Healing spells used in the aura heal only half as many hit points as usual.	
Necessary Sacrifice: If the bullywug includes at least one ally in an area attack. The attack is made at a +2 attack power and a +1 damage bonus.	
Nature's Release: Any attacker that scores a critical hit against the bullywug regains four hit points.	
Standard Actions	
Quarterstaff (☞): 1d6+1	
Electric Reflex (◀ 8m/5m, cold, electricity ☞): 1d6+2 damage, the target is <i>dazed</i> until the end of the bullywug's next initiative phase. On a miss, this attack inflicts half damage.	
Fiery Croak (● 3m, fire, electricity): 1d6+2	
Alignment: Neutral	Intelligence: Average

Water lords rule bullywug tribes and lead them into battle. They possess supernatural abilities that might be of demonic origin.

Cadaver Creeper

The cadaver creeper is a huge worm-like creature living underground and eating cadavers. If hungry, the carrion critter is not above eating live food. Cadaver creeper tentacles can be used to anaesthetise small to medium wounds.

Cadaver Creeper	
CL/XP: 4/120	
HD: 3+2 (17/8)	Save: 14
AC: 16	Speed: 12
Standard Actions	
Tentacles (☞ poison): 1d4+3, the target is <i>slowed</i> and takes two points of damage per round (ST ends). If a <i>slowed</i> target fails a saving throw to break free, it is <i>paralysed</i> (ST ends). If the carrion creeper misses, the target is <i>slowed</i> until the end of the creeper's next initiative phase.	
Bite (☞): 1d10+2	
Alignment: Neutral	Intelligence: Animal

The common cadaver creeper is mostly harmless, as it avoids other large creatures. Cadaver creepers are an important part of the local ecosystem and dispose of dead organic matter. Some live in the sewer systems of big cities.

Centaur

Centaur are half man, half horse and usually live in plains or in the forest. They are fierce fighters and will not tolerate intruders in their territory, but have good relations with over sylvan races. Despite their xenophobic tendencies, centaurs are good-tempered, like to celebrate and value sweet wine.

Centaur Archer	
CL/XP: 6/400	
HD: 6 (30/15)	Save: 11
AC: 15	Speed: 24
Traits	
Master Archer: The centaur can use missile weapons while moving and in melee combat without a penalty.	
Standard Actions	
Bastard Sword (☞): 1d10+2	
Longbow (☞ 100m): 1d12+2	
Charger Arrow (☞ 100m): 1d8+3, the target is knocked <i>prone</i> .	
Quick Shot (☞☞): The centaur uses its longbow twice against two different targets.	
Tripe Shot (once-only): The centaur uses its longbow twice against two different targets.	
Triggered Actions	
Quick Kick (☞): When a creature flanks the centaur, the centaur deals 1d6+1 points of damage to it.	
Alignment: Neutral	Intelligence: Average

Centaur archers are excellent archers and have no trouble using ranged weapons even in dense vegetation.

Centaur Enforcer	
CL/XP: 6/400	
HD: 6 (30/15)	Save: 11
AC: 14	Speed: 24
Traits	
Charger: When the centaur charges at a target before attacking, its attacks deal and additional 1d6 points of damage.	
Standard Actions	
Greatsword (☞): 1d10+2	
Berserker Rush* (☞ recharged if first <i>bloodied</i>): 2d8+3, the target is pushed five metres back and knocked <i>prone</i> .	
Triggered Actions	
Quick Kick (☞): When a creature flanks the centaur, the centaur deals 1d6+1 points of damage to it.	
Bash Retaliation: When first <i>bloodied</i> , the centaur deals 2d10+2 points of damage against the offender.	
Alignment: Neutral	Intelligence: Average

Enforcers are sent out to deal with intruders in centaur territory or to punish criminals in centaur society.

Centaur Knight	
CL/XP: 8/800	
HD: 8 (40/20)	Save: 8
AC: 16	Speed: 18
Traits	
Charger: When the centaur charges at a target before attacking, its attacks deal and additional 1d6 points of damage and knock the target <i>prone</i> (ST negates).	
Standard Actions	
Heavy Lance (☞): 2d8+4	
Shield Bash (☞): 2d6+2, the target is knocked <i>prone</i> .	
Move Actions	
Trample: If moving over a creature knocked <i>prone</i> , the centaur deals 1d10 points of damage.	
Triggered Actions	
Quick Kick (☞): When a creature flanks the centaur, the centaur deals 1d6+3 points of damage to it.	
Alignment: Lawful Neutral	Intelligence: Very

Some more civilised centaurs have mastered arts like architecture and blacksmithing. Their warriors wear armour can wield lances.

Cheetah

Cheetahs are swift feline predators of the plains. They can run with speed unmatched by almost any other creature for a short period of time.

Cheetah	
CL/XP: 3/60	
HD: 2+2 (12/6)	Save: 15
AC: 13	Speed: 18 (+2)
Traits	
Coalition Attack: When the cheetah is close to another cheetah, it gains a +1 attack power bonus.	
Standard Actions	
Bite (☞): 1d4+1, the target is grabbed (ST negates). When the cheetah uses this attack again, a grabbed target is released.	
Drag Down (☞): 1d4, the target is knocked <i>prone</i> .	
Claw: 1d6+1	
Sprint (once-only): The cheetah moves thrice its movement rate and uses its claws or bite. The target is knocked <i>prone</i> (ST negates).	
Alignment: Neutral	Intelligence: Animal

Cheetahs are popular for their hide and can be trained as hunting animals.

Dire Cheetah	
CL/XP: 4/120	
HD: 3+3 (18/9)	Save: 14
AC: 15	Speed: 24 (+5)
Standard Actions	
Bite (☞): 2d4+2, the target is grabbed (ST negates). When the cheetah uses this attack again, a grabbed target is released.	
Claw: 1d8+2	
Sprint* (☞☞): The cheetah moves thrice its movement rate and uses its claws or bite. The target is knocked <i>prone</i> (ST negates).	
Uncanny Doge (recharged when <i>bloodied</i> first): The cheetah gains a +2 armour class bonus and doubles its movement rate until the end of its next initiative phase.	
Alignment: Chaotic Neutral	Intelligence: Semi

The unmerciful dire cheetah moves with unnatural speed that belies its size and weight. Once focussed on a target, it will not let go of its prey until it is hunted down and killed.

Cloaker

The cloaker is an alien creature that dwells deep beneath the surface. It looks like a hovering black cloak with a face on the underside and claws. Most cloakers live in isolation and hunt prey by engulfing it with their whole body.

Cloaker	
CL/XP: 6/400	
HD: 6 (30/15)	Save: 11
AC: 14	Speed: 3/18
Traits	
Unnerving Moan (● 3m): Opponents in the aura take a -2 attack power penalty.	
Camouflage: When the cloaker does not move and the lighting conditions are dim or darker, it is considered invisible.	
Standard Actions	
Tail Slap (☞): 1d8+5	
Engulf (☞): The cloaker can only engulf one creature at a time. An engulfed creature is <i>blinded</i> , <i>dazed</i> and takes five points of damage each round. Attacks against the cloaker deal half the damage to the engulfed creature.	
Alignment: Chaotic Neutral	Intelligence: Low

Cloakers often attach themselves to the ceiling and wait motionless until prey walks by. The prey is engulfed, suffocated dragged back to the cloaker's lair.

Dread Cloaker	
CL/XP: 6/400	
HD: 6 (30/15)	Save: 11
AC: 15	Speed: 3/18
Traits	
Undead (7): The creature is immune to mind control and sleep.	
Camouflage: When the cloaker does not move and the lighting conditions are dim or darker, it is considered invisible.	
Dark Master: A humanoid killed by the cloaker rises as a zombie under the cloaker's control after 1d4 days.	
Standard Actions	
Tail Slap (☞): 1d8+5, the target is <i>drained</i> (ST negates, ST ends).	
Dreadful Engulf (☞): The cloaker can only engulf one creature at a time. An engulfed creature is <i>blinded</i> , <i>dazed</i> , <i>drained</i> and takes two points of damage each round. The cloaker regenerates these as hit points. Attacks against the cloaker deal half the damage to the engulfed creature.	
Alignment: Chaotic Evil	Intelligence: Very

The undead dread cloaker appears as a large decaying cloak. It does not suffocate its victims, but drains their life energy instead. Sometimes, a dread cloaker attaches itself to a zombie and uses it to drain energy from other creatures.

Cockatrice

The odd-looking cockatrice is a rooster with bat wings and serpentine tail. Its bite can turn other creatures into stone. It is said that the cockatrice is the result of a snake egg incubated by a chicken.

Cockatrice	
CL/XP: 3/60	
HD: 2+4 (14/7)	Save: 16
AC: 13	Speed: 6/18
Standard Actions	
Mean Bite (☞): 1d6+1, the target strikes at the target a second time. If the second attack succeeds, it does not inflict damage, but <i>slows</i> the target (ST ends). If the target fails its first saving throw, it is <i>immobilised</i> . If it fails a second saving throw, it is <i>petrified</i> . If a slowed or immobilised target is bitten again, it is immediately <i>immobilised</i> or respectively <i>petrified</i> .	
Triggered Actions	
Buffeting Wings (☞☞☞): When an enemy moves into melee range, the cockatrice uses its bite attack against it or slips out of melee range.	
Alignment: Neutral	Intelligence: Animal

Rumour says that the cockatrice itself can eat stone and prefers petrified prey. The boiled blood of a one can rescue one human-sized creature from petrification.

Crocodile

Crocodiles are large reptiles. They seem slow at first glance, but are in fact good swimmers and dangerous predators.

Crocodile	
CL/XP: 1/15	
HD: 1+3 (8/4)	Save: 18
AC: 14	Speed: 9/12
Standard Actions	
Bite (☞): 1d6+2, the crocodile grabs the target (ST negates).	
Crushing jaws (☞ 1 grabbed creature): 1d8+3	
Alignment: Neutral	Intelligence: Animal

Crocodiles are patient predators which lay motionless and well-concealed until their prey is in reach. On land, they are surprising fast, but have trouble changing their direction quickly. Crocodile leather is a valuable material.

Cyclops

Cyclopes are one-eyed humanoids related to giants. They are magically touched and are often isolationist. Cyclopes sometimes raid settlements of other species, but they are not generally malicious.

Cyclops Crusher	
CL/XP: 8/800	
HD: 7 (35/17)	Save: 9
AC: 15	Speed: 15
Traits	
Truesight: The cyclops can see invisible creatures.	
Standard Actions	
Spiked Greatclub (☞): 2d10+2	
Tremor Smash (☞ 3m/2m ☞☞☞): 3d10+4, the target falls <i>prone</i> .	
Evil Eye (☞ 20m): The target suffers a -2 armour class and attack power penalty until the end of the fight or until the cyclops uses this power again.	
Alignment: Neutral	Intelligence: Average

Cyclops crushers fight with little elegance, but compensate for that with determination and physical power. Additionally, they weaken strong opponents with the supernatural powers of their eye.

Cyclops Guard	
CL/XP: 5/400	
HD: 1 hp (Mook)	Save: 10
AC: 15	Speed: 15
Traits	
Truesight: The cyclops can see invisible creatures.	
Standard Actions	
Battleaxe (☞): 3d6	
Triggered Actions	
Attack of Opportunity: When an enemy misses the cyclops with a melee attack, the cyclops uses its battleaxe against that enemy.	
Alignment: Neutral	Intelligence: Average

Cyclops guards are the most numerous cyclops troops. Many of them are shepherds or farmer recruited into the ranks of the army.

Death Spirit

The death spirit, also called grim reaper, is an entity from another dimension. It sometime appears when a creature is on the verge of death and seems to feed upon its essence. Most of the time, it appears as a skeleton in robes wielding a scythe, but actual form of the grim reaper also depends on the cultural background of the person who sees it. Despite its appearance, the death spirit is not undead. It is not known what the spirit's true form looks like. A death spirit will fight only if prevent from feeding on the life essence of a body.

Death Spirit	
CL/XP: 7/600	
HD: 6 (48/24)	Save: 11
AC: 14	Speed: 12/18
Resists: Light 2, Necrotic 5	
Traits	
Outwordly: The death spirit is immune to mundane weapons, mind control and is completely fearless.	
Opportunistic Attack: When the death spirit attacks an opponent from behind, it deals an additional 1d6 points of damage.	
Standard Actions	
Scythe (☞): 1d10+4	
Reaping Strike: The death spirit moves up to half its movement rate and uses its scythe at any point during the move.	
Mark of Death* (☞ 20m ☞☞☞): The target <i>panics</i> (ST negates, ST ends).	
Finger of Death (☞ 5m/3m, necrotic once-only): 2d6+3	
Triggered Actions	
Death Release: When the death spirit is reduced to naught hit points, all targets within a radius of five metres take 2d4+2 points of necrotic damage and are knocked <i>prone</i> .	
Alignment: True Neutral	Intelligence: High

It is said that a victim can be dragged from death's door by defeating a death spirit that shows up to claims the dying creature's essence. Whether or not the death spirit itself can be destroyed permanently is not known.

Demon

Demons and devils are hateful and malicious creatures from Abyss. They seek for power and pleasure. Demons are occasionally encountered outside of their native plane, sometimes because they were summoned by a mortal. There is no clear distinction between demons and devils, but there are countless variants of both and a lot of other creatures with demonic traits. Many have immunities and few can be subdued by simple magic.

Bone Demon	
CL/XP: 6/400	
HD: 6 (30/15)	Save: 11
AC: 16	Speed: 12 (+4)
Resists: Acid 5	
Traits	
Protective Ooze (● 3m, acid): A target in the aura that hits the demon takes two points of acid damage.	
Standard Actions	
Acidic Bite (✓ acid): 1d6+1, the target takes two points of acid damage each round or four points when the demon is <i>bloodied</i> .	
Claw (✓): 1d6+1	
Demonic Cunning : The demon uses its bite and claw against one target.	
Move Actions	
Phase Strike (recharged when first <i>bloodied</i>): The demon teleport over its movement distance right next to an opponent.	
Triggered Actions	
Resistance Flip (twice per fight): When the demon takes air, earth, electricity, fire or water damage, it gains resistance 10 against the respective element until it uses this ability again.	
Alignment: Chaotic Evil	Intelligence: Very

The bone demon looks like a tall skeleton-like humanoid. It has eyes of unnatural blackness and moves silently. Bone demons are covered with a thin layer of caustic ooze and serve as assassins.

Bull Demon	
CL/XP: 14/2,600	
HD: 13+6 (100/50)	Save: 3
AC: 22	Speed: 15/18
Resists: Fire 10	
Traits	
Burning Aura (● 3m, fire): A target in the aura takes five points of fire damage each round or ten points when the demon is <i>bloodied</i> . When the demon is <i>bloodied</i> , the aura's radius also increases to five eight metres.	
Standard Actions	
Lighting Sword (✓ electricity): 3d10+5	
Flaming Whip (✓ fire): 1d10+5, the targets takes six points of fire damage each round (ST ends). The target is pulled into the demon's burning aura (ST-2 negates).	
Move Actions	
Lightning and Fire : The demon uses both its sword and its whip.	
Decapitating Blade (◄ 8m/5m, electricity recharged when first <i>bloodied</i>): 2d10+6, the attack scores a critical hit on a roll of fifteen or higher.	
Triggered Actions	
Death Burst : When the demon is reduced to naught hit points, all targets within a radius of ten metres take 3d10 points of fire damage. A saving throw is permitted for half damage.	
Resistance Flip (thrice per fight): When the demon takes acid, air, earth, electricity or water damage, it gains resistance 10 against the respective element until it uses this ability again.	
Alignment: Chaotic Evil	Intelligence: Very

Bull demons are a powerful breed of demons. They resemble huge anthropomorphic bulls with fiery wings. In combat, the bull demon uses its swords as well as a whip. Bull demons cannot be harmed by spellcaster lower than sixth level. At an immense risk, a bull demon can be forced into the service of a spellcaster.

Serpent Demon	
CL/XP: 12/2,000	
HD: 12 (96/48)	Save: 3
AC: 21	Speed: 12
Resists: Fire 5	
Standard Actions	
Scimitar (✓): 2d8+6	
Shroud of Steel (✓): The demon uses its scimitar twice and gains a +3 armour class bonus until its next initiative phase.	
Sword Dance (✓ recharged when first <i>bloodied</i>): The demon uses its scimitar six times. Each times it hits, its moves one third of its movement rate.	
Triggered Actions	
Hacking Blade : When the demon is missed with a melee attack, it uses its scimitar against the attacker.	
Resistance Flip (thrice per fight): When the demon takes acid, air, earth, electricity or water damage, it gains resistance 10 against the respective element until it uses this ability again.	
Alignment: Chaotic Evil	Intelligence: High

The serpent demon appears as a female and is as cruel as it is beautiful. Its lower body is that of a constrictor snake, whereas its upper humanoid body has six arms. In some remote regions in the south, serpents demons are worshipped as gods of death and desire.

Vulture Demon	
CL/XP: 6/400	
HD: 6+2 (32/16)	Save: 10
AC: 17	Speed: 12/18 (+1)
Standard Actions	
Claw (✓): 2d6+4	
Flyby Attack : The demon flies its maximum movement distance and uses its claw at one point during the flight.	
Triggered Actions	
Spores of Madness (● 5m, poison once-only): 2d8+3, when <i>bloodied</i> first, the demon uses this attack. The target is <i>dazed</i> (ST ends).	
Resistance Flip (twice per fight): When the demon takes acid, air, earth, electricity, fire or water damage, it gains resistance 5 against the respective element until it uses this ability again.	
Alignment: Chaotic Evil	Intelligence: Very

The vulture demon looks like hideous large bird with dark feathers and huge wings. In combat, it always goes all-out and tries to shred its opponents into pieces.

Chain Devil	
CL/XP: 6/400	
HD: 5+1 (26/13)	Save: 12
AC: 16	Speed: 12 (+1)
Standard Actions	
Spiked Chain (✓): 1d6+3	
Double Attack : The devil uses its spiked chain twice.	
Chains of Terror (✓): 1d4+1, the target is <i>weakened</i> (ST ends). The devil can only restrain one creature at a time.	
Triggered Actions	
Battle Dance (recharged if first <i>bloodied</i>): When the devil is hit by a melee attack, it evades it and moves halves its movement rate.	
Chains of Vengeance : When first <i>bloodied</i> , the devil uses its spiked chain twice.	
Alignment: Lawful Evil	Intelligence: High

Chain evils looks like tall humanoids entirely covered with iron chains, almost like a mummy. They live in dark, gloomy cities and it is said that anyone who sees a chain devil without its chains becomes insane.

Ice Devil	
CL/XP: 11/1,700	
HD: 10 (50/25)	Save:
AC: 22	Speed: 16
Immunity: Cold	
Traits	
Demonic Cold (● 5m): An opponent that starts its initiative phase in the aura is <i>slowed</i> until the end of its next initiative phase.	
Warming Weakness : If the devil takes fire damage, its demonic cold aura is inactive until the end of its next initiative phase.	
Standard Actions	
Ice Spear (✓ ice): 1d12+7	
Ice Breath* (◀ 8m/3m, ice ☄☄☄☄): 2d8+9, the target is <i>slowed</i> (ST ends). If the first save is not made, the target is <i>immobilised</i> (ST ends).	
Alignment: Neutral Evil	Intelligence: Exceptional

Ice devils live in unnaturally cold regions of the Abyss. Some of them have and insect-like appearance. Some say that an ice devil's grip

Incubus	
CL/XP: 5/240	
HD: 4+2 (22/11)	Save: 13
AC: 14	Speed: 15/18
Traits	
Blood Fervour : When the incubus is bloodied, it gains a +2 attack power bonus and deals an additional two points of damage to all created it <i>dominated</i> during the fight.	
Standard Actions	
Clutching Claw (✓): 2d6+2, the target is grabbed (ST negates).	
Lover's Bite (✓ 1 target grabbed by the incubus): 2d4+4, the target is dazed until the end of the incubus's next turn.	
Dream Control (✓ 25m): The incubus enters the target's body and mind and disappears (ST ends). As long as the incubus is not expelled with a save, it controls the target.	
Change Shape* : The incubus assumes the physical form of a humanoid male of roughly its size. If the incubus is brought down to naught hit points, the effect ends.	
Triggered Actions	
Resistance Flip (twice per fight): When the incubus takes acid, air, earth, electricity, fire or water damage, it gains resistance 2 against the respective element until it uses this ability again.	
Alignment: Neutral Evil	Intelligence: High

The devilishly handsome incubus is the male counterpart of the succubus. It enjoys nothing more than abusing its looks to cause pain and misery.

Pit Fiend	
CL/XP: 14/2,600	
HD: 13 (104/52)	Save: 3
AC: 23	Speed: 15
Resists: Fire 15, Poison 6	
Traits	
Aura of Fear (● 10m): A target that enters the aura is struck <i>panics</i> (ST negates). If the save is made, no further save is needed should the aura be re-entered.	
Aura of Fire (● 10m, fire): A target in the aura takes five points of fire damage each round.	
Standard Actions	
Burning Mace (✓ fire): 1d10+5, the target takes two points of fire damage each round (ST ends).	
Tail Sting (✓ poison): The target takes ten points of poison damage each round and is <i>sickened</i> (ST ends both).	
Demonic Frenzy : The demon uses both its mace and its tails ting.	
Point of Terror (✓ 20m): The target suffers a -3 armour class penalty until the end of the demon's next initiative phase.	
Suicide Mission (✓ 50m): The demon moves an allied demon with less hit dice up to its movement rate. The targets drops to naught hit points and all opponent within a radius of eight metres suffer 2d8+4 point of fire damage.	
Move Actions	
Tactical Teleport (✓ 15m ☄☄☄☄): The demon teleports an ally to a point within a radius of twenty metres.	
Alignment: Neutral Evil	Intelligence: Genius

Pit fiends are high up in the hierarchy of demons and devils. They usually do not bother with single mortals, but make plans to conquer other dimension, cause wars and interfere with the plans of the gods.

Satan	
CL/XP: 20/4,400	
HD: 16 (160/89)	Save: 2
AC: 28	Speed: 18/24
Immunity: Fire, Necrotic, Poison	
Resists: Acid 10, Cold 10, Light 10	
Traits	
Death Zone (● 15m, necrotic): A target in the aura takes five points of necrotic damage each round or ten points when the devil is <i>bloodied</i> .	
Death Aura (● 8m): A living creature that dies in the aura rise as wraith under the demon's control.	
Standard Actions	
Diabolic Claw (✓ fire, necrotic): 3d10+6, the target is <i>sickened</i> (ST ends).	
Sweeping Blow (◀ 10m/5m, fire, necrotic): 3d10+6, the target is knocked <i>prone</i> .	
Tough of Death (✓ ☄): The target is reduced to naught hit points (ST -4 negates). If the save is made or the attack misses, the target takes damage equal to half its maximum hit points.	
Demonic Burst (● 10m): 1d12+6, all demons, devils and undead in the radius heal ten point of damage.	
Triggered Actions	
Tail Lash (✓): When an opponent engages melee combat with the demon, it takes 1d8+6, the target is stunned until the end of the devil's next initiative phase (ST negates).	
Alignment: Chaotic Evil	Intelligence: Godlike

Satan, also known as the Lord of the Abyss is a devil of enormous power. Sages debate whether or not Satan is unique and if it really the ruler of all demons and devils.

Succubus	
CL/XP: 5/240	
HD: 4+2 (22/11)	Save: 13
AC: 14	Speed: 15/18
Standard Actions	
Corrupting Touch (✓): 2d4+3	
Dark Kiss (✓): The target cannot attack the succubus. The effect lasts until the succubus or one of its allies attacks the target, the succubus drops to naught hit points or uses this ability again. If the target is still affected by the kiss after the fight is over, the succubus has to kiss the victim once every twenty-four hours or the charm is broken.	
Dominate (✓ 15m): The target is <i>dominated</i> until the end of the succubus next turn.	
Change Shape* : The succubus assumes the physical form of a humanoid female of roughly its size. If the succubus is brought down to naught hit points, the effect ends.	
Triggered Actions	
Loyal Consort : When the succubus is hit by a melee or ranged attack and a creature affected by its dark kiss is standing right next to it, the creature is hit by the attack instead.	
Alignment: Neutral Evil	Intelligence: High

The succubus is a supernaturally beautiful demon resembling a seductive human woman. The male succubus is known as incubus.

Dinosaur

Dinosaurs are giant reptiles that have existed for millions of years. Some say that they once could be found on the entire world.

Ankylosaurus	
CL/XP: 4/120	
HD: 4 (20/10)	Save: 13
AC: 15	Speed: 9
Standard Actions	
Tail Strike (✓): 1d8+3	
Tail Sweep (● 3m ☄☄☄☄): 1d6+3, the target is knocked <i>prone</i> if it is of human size or smaller.	
Alignment: Neutral	Intelligence: Animal

The ankylosaurus is an armadillo-like herbivore and is heavily armoured. In combat, it attacks with its knobbed tail.

Stegosaurus	
CL/XP: 5/240	
HD: 5 (25/12)	Save: 12
AC: 12	Speed: 9
Standard Actions	
Spiked Tail (☞): 1d6+3, the target takes two points of damage each round due to the injury (ST ends).	
Tail Sweep (● 3m ☞☞☞): 1d4+3, the target is knocked <i>prone</i> if it is of human size or smaller.	
Triggered Actions	
Bloodied Sweep (● 3m): When first bloodied, the dinosaur uses this attack. It deals 1d6+3 points of damage, the target is knocked <i>prone</i> if it is of human size or smaller.	
Alignment: Neutral	Intelligence: Animal

Although fearsome looking, the stegosaurus is actually a peaceable creature and will only fight in self-defence or to defend its family.

Displacer

The displacer looks like a large, dark-furred feline with a long, scaly reptilian spiked whip on each shoulder and six legs. Fighting a displacer is difficult due to its uncanny ability to seem to be in a position that is one metre away from where it actually stands. Blink dogs are hated enemies of phase cats, and a phase cat will seek to kill any blink dogs encountered.

Displacer	
CL/XP: 6/400	
HD: 5 (25/12)	Save: 10
AC: 14	Speed: 18 (+2)
Traits	
Displacement: If the displacer is hit with an odd number on the attack roll, the attack misses. If the roll is made with an even number, the attack hits and this trait is disabled until the displacer's next initiative phase.	
Standard Actions	
Spiked Whip (☞ 10m): 1d6+3	
Bite (☞): 1d10+3	
Cunning Blitz: The displacer moves up six metres and uses its spiked whips against one or two enemies.	
Triggered Actions	
Uncanny Shift: When the displacer is missed by a melee attack, it moves out of the attacker's melee range.	
Alignment: Neutral	Intelligence: Semi

The displacer is smarter than the average predator and antagonist in many stories and fairy tales. So far, no successful attempt of copying the displacer's ability to appear and be in two different places has been reported.

Doppelgänger

The doppelgänger is a mysterious entity than can assume the form of other humanoids, including clothes and gear. Doppelgänger can communicate via telepathy, but not with other species. In its true form, the doppelgänger is a pale, hairless and androgynous humanoid.

Doppelgänger	
CL/XP: 2/30	
HD: 1+2 (7/4)	Save: 17
AC: 12	Speed: 12
Standard Actions	
Short Sword (☞): 1d4+2, 2d4+2 if the doppelgänger successfully used shapeshifter feint on the opponent beforehand.	
Change Shape* (☞): The doppelgänger assumes the physical form of a humanoid of roughly its size. If the doppelgänger is brought down to naught hit points, the effect ends.	
Shapeshifter Feint* (☞): The target is feinted until the end of the doppelgänger's next initiative phase (ST negates).	
Alignment: Neutral	Intelligence: Very

Doppelgänger are sexless, but imitate one specific gender most of the time. They avoid open combat whenever possible and prefer to gather goons to do generous work for them.

Dragon

Old Black Dragon	
CL/XP: 11/1,700	
HD: 9 (90/45)	Save: 7
AC: 17	Speed: 12/24 (+2)
Resists: Acid 7	
Traits	
Acidic Blood: Whenever the black dragon is damaged while <i>bloodied</i> , every creature within a radius of five metres takes 1d10 points of acid damage.	
Aquatic: The elemental gains a +2 attack power bonus against nonaquatic creatures while fighting in water.	
Action Recovery: At the end of the dragon's initiative phase, it is no longer <i>dominated</i> , <i>dazed</i> or <i>stunned</i> .	
Standard Actions	
Bite (☞ acid): 2d8+6, 2d6 on a miss. The target takes two points of acid damage each round (ST ends).	
Claw* (☞): 2d8+5, this attack can be used twice per round.	
Acid Gob (☞ 25m): The target takes six points of acid damage each round (ST negates, ST ends).	
Dragon Breath (◀ 15m/10m, acid ☞☞): 2d8+3, half damage on a miss (ST for half damage). On a hit, the target takes three points of acid damage each round (ST ends). On a miss, the target takes two points of acid damage each round (ST ends).	
Acidic Cloud (● 5m ☞): The target gains acid weakness 3 and suffers a -2 penalty to attack power until the end of the fight. Healing will end this effect.	
Triggered Actions	
Tail Slap (☞ 8m): If an opponent hits the dragon from behind, the dragon attacks it for 1d8+1 points of damage and pushes the target out of melee range (ST negates).	
Bloodied Breath: When <i>bloodied</i> first, the dragon uses its dragon breath.	
Alignment: Neutral Evil	Intelligence: High

Black dragons often live in swamps. Their black fire is corrosive and may corrode metal strong enough not to melt. Black dragons are vile-tempered and hard to reason with.

Old Blue Dragon	
CL/XP: 12/2,000	
HD: 10 (100/50)	Save: 5
AC: 18	Speed: 15/24 (+3)
Resists: Electricity 7	
Traits	
Uncontained Lightning: While the dragon is <i>bloodied</i> , an opponent that ends its turn in melee combat with the dragon takes two points of electricity damage.	
Action Recovery: At the end of the dragon's initiative phase, it is no longer <i>dominated</i> , <i>dazed</i> or <i>stunned</i> .	
Standard Actions	
Gore (☞ electricity): 2d12+8	
Claw* (☞): 2d8+6, this attack can be used twice per round.	
Lightning Cloud (● 10m, electricity): 2d10+6, half damage on a miss (ST negates), the target is <i>dazed</i> (ST ends).	
Dragon Breath (◀ 15m/10m, electricity ☞☞): 2d12+6, half damage on a miss (ST for half damage).	
Thunderclap (● 15m, electricity ☞☞): 2d6+6, the target is <i>stunned</i> until the end of the dragon's next initiative phase. On a miss, the target takes half damage and is <i>dazed</i> until the end of the dragon's next initiative phase.	
Triggered Actions	
Wing Backblast: When the dragon is hit by a melee attack, the attacker falls <i>prone</i> (ST +2 negates).	
Bloodied Breath: When <i>bloodied</i> first, the dragon uses its dragon breath.	
Alignment: Neutral Evil	Intelligence: High

Blue dragons are very rare. They dwell in deserts and require large hunting grounds due to their large appetite and the low biomass of their favoured territory.

Old Green Dragon	
CL/XP: 11/1,700	
HD: 9 (90/45)	Save: 6
AC: 17	Speed: 12/24 (+2)
Resists: Poison 7	
Traits	
Poisonous Wounds: While the dragon is <i>bloodied</i> , an opponent that ends its turn in melee combat with the dragon takes two points of poison damage each round (ST ends). If the opponent is <i>bloodied</i> , it takes four points of poison damage (ST ends).	
Action Recovery: At the end of the dragon's initiative phase, it is no longer <i>dominated</i> , <i>dazed</i> or <i>stunned</i> .	
Standard Actions	
Bite (☞ poison): 2d8+7, 2d6 on a miss. The target takes two points of poison damage each round (ST ends).	
Claw* (☞): 2d6+6, this attack can be used twice per round.	
Luring Glare* (☞ 15m): The target is <i>immobilised</i> for one round (ST negates).	
Dragon Breath (◀ 15m/10m, poison ☞☞☞): 1d12+6, the target takes three points of poison damage each round and is <i>slowed</i> (ST ends).	
Flyby Attack (☞☞☞): The dragon flies up to a distance of thirty metres and uses its bite or dragon breath (if charged) at any point during the flight.	
Triggered Actions	
Cunning Glance: When an opponent enters melee combat with the dragon, the dragon uses its luring glare on it.	
Bloodied Breath: When <i>bloodied</i> first, the dragon uses its dragon breath.	
Alignment: Lawful Evil	Intelligence: Exceptional

Green dragons live in forests and breathe emerald fire. Green dragons are schemers and enjoy secretly manipulating local politicians.

Old Red Dragon	
CL/XP: 13/2,400	
HD: 11 (110/55)	Save: 4
AC: 19	Speed: 15/28 (+3)
Resists: Fire 7	
Traits	
Action Recovery: At the end of the dragon's initiative phase, it is no longer <i>dominated</i> , <i>dazed</i> or <i>stunned</i> .	
Standard Actions	
Bite (☞ fire): 1d10+3, 2d6, the target takes three points of fire damage each round or five points of fire damage if the dragon is <i>bloodied</i> . The target is grabbed if the dragon has less than two other creatures grabbed (ST -2 ends).	
Claw* (☞): 2d8+7, this attack can be used twice per round. The dragon grabs the target if it has less than two other creatures grabbed (St -2 ends).	
Immolate Foe (☞ 25m, fire ☞☞☞): 2d10+3, the target takes four points of fire damage each round (ST ends). On a miss, the target takes half damage and two points of fire damage each round (ST ends).	
Dragon Breath (◀ 15m/10m, acid ☞☞☞): 2d12+8, half damage on a miss (ST for half damage).	
Triggered Actions	
Tail Slap (☞ 8m): If an opponent hits the dragon from behind, the dragon attacks it for 1d8+2 points of damage and the target falls <i>prone</i> (ST negates).	
Bloodied Breath: When <i>bloodied</i> first, the dragon uses its dragon breath.	
Alignment: Chaotic Evil	Intelligence: Very

Red dragons are feared by the local population. They breathe fire and are immune to heat, especially greedy and never tolerate any other being remotely as powerful as they are in their territory.

Old White Dragon	
CL/XP: 10/1,400	
HD: 8 (80/40)	Save: 8
AC: 16	Speed: 12/24 (+2)
Resists: Cold 7	
Traits	
Action Recovery: At the end of the dragon's initiative phase, it is no longer <i>dominated</i> , <i>dazed</i> or <i>stunned</i> .	
Standard Actions	
Bite (☞ cold): 3d8+5, 1d10 on a miss.	
Claw* (☞): 2d8+5	
Dragon's Fury: The dragon uses its claw twice.	
Ice Tomb (☞ 25m): The target is <i>stunned</i> , cannot be moved and takes nine points of cold damage each round (ST negates, ST ends). Afterwards, the target is <i>slowed</i> and takes four points of cold damage each round (ST ends).	
Dragon Breath (◀ 15m/10m, cold ☞☞☞): 3d10+6, half damage on a miss (ST for half damage).	
Triggered Actions	
Tail Slap (☞ 8m): If an opponent hits the dragon from behind, the dragon attacks it for 1d8+3 points of damage and pushes the target out of melee range (ST negates).	
Bloodied Breath: When <i>bloodied</i> first, the dragon uses its dragon breath.	
Alignment: Chaotic Evil	Intelligence: Average

The white dragon is one of the smallest and least intelligent dragons. It lives in cold regions, where its white scales camouflage it well. The white dragon breathes light blue fire which does not radiate any heat.

Dragon Turtle

The dragon turtle is a gargantuan ocean-dwelling turtle and – despite looking rather different – a close relative of the dragons. Dragon turtles have no natural enemies and live for centuries, if not millennia.

Old Dragon Turtle	
CL/XP: 20/4,400	
HD: 15 (150/75)	Save: 2
AC: 25	Speed: 3/24
Resists: Fire 6, Water 10	
Traits	
Frightful Presence (● 10m): A target in the aura is <i>panics</i> (ST negates, ST ends). Once the save is made, the aura does no longer affect the target.	
Crushing Jaws: A target grabbed by the dragon turtle takes 2d8+12 points of damage at the start of the dragon turtle's initiative phase.	
Standard Actions	
Bite* (☞): 3d8+10, the creature is grabbed. The dragon turtle can only grab one creature at a time and cannot use this attack if it already has a creature grabbed.	
Tail Slap (☞): 2d8+10	
Double Attack: The dragon turtle uses its tail twice.	
Steam Breath (◀ 15m/10m, water ☞☞☞): 4d8+10, half damage on a miss (ST for half damage).	
Triggered Actions	
Flipper Smash (☞): When an opponent flaks the dragon turtle, the opponent takes 4d10 points of damage and is pushed back ten metres.	
Alignment: Chaotic Neutral	Intelligence: Genius

Dragon turtles are mostly peaceful and pay little attention to small creatures, but are also intolerant of anyone interfering with their matters.

Driders

Driders are spider creatures with a spider torso and humanoid upper body. Rumours say that driders are dark elves cursed by a dark god, though is yet to be confirmed.

Drider	
CL/XP: 7/600	
HD: 7+1 (36/18)	Save: 9
AC: 17	Speed: 15
Traits	
Arachnoid: The drider can climb walls like a spider.	
Standard Actions	
Scimitar (☞): 2d6+4	
Purple Fire* (☞ 25m once-only): The target does not profit from invisibility, protective spells or similar effects until the end of the drider's next initiative phase.	
Triggered Actions	
Vengeful Bite: When an opponent within melee range of the drider makes an attack that is not directed at the drider, the drider deals 2d8 points of poison damage to the opponent.	
Alignment: Neutral Evil	Intelligence: Average

Driders live underground or in dark forest. They seldom ally with anybody, but if they do so, they mainly cooperate with dark elves.

Dryad

Dryads are plant being with a vaguely humanoid shape. They live deep in dark forest and are hostile to all forms of civilisation, including those of race close to nature, like elves. Dryads can shapeshift into other forms and usually assume the form of a beautiful human or elven female when doing so. Dryads are bound to a certain tree or grove and cannot be destroyed permanently as long as that tree lives. Identifying a dryad's tree is difficult for the untrained eye, though.

Dryad Recluse	
CL/XP: 3/60	
HD: 2+2 (12/6)	Save: 16
AC: 13	Speed: 12
Standard Actions	
Claw (☞): 1d6+3	
Sylvan Charm (☞ 15m): The target is <i>charmed</i> and is draw as close as possible to the dryad (ST negates). Any melee or ranged attack against the dryad deals half damage to the dryad and half damage to the target.	
Treestride: If the dryad is close to a tree or large plant, it can teleport to another tree or large plant within a radius of thirty metres. Any <i>charmed</i> creature close to the dryad teleports alongside the dryad.	
Deceptive Veil*: The dryad assumes the physical form of a humanoid of roughly its size. If the dryad is brought down to naught hit points, the effect ends.	
Alignment: True Neutral	Intelligence: Average

The dryad recluse avoids open combat. It prefers to charm its victims in the form of a beautiful elf or human and then lead them into traps.

Bough Dryad	
CL/XP: 7/600	
HD: 1 hp (Mook)	Save: 9
AC: 17	Speed: 12
Standard Actions	
Claw (☞): 2d6+4, 2d8+6 if no other opponent is in melee range.	
Triggered Actions	
Boon of Life (● 15m): When the dryad is brought to naught hit points, it grants one ally three temporary hit points.	
Alignment: True Neutral	Intelligence: Average

Bough dryads lack the powers that other dryads have, but compensate for that with ferocity and a grim determination to defend their forest with their life.

Dryad Hunter	
CL/XP: 4/120	
HD: 3+3 (18/9)	Save: 14
AC: 14	Speed: 12 (+1)
Standard Actions	
Claw (☞): 1d8+3, 2d6+4 if no other opponent is in melee range.	
Luring Feint (☞): The dryad uses its claw and moves itself and the target up to six metres into any direction. On a miss, the dryad moves without the target.	
Deceptive Veil*: The dryad assumes the physical form of a humanoid of roughly its size. If the dryad is brought down to naught hit points, the effect ends.	
Move Actions	
Treestride: If the dryad is close to a tree or large plant, it can teleport to another tree or large plant within a radius of thirty metres.	
Alignment: True Neutral	Intelligence: Average

Dryad hunters closely watch the borders of the area they consider their territory – and will protect at any cost. Dryad hunters like to surprise opponents and separate them from their group with their ability to step into one plant and step out of another.

Dryad Wood Witch	
CL/XP: 5/240	
HD: 4 (20/10)	Save: 13
AC: 14	Speed: 12
Standard Actions	
Thorny Vine (☞): 1d8+3, the target is pushed out of melee range.	
Beguiling Verdure (☞ 15m): The target moves a distance equal to its roundly movement rate and attacks a target of the dryad's choice (ST negates). Only <i>dazed</i> creatures are affected.	
Soporific Fragrance (● 5m ☞☞☞): The target is dazed (ST ends).	
Treestride: If the dryad is close to a tree or large plant, it can teleport to another tree or large plant within a radius of thirty metres.	
Deceptive Veil*: The dryad assumes the physical form of a humanoid of roughly its size. If the dryad is brought down to naught hit points, the effect ends.	
Alignment: True Neutral	Intelligence: Very

When dryads form loose alliances, they are often headed by a wood witch. Dryad wood witches are always bound to an entire small grove of trees. In combat, wood witches daze their opponents and then sets them at each other.

Dwarf

The dwarves are a short and strong race. They live mainly underground and their almost mystical ability to work stone is surpassed by no one. Dwarves are proud warriors, but few of them use magic actively.

Dwarf Warrior	
CL/XP: B/10	
HD: 1 hp (Mook)	Save: 18
AC: 10	Speed: 9
Traits	
Dwarven Solidarity: The dwarf gets a +1 armour class bonus while right next to another dwarf.	
Steady-Footed: The dwarf is permitted a saving throw to avoid being <i>paralysed</i> , <i>immobilised</i> or falling <i>prone</i> if an attack has this effect.	
Standard Actions	
Warhammer (☞): 1d4+1, 1d6+1 if another dwarf stands right next to this one.	
Crossbow (☞ 50m): 1d6	
Alignment: Lawful Neutral	Intelligence: Average

Dwarf warriors can be very stubborn and shy neither good fight nor a mug of good ale. If things go rough, dwarves stick together and will rather die than abandon their comrades.

Dwarf Vault Guard	
CL/XP: 1/15	
HD: 1 (5/2)	Save: 17
AC: 12	Speed: 9
Traits	
Steady-Footed: The dwarf is permitted a saving throw to avoid being <i>paralysed</i> , <i>immobilised</i> or falling <i>prone</i> if an attack has this effect.	
Melee Shot: The dwarf can use his throwing hammer while in melee combat without any penalties.	
Standard Actions	
Warhammer (☞): 1d8+1, the opponent has to attack the dwarf with his next attack (ST negates).	
Throwing Hammer (☞ 20m): 1d4+2	
Double Hammer Strike (☞☞☞): The dwarf uses his warhammer and then his throwing hammer.	
Alignment: Lawful Neutral Intelligence: Average	

The vault guard wields an impressive warhammer, one of the most popular dwarven weapons together with the battleaxe. Vault guards are specialised defenders that guard the most valuable dwarven treasures.

Dark Dwarf	
CL/XP: 2/30	
HD: 2 (10/5)	Save: 16
AC: 14	Speed: 9
Standard Actions	
Broad Sword (☞): 1d8+3, the opponent has to attack the dwarf with his next attack (ST negates).	
Dwarven Rage* (☞☞): Until the end of the dwarf's next initiative phase, its attacks deal an additional 1d4 points of fire damage.	
Light Crossbow* (☞ 50m, poison once-only): 1d4+2, the target takes one point of poison damage each round (ST ends).	
Alignment: Lawful Evil Intelligence: Average	

Dark dwarves are a malevolent breed of dwarves that live deep in the underground. They have grey skin and sometimes use weapon poison. Some dark dwarves ride giant spiders. While dark dwarves are xenophobic, take slaves and are hostile to many other races, their community spirit is strong and dark dwarf strongholds are hard to infiltrate.

Eagle

The eagle is a large a majestic predator. Many races admire and respect eagles and do not hunt them.

Giant Eagle	
CL/XP: 7/600	
HD: 6 (30/15)	Save: 11
AC: 18	Speed: 3/48
Traits	
Evasive Manoeuvre: The eagle is never affected by an attack that missed.	
Standard Actions	
Bite (☞): 2d8+4	
Mighty Claw (☞): 1d10+2, the target takes a -2 attack power penalty until the end of the eagle's next initiative phase.	
Flyby Attack: The eagle moves its movement rate and uses its claw at one point during the flight.	
Alignment: Lawful Neutral Intelligence: Average	

Giant eagles are huge birds, tall enough to carry a humanoid. They have their own language and also communicate with a form of limited telepathy. Giant eagles live high up in the mountains and are social animals. Some befriend members of humanoid races.

Monarch Eagle	
CL/XP: 8/800	
HD: 7 (56/28)	Save: 10
AC: 18	Speed: 3/48
Traits	
Evasive Manoeuvre: The eagle is never affected by an attack that missed.	
Standard Actions	
Bite* (☞): 2d6+6	
Mighty Claw (☞): 2d8+4	
Blinding Talon (☞): 1d6+5, the target is <i>blinded</i> (ST ends).	
Move Actions	
Eagle Dive (☞): 1d8+6, the eagle dives half its movement rate, the target is knocked <i>prone</i> (ST negates).	
Triggered Actions	
Wing Buffet: When an opponent engages the eagle in melee combat, the target takes 1d6+5 points of damage.	
Alignment: Lawful Neutral Intelligence: Exceptional	

The monarch eagle is the leader of the giant eagles. Some claim that there is only one monarch eagle at a time, and the old one chooses its successor, whereas others say that each clan of giant eagles has such a leader.

Elemental

Elementals are entities native to the Elemental Planes of Air, Earth, Fire and Water as well as their interception, the Elemental Chaos. The most common elementals are barely sentient, but nevertheless ferocious fighters. Powerful magic can summon elementals and force into the service of a spellcaster. This procedure is very risky, though, and renegade elementals are likely to wreak havoc of not under full control. Apart from the elementals from the four planes, there are also a number of other elemental beings from different sources.

Lesser Air Elemental	
CL/XP: 1/15	
HD: 1 (5/2)	Save: 18
AC: 10	Speed: 18 (+2)
Absorbs: Air	Resists: Cold 2
Traits	
Aerial Phantom: The elemental becomes invisible whenever it is not engaged in melee combat at the beginning of its initiative phase. It becomes visible if damaged or if it misses with an attack.	
Standard Actions	
Slam (☞ air): 1d4+1	
Grasp of Storms (☞ air): This attack deals 2d4+2 points of damage to a creature that cannot directly see the elemental. If damaged, the target is grabbed by the elemental (ST negates). A grabbed creature takes 1d4 points of damage each round (ST ends). Attacks that hit the elemental deal half damage to the target.	
Alignment: Neutral Intelligence: Semi	

Lesser air elementals appear as small whirlwinds or clouds in a vaguely anthropomorphic shape.

Air Elemental	
CL/XP: 5/240	
HD: 5 (25/12)	Save: 12
AC: 15	Speed: 24 (+3)
Absorbs: Air	Resists: Cold 5
Traits	
Aerial Phantom: The elemental becomes invisible whenever it is not engaged in melee combat at the beginning of its initiative phase. It becomes visible if damaged or if it misses with an attack.	
Standard Actions	
Slam (☞ air): 1d8+3	
Rampant Storm (☞ 10m/3m, air): 2d6+2, the target is <i>dazed</i> until the end of elemental's next turn if it could not see elemental during the attack (ST negates).	
Alignment: Neutral Intelligence: Semi	

Greater Air Elemental	
CL/XP: 8/800	
HD: 8 (40/20)	Save: 5
AC: 18	Speed: 24 (+3)
Traits	
Aerial Phantom: The elemental becomes invisible whenever it is not engaged in melee combat at the beginning of its initiative phase. It becomes visible if damaged or if it misses with an attack.	
Standard Actions	
Slam (✓ air): 2d8+4	
Triggered Actions	
Engulfing Wind (✓ air): The elemental engulfs a creature that cannot see it. The target is <i>dazed</i> and takes four points of air damage each round (ST ends).	
Alignment: Neutral	Intelligence: Semi

Lesser Earth Elemental	
CL/XP: 1/15	
HD: 1 (5/2)	Save: 18
AC: 11	Speed: 9
Immunity: Earth, Poison	Resists: Electricity 5
Traits	
Earth Glide: The elemental can pass through earth and stone.	
Brittle Skin: When the elemental takes electricity damage, it suffers a -2 armour class penalty until the end of its next initiative phase.	
Standard Actions	
Slam (✓ earth): 1d4+2, until the end of the elemental's initiative phase, the target has to stay engaged in melee combat with the elemental.	
Triggered Actions	
Earth Shaker (recharged if first <i>bloodied</i>): If an enemy hits one of the elemental's allies, the enemy falls <i>prone</i> .	
Alignment: Neutral	Intelligence: Semi

The lesser earth elemental has a humanoid shape, is often faceless and usually consists of earth- and stone-like material close to the place where it was summoned or originally created.

Earth Elemental	
CL/XP: 5/240	
HD: 5 (25/12)	Save: 12
AC: 17	Speed: 12
Immunity: Earth, Poison	Resists: Electricity 5
Traits	
Earth Glide: The elemental can pass through earth and stone.	
Brittle Skin: When the elemental takes electricity damage, it suffers a -2 armour class penalty until the end of its next initiative phase.	
Standard Actions	
Slam (✓ earth): 2d6+3, until the end of the elemental's initiative phase, the target has to stay engaged in melee combat with the elemental.	
Quake Stomp (● 5m, earth): 1d8+3, the target is <i>dazed</i> (ST negates).	
Triggered Actions	
Blood Quake: When <i>bloodied</i> first, the elemental uses its quake stomp.	
Alignment: neutral	Intelligence: Semi

Greater Earth Elemental	
CL/XP: 8/800	
HD: 8 (40/20)	Save: 5
AC: 20	Speed: 12
Immunity: Earth, Poison	Resists: Electricity 7
Traits	
Earth Glide: The elemental can pass through earth and stone.	
Brittle Skin: When the elemental takes electricity damage, it suffers a -2 armour class penalty until the end of its next initiative phase.	
Standard Actions	
Slam (✓ earth): 2d8+6, until the end of the elemental's initiative phase, the target has to stay engaged in melee combat with the elemental.	
Flattening Stomp (● 10m, earth): 3d6+10, the target falls <i>prone</i> (ST negates).	
Triggered Actions	
Blood Stomp: When <i>bloodied</i> first, the elemental uses its flattening stomp.	
Alignment: Neutral	Intelligence: Semi

Lesser Fire Elemental	
CL/XP: 1/15	
HD: 1 (5/2)	Save: 18
AC: 9	Speed: 15
Absorbs: Fire	Weakness: Cold 3, Water 5
Traits	
Frozen in Place: Whenever the elemental takes cold damage, it cannot move until the end of its next initiative phase.	
Fiery Retaliation: Whenever an opponent misses the elemental with a melee attack, it takes one point of fire damage.	
Standard Actions	
Slam (✓ fire): 1d4, the targets takes one point of fire damage every round (ST ends).	
Alignment: Neutral	Intelligence: Semi

Lesser fire elementals look like humanoid flames. They are unsteady, impulsive and intuitively incinerate everything flammable material they can get hold of.

Fire Elemental	
CL/XP: 5/240	
HD: 5 (25/12)	Save: 12
AC: 15	Speed: 15 (+1)
Absorbs: Fire	Weakness: Cold 3, Water 5
Traits	
Frozen in Place: Whenever the elemental takes cold damage, it cannot move until the end of its next initiative phase.	
Seething Fire: Whenever an opponent hits the elemental with a melee attack, it takes two points of fire damage.	
Standard Actions	
Slam (✓ fire): 2d4, the targets takes two points of fire damage every round (ST ends).	
Alignment: Neutral	Intelligence: Semi

Greater Fire Elemental	
CL/XP: 8/800	
HD: 8 (40/20)	Save: 5
AC: 19	Speed: 18 (+1)
Absorbs: Fire	Weakness: Cold 3, Water 5
Traits	
Frozen in Place: Whenever the elemental takes cold damage, it cannot move until the end of its next initiative phase.	
Standard Actions	
Slam (✓ fire): 4d4, the targets takes three points of fire damage every round (ST ends).	
Triggered Actions	
Hungry Flames (● 10m, fire): If the elemental is attacked, all opponents around it take 1d6+1 points of fire damage.	
Alignment: Neutral	Intelligence: Semi

Lesser Water Elemental	
CL/XP: 1/15	
HD: 1 (5/2)	Save: 18
AC: 10	Speed: 12
Absorbs: Water	Weakness: Electricity 5
Traits	
Aquatic: The elemental gains a +2 attack power bonus against nonaquatic creatures while fighting in water.	
Frozen in Place: Whenever the elemental takes cold damage, it cannot move until the end of its next initiative phase.	
Standard Actions	
Slam (✓ water): 1d4, the targets takes one point of water damage every round (ST ends).	
Whelm (◀ 5m/3m, water, once-only): 2d4+1, all targets are knocked <i>prone</i> (ST negates).	
Triggered Actions	
Drowning Essence: Every creature taking ongoing damage moves three metres per round away from the elemental.	
Alignment: Neutral	Intelligence: Semi

The lesser water elemental has a wave-like appearance. Its shape changes constantly, making water elemental hard to spot in an aquatic environment.

Water Elemental	
CL/XP: 5/240	
HD: 5 (25/12)	Save: 12
AC: 16	Speed: 12
Absorbs: Water	Weakness: Electricity 5
Traits	
Aquatic: The elemental gains a +2 attack power bonus against nonaquatic creatures while fighting in water.	
Sensitivity to Cold: Whenever the elemental takes cold damage, the next damaging attack that hits it deals two additional points of damage.	
Standard Actions	
Slam (☞ water): 1d6, the targets takes two points of water damage every round (ST ends).	
Whirlpool (◀ 5m/3m, water, once-only): 2d6+3, all targets are pushed out of melee range and knocked <i>prone</i> (ST negates both).	
Alignment: Neutral	Intelligence: Semi

Greater Water Elemental	
CL/XP: 8/800	
HD: 8 (40/20)	Save: 5
AC: 19	Speed: 15 (+1)
Absorbs: Water	Weakness: Electricity 5
Traits	
Aquatic: The elemental gains a +2 attack power bonus against nonaquatic creatures while fighting in water.	
Sensitivity to Cold: Whenever the elemental takes cold damage, the next damaging attack that hits it deals two additional points of damage.	
Standard Actions	
Slam (☞ water): 2d6, the targets takes three points of water damage every round (ST ends).	
Surging Waves (◀ 5m/3m, water ☞☞☞): 3d4+4, all targets are pushed out of melee range and knocked <i>prone</i> (ST negates both).	
Triggered Actions	
Blood Water: When <i>bloodied</i> first, the elemental uses its surging waves attack.	
Alignment: Neutral	Intelligence: Semi

Elf

Eves are similar to humans, but gracious and long-living, more conservative and less tough. Elves favour magic and the use of bows. Other races consider elven societies to be sophisticated, but also a bit cold and sterile.

Elf Archer	
CL/XP: 1/15	
HD: 1+1 (6/3)	Save: 17
AC: 11	Speed: 12 (+1)
Traits	
Archer's Mobility: The elf can use his longbow while moving.	
Slipperiness: Whenever an attack <i>immobilises</i> or <i>paralyzes</i> an elf, the elf becomes <i>dazed</i> for one round instead.	
Standard Actions	
Short Sword (☞): 1d4+2	
Longbow (☞ 50m): 1d8+2	
Triggered Actions	
Elven Accuracy (once-only): The elf re-rolls and attack roll and takes the second result.	
No So Close (once-only): When an enemy makes a melee attack against an enemy, the elf slips out of melee range and immediately uses his longbow against the opponent.	
Alignment: Lawful Neutral	Intelligence: Average

Many elves favour the bow and like to take out enemies before they even see them.

Elf Guardian	
CL/XP: 2/30	
HD: 1+3 (8/4)	Save: 17
AC: 13	Speed: 12
Traits	
Slipperiness: Whenever an attack <i>immobilises</i> or <i>paralyzes</i> an elf, the elf becomes <i>dazed</i> for one round instead.	
Standard Actions	
Longsword (☞): 1d6+3, the target has to focus its next attack on the elf.	
Hobbling Strike (☞ ☞☞☞): 2d6+3, the target is <i>immobilised</i> until the end of the elf's next initiative phase. On a miss, the attack does half damage and the target is <i>slowed</i> until the end of the elf's next initiative phase.	
Triggered Actions	
Elven Accuracy (once-only): The elf re-rolls and attack roll and takes the second result.	
Engaging Strike (☞): When an opponent engaged in melee combat with the elf makes an attack against a target that is not the elf, he uses his longsword against that opponent.	
Alignment: Lawful Neutral	Intelligence: Average

While elves are less sturdy than many other races, some of them still train with heavy weapons and armour.

Elf Hunter	
CL/XP: 1/15	
HD: 1 hp (Mook)	Save: 17
AC: 11	Speed: 12 (+1)
Traits	
Slipperiness: Whenever an attack <i>immobilises</i> or <i>paralyzes</i> an elf, the elf becomes <i>dazed</i> for one round instead.	
Standard Actions	
Short Sword (☞): 2d4	
Alignment: Lawful Neutral	Intelligence: Very

Hunters serve as guards, frontline troops and infiltrators. They are cunning, but not suited for extended contact with the enemy.

Elf Scout	
CL/XP: 1/15	
HD: 1+1 (6/3)	Save: 17
AC: 11	Speed: 12 (+1)
Traits	
Slipperiness: Whenever an attack <i>immobilises</i> or <i>paralyzes</i> an elf, the elf becomes <i>dazed</i> for one round instead.	
Standard Actions	
Longsword (☞): 1d6+3	
Short Sword (☞): 1d4+2	
Two-Weapon Rend (☞ once-only): The elf uses longsword and short sword against one opponent. If both attack hit, the target takes an additional two points of damage.	
Triggered Actions	
Elven Accuracy (once-only): The elf re-rolls and attack roll and takes the second result.	
Alignment: Lawful Neutral	Intelligence: Average

Elven scouts are not only expert woodsmen, but also thoroughly trained in melee and ranged combat.

Dark Elf	
CL/XP: 4/120	
HD: 3+3 (18/9)	Save: 13
AC: 14	Speed: 12 (+2)
Resists: Magic 5	
Traits	
Child of the Dark: In direct sunlight, the elf suffers a -1 attack power penalty.	
Standard Actions	
Elven Blade (☞ poison): 1d8+1	
Shuriken (☞ 20m, poison): 1d4+2	
Dash: The elf moves its movement rate and uses its elven blade at any point during the move.	
Poison Blade (☞ poison ☞☞☞): 2d6+2, the target takes one point of poison damage each round (ST -1 ends).	
Black Fire* (☞ 20m once-only): The target suffers a -2 armour class penalty until the end of the elf's next turn.	
Alignment: Lawful Evil	Intelligence: Average

Dark elves have dark, purple skin and silver hair. They live underground and are organised in small empires, though some dark elves sometimes go to the surface for raids. Dark elves have little tolerance for weakness of any kind and are often associated with spiders.

Ettercap

Ettercaps are ugly, hairy humanoids that are associated with spiders. They are cruel and like to catch – and kill – other creature with traps. Ettercaps are tall, have thin legs and hunched shoulders. Ettercaps live deep in forests in trapped lairs and are usually accompanied only by spiders, not by other ettercaps.

Ettercap	
CL/XP: 2/30	
HD: 2 (10/5)	Save: 16
AC: 14	Speed: 12 (+1)
Resists: Poison 5	
Standard Actions	
Spiked Club (✓): 1d8+2	
Venomous Bite (✓ poison): 1d4+2, the target takes two points of poison damage each round (ST negates, ST ends).	
Web Tangle* (✓): The target is <i>entangled</i> (ST ends).	
Alignment: Chaotic Evil	Intelligence: Low

Ettercaps are often cruel and amoral, but care for their spider companions and will defend them to the death.

Ettin

Ettins are huge humanoids related to giants and orcs. They have two heads, which makes ettins very perceptive and increases their risk to become schizophrenic. The two always fight over control of the ettin's body and quarrel endlessly. As an ettin needs both heads to survive, they often manage a surprising amount of teamwork, though. In combat, this allows an ettin to strike twice as often as his opponents. Ettins are foul-tempered and easily angered, but intimidated by horsemen, especially armoured ones.

Ettin Thug	
CL/XP: 5/240	
HD: 4 (20/10)	Save: 13
AC: 12	Speed: 15 (+2)
Traits	
Two-headed: The ettin rolls initiative twice and thus strikes twice per round.	
Standard Actions	
Smash (✓): 1d10+1	
Move Actions	
Kick (✓): After moving, the ettin kicks a target <i>prone</i> (ST negates).	
Alignment: Chaotic Evil	Intelligence: Low

Ettin thugs are lazy and dangerous troublemakers. They often join robber bands of other humanoids or are hired by being smarter and even more vicious than they are.

Ettin Marauder	
CL/XP: 6/400	
HD: 5 (40/20)	Save: 11
AC: 16	Speed: 15 (+2)
Traits	
Two-headed: The ettin rolls initiative twice and thus strikes twice per round.	
Standard Actions	
Smash (✓): 1d10+6, the target falls <i>prone</i> (ST negates).	
Triggered Actions	
Swat: When the ettin is in melee combat with an opponent and another opponent engages melee combat with the ettin, the ettin pushes the second attacker out of melee range (ST negates).	
Alignment: Neutral Evil	Intelligence: Low

Ettin marauders roam the countryside in small bands, taking what they need to live from those who offer least resistance. They avoid larger villages and cities and prefer to raid solitary farms or small settlements.

Faerie

Faeries are small fey humanoids that can have all kinds of shapes and colours. Many of them have insect wings. Faeries are mostly benevolent, but can be mischievous or even cruel or malicious. Most faeries live in mixed communities and are rather secretive. They are inherently magical and close to nature.

Bramble	
CL/XP: 3/60	
HD: 2+2 (12/6)	Save: 15
AC: 17	Speed: 6
Immunity: Poison	
Traits	
Spiky: Anyone attacking the bramble with bare hands or a weapon shorter than a short sword suffers 1d4 points of damage.	
Standard Actions	
Hurl (✓): 1d6+2	
Poison Spike* (✓ 10m once-only): The target is suffers a -2 penalty to attack power until the end of the encounter (ST -2 negates). The effect is cumulative.	
Triggered Actions	
Bramble Rage: When <i>bloodied</i> first, all enemies engaged in melee combat with the bramble take 1d4+1 points of damage.	
Alignment: Neutral Evil	Intelligence: Very

The bramble is a small fairy. It has long wild hair, pointy ears and spikes all over its back. The bramble uses the spikes to attack and simply hurls itself at an enemy. Brambles do not have wings, but wear armour. They do not make this armour themselves, but let other races do this. Sometimes, brambles charm small mammals and use them as mounts. They travel the countryside in bands and do not fear larger races.

Faerie Fiddler	
CL/XP: 2/30	
HD: 1+1 (6/3)	Save: 14
AC: 15	Speed: 9
Standard Actions	
Kick (✓): 1d4+2	
Fiddler's Dance (● 10m): The target is forced to move half its movement rate away from the fiddler and is <i>dazed</i> until the end of the fiddler's next initiative phase.	
Triggered Actions	
Fade Out: If missed by a melee attack, the fiddler becomes invisible until the end of its next initiative phase.	
Alignment: Neutral Good	Intelligence: Average

The faerie fiddler looks like a tiny old human with archaic clothes and a miniature fiddle. There is only one in each fey community. He usually plays to entertain his fey friends, but will also assist in the defence of the fey community if necessary.

Pixie	
CL/XP: 1/15	
HD: 1 (5/2)	Save: 16
AC: 11	Speed: 6/12
Standard Actions	
Pixie Sword (✓): 1d4+2, 2d4+2 if the target did not see the pixie.	
Fairy Dust: The fairy becomes invisible to one opponent until it attacks or is damaged.	
Alignment: Lawful Neutral	Intelligence: Very

Pixies are small fey. They live in forests, look like tiny elves with very long ears and have silver wings similar to that of a moth. Family and community loyalty is very important to pixies.

Gargoyle

Gargoyles are winged creatures carved from stone. Over time, gargoyles sometimes come to life and turn into vicious predators. Gargoyles prefer to dwell in old ruins and dungeons. Other gargoyles are specifically created to serve as guardians.

Gargoyle	
CL/XP: 5/240	
HD: 4+2 (22/11)	Save: 12
AC: 16	Speed: 9/15 (+1)
Standard Actions	
Claw (☞): 1d6+2	
Swoop (☞): 1d6+2, this attack can only be used if the gargoyle is on the air. On a miss, it inflicts half damage.	
Stone Form : The gargoyle gains resistance 5 to all form of damage and three temporary hit points. If cannot do anything while ins stone form other than ending the effect. After ending the effect, it gains a +4 bonus to its next damage roll.	
Alignment: Neutral Evil	Intelligence: Low

Gargoyles remain perfectly motionless while waiting for prey. Once their victim is close, they swoop down from above and attack with their claws.

Gazer

Gazers are large floating eyeballs with appendices attached to their thick hide and a mouth full of sharp teeth. They live mostly underground, solitary as well as in hives. Gazers are very intelligent, but have a tendency to become insane and extremely violent. Their central eye and the appendices can shoot beams with all kinds of strange effects. Gazers have a high mutation rate and many different variants exist.

Darkstalker	
CL/XP: 6/400	
HD: 4 (40/20)	Save: 13
AC: 14	Speed: 12
Traits	
All-Around Vision : Attacking a gazer from behind does not result in any advantage.	
Standard Actions	
Bite (☞): 1d8+4	
Central Eye* (☞ 15m): The target is <i>immobilised</i> until the gazer's next initiative phase (ST negates).	
Appendix Beams* (☞ 20m): The gazer uses two beams to attack two different targets.	
1. Charm Beam: The target is dominated until the end of the gazer's next initiative phase (ST negates).	
2. Wounding Beam (necrotic): 1d10+3	
3. Sleep Beam: The target is <i>immobilised</i> (ST ends).	
4. Telekinesis Beam: The target is moved fifteen metres away from the gazer.	
5. Slowing Beam: The target is <i>slowed</i> (ST negates, ST ends).	
6. Brilliant Beam (light): 1d4+2, the target is <i>blinded</i> (ST negates, ST ends).	
7. Horror Beam: 2d4+2, the target is <i>panicked</i> for one round (ST negates).	
8. Petrifying Beam: The target is <i>petrified</i> (ST negates, ST ends).	
9. Death Beam (necrotic): 1d8+5, a previously bloodied target is additionally <i>dazed</i> (ST negates).	
10. Disintegrating Beam: 1d4+2, the target takes four points of damage each round (ST ends).	
Triggered Actions	
Appendix Beam Frenzy : When first bloodied, the gazer uses its appendix beams three times.	
Opportunistic Appendix Beam : If an enemy is in melee combat at the beginning of the gazer's initiative phase, it uses a random appendix beam against the opponent.	
Alignment: Lawful Evil	Intelligence: Exceptional

The darkstalker has ten appendices, each with a different power. It is feared by everyone not very brave or entirely mindless. Solitary darkstalkers usually surround themselves with a staff of dominated creatures that serve as food, bodyguards and research objects.

Gazer in the Dark	
CL/XP: 3/60	
HD: 2 (16/8)	Save: 15
AC: 11	Speed: 12
Traits	
All-Around Vision : Attacking a gazer from behind does not result in any advantage.	
Standard Actions	
Bite (☞): 1d4+2	
Appendix Beams (☞ 15m): The gazer uses two beams to attack two different targets.	
1. Fire Beam (fire): 1d6+3	
2. Exhaustion Beam (necrotic): 1d6+2, the target is <i>sickened</i> (ST negates).	
3. Sleep Beam: The target is <i>slowed</i> (ST ends).	
4. Telekinesis Beam: The target is moved ten metres away from the gazer.	
Central Eye* (☞ 15m): The target is <i>immobilised</i> until the gazer's next initiative phase (ST negates).	
Alignment: Lawful Evil	Intelligence: High

This gazer is the most common gazer. It has only four appendices and is weaker than most other gazers in all regards, but is nevertheless a dangerous opponent.

Ruby Eye	
CL/XP: 8/800	
HD: 6 (30/15)	Save: 11
AC: 16	Speed: 15 (+1)
Immunity: Fire	
Traits	
All-Around Vision : Attacking a gazer from behind does not result in any advantage.	
Standard Actions	
Bite (☞): 1d10+4	
Central Eye* (☞ 15m): The target gains fire weakness 3 until the gazer's next initiative phase (ST negates).	
Appendix Beams* (☞ 20m): The gazer uses two beams to attack two different targets.	
1. Fire Beam (fire): 1d10+2	
2. Horror Beam: 2d4+2, the target is <i>panicked</i> for one round (ST negates).	
3. Heat Beam (fire): 2d4+2, the target is <i>blinded</i> (ST ends).	
4. Telekinesis Beam: The target is moved fifteen metres away from the gazer.	
Triggered Actions	
Fiery Burst (● 5m, fire): 1d8+3, the gazer uses this attack when first <i>bloodied</i> and when reduced to naught hit points.	
Alignment: Chaotic Evil	Intelligence: Exceptional

The red-skinned ruby eye has an amber iris that seems to burn with fire. It is even more insane than all other kinds of gazer. When angered, ruby eyes sometimes incinerate everything around them.

Genie

Genies are extraplanar beings connected to the Elemental Planes. They appear as muscular humanoids with characteristics tied to their respective plane. Genies have supernatural power and are sometimes called by mortals and forced to grant them wishes.

Ifrit	
CL/XP: 12/2,00	
HD: 11+3 (58/29)	Save: 3
AC: 22	Speed: 15
Absorbs: Fire	
Traits	
Flaming Aura (● 5m): An opponent in the aura takes two points of fire damage at the beginning of its initiative phase.	
Frozen Spirit : When the genie takes cold damage, it receives a -3 attack power penalty until the end of its next initiative phase.	
Standard Actions	
Sabre (✓ fire): 2d18+6	
Flying Blade (✓ 20m ☞☞☞): 2d18+6	
Whirlwind Blade (☞☞☞): The genie uses its sabre on all opponents in melee range. The target suffers five points of fire damage each round (ST ends).	
Alignment: Lawful Evil	Intelligence: Exceptional

The ifrit is a genie connected to the Elemental Plane of Fire. Ifrits consider themselves superior beings, enjoy and extravagant lifestyle and keep many slaves. If threatened or provoked, the ifrit can be malicious and cruel.

Ghost

Ghosts are incorporeal undead that did not leave the world of the living after their death. Most ghost are restless souls that still have a task to be finished, whereas others have been called back by dark magic.

Banshee	
CL/XP: 6/400	
HD: 6 (30/15)	Save: 11
AC: 13	Speed: 12
Immunity: Poison	Resists: Cold 3, Necrotic 5
Traits	
Undead (6): The creature is immune to mind control and sleep.	
Insubstantial : The banshee takes only half damage from all physical attacks.	
Standard Actions	
Ghost Touch (✓ necrotic): 1d10+2	
Dread Face (✓ 50m): 2d6+2, the target takes a -2 penalty to armour class and saving throws (ST +1 ends).	
Wail of the Banshee (● 10m ☞☞☞☞): 2d8+2, the target is <i>immobilised</i> (ST negates, ST ends). <i>Immobilised</i> targets are paralysed. <i>Paralysed</i> targets die.	
Alignment: Chaotic Evil	Intelligence: Average

Banshees look like scraggy witted humans with glowing eyes and long claws. They live in desolate places and will not tolerate any intruders. Banshees are feared for their terrifying screams.

Spectre	
CL/XP: 3/60	
HD: 2 (10/5)	Save: 16
AC: 10	Speed: 12
Immunity: Poison	Resists: Cold 3, Necrotic 5
Traits	
Undead (2): The creature is immune to mind control and sleep.	
Insubstantial : The banshee takes only half damage from all physical attacks.	
Standard Actions	
Spectral Touch (✓ necrotic): 1d6+2	
Spectral Wave (◀ 5m/3m ☞☞☞): 2d6+2, the target is knocked <i>prone</i> .	
Alignment: Chaotic Evil	Intelligence: Average

The spectre is an incorporeal undead. Forced to wander on the world of the living, it is full of dark thoughts and hatred for all living beings.

Ghoul

Ghouls are undead that look a bit like zombies, but do not rot and have long teeth and fingernails. They hunt in pack and eat corpses. If none are available, fresh meat will do as well. Ghoul do not actually need flesh to survive, but are addicted to it and go into a frenzy when they do not eat for some time. Ghouls are feared for their paralysing touch.

Ghast	
CL/XP: 4/120	
HD: 3 (15/7)	Save: 14
AC: 12	Speed: 12
Resists: Cold 1, Necrotic 2	
Traits	
Undead (4): The creature is immune to mind control and sleep.	
Stench of Decay (● 5m): A living creature that starts its initiative phase in the zone is <i>slowed</i> until the end of the ghast's next initiative phase.	
Standard Actions	
Bite (✓): 1d10+3, the target is <i>immobilised</i> (ST ends).	
Rabid Claws (✓ 1 <i>immobilised</i> , <i>stunned</i> or <i>unconscious</i> creature): 1d10+2, the ghast makes this attack again when the first attack hits.	
Devouring Bite (✓ 1 <i>immobilised</i> , <i>stunned</i> or <i>unconscious</i> creature): 2d10+3	
Triggered Actions	
Death Burst (◀ 5m/3m, necrotic): When the ghast is brought to naught hit points, it deals 1d10+2 points of damage.	
Alignment: Chaotic Evil	Intelligence: Average

Ghasts are creatures very similar to ghouls, but stronger and more intelligent. Ghouls packs are usually lead by a ghast.

Ghoul	
CL/XP: 3/60	
HD: 2+2 (12/6)	Save: 16
AC: 15	Speed: 9
Resists: Cold 2, Necrotic 5	
Traits	
Undead (3): The creature is immune to mind control and sleep.	
Ghoul Curse : A target killed by a ghoul raises as a ghoul on the following nightfall unless blessed by a god opposing undead before burial.	
Weakened Paralysis : Whenever the ghoul takes light damage, one creature <i>immobilised</i> or <i>stunned</i> by the ghoul can make a saving throw against that effect.	
Standard Actions	
Claws (✓): 1d6+3, the target is <i>immobilised</i> (ST ends).	
Ghoulish Bite (✓ 1 <i>immobilised</i> , <i>stunned</i> or <i>unconscious</i> creature): 2d6+3, the target is stunned (ST ends).	
Alignment: Chaotic Evil	Intelligence: Low

Ghouls live in packs and are attracted to graveyards, battlefields and other resting places of the dead.

Giant

Fire Giant	
CL/XP: 10/1,400	
HD: 9+5 (50/25)	Save: 6
AC: 18	Speed: 15
Resists: Fire 7	
Standard Actions	
Searing Greatsword (✓ fire): 1d12+6, the target has to stay in melee combat with the giant until the end of the giant's next initiative phase (ST negates).	
Sweeping Sword (◀ 5m/3m, fire): 1d12+6	
Alignment: Lawful Evil	Intelligence: Average

Frost Giant	
CL/XP: 9/1,100	
HD: 8+6 (46/23)	Save: 6
AC: 17	Speed: 15
Resists: Cold 7	
Traits	
Icebound Footing : When an effect result in the giant being <i>prone</i> , <i>stunned</i> , <i>immobilised</i> or <i>paralysed</i> , it is permitted an additional saving throw to avoid the effect.	
Standard Actions	
Icy Greatclub (✓ cold): 2d10+5, the target is <i>stunned</i> on a critical hit (ST ends).	
Chilling Strike (✓ ☞☞☞): 3d10+6, the target gains cold weakness 3 (ST ends).	
Alignment: Lawful Evil	Intelligence: Average

Hill Giant	
CL/XP: 6/400	
HD: 6+4 (34/17)	Save: 11
AC: 14	Speed: 15
Standard Actions	
Greatclub (☞): 2d8+4	
Hurl Rock (☞ 50m): 1d10+4	
Sweeping Club (☞ 2 targets, once-only): 2d8+4, the target is knocked prone (ST negates).	
Alignment: Lawful Evil	Intelligence: Low

Gnoll

Gnolls are tall humanoids with head and pelt like a hyena. They live above as well as below ground and sometimes form communities. Gnolls have a demonic touch and are known to be cruel and ferocious.

Flind	
CL/XP: /	
HD: 4+4 (24/21)	Save: 12
AC: 13	Speed: 12
Traits	
Pack Attack: The gnoll's attack deal an additional point of damage if one or more gnolls are in melee combat with same opponent.	
Standard Actions	
Claw (☞): 2d8+2	
Flind Bar (☞): 1d8, the target drops its weapon (ST +2 negates).	
Savage Hunger* (☞ if <i>bloodied</i>): 1d6+2, the gnoll gains two temporary hit points.	
Alignment: Neutral Evil	Intelligence: Average

Flinds have dark, bluish fur and are smarter than the average gnoll. They like to use the flind bar – two chain-linked bars – to disarm their opponents. Whether or not flinds are an independent species is currently under debate.

Gnoll Blood Priest	
CL/XP: 3/60	
HD: 3 (15/7)	Save: 14
AC: 15	Speed: 12
Traits	
Pack Attack: The gnoll's attack deal an additional point of damage if one or more gnolls are in melee combat with same opponent.	
Standard Actions	
Claw (☞): 1d+2, 1d6+4 if the gnoll is <i>bloodied</i> .	
Blood Call (◀ 5m/3m): 1d8+4, the gnoll draws all targets into melee range if it wants to do so (ST negates).	
Blood Frenzy* (● 5m, if <i>bloodied</i>): 1d2	
Alignment: Neutral Evil	Intelligence: Average

Gnoll blood priests worship common gods as well as mighty demons. Their most power rituals involve the sacrifice of sentient creatures. Many blood priests drink blood and are addicted to it.

Gnoll Huntmaster	
CL/XP: 2/30	
HD: 2+2 (12/6)	Save: 16
AC: 13	Speed: 12 (+2)
Traits	
Pack Attack: The gnoll's attack deal an additional point of damage if one or more gnolls are in melee combat with same opponent.	
Standard Actions	
Handaxe (☞): 1d6+1, 1d6+3 if the gnoll is <i>bloodied</i> .	
Longbow (☞ 30m): 1d8+2, 1d8+4 if the gnoll is <i>bloodied</i> .	
Alignment: Lawful Evil	Intelligence: Low

The huntmaster leads gnoll packs on the search for fresh meat. It has keen senses and is surprisingly stealthy.

Gnoll Pack Master	
CL/XP: 4/120	
HD: 4 (20/10)	Save: 13
AC: 14	Speed: 12
Traits	
Pack Attack: The gnoll's attack deal an additional point of damage if one or more gnolls are in melee combat with same opponent.	
Standard Actions	
Flail (☞): 1d8+5	
Demonic Frenzy* (☞ 50m recharged if an ally falls): The target takes a -2 attack power penalty until the end of its next initiative phase and attacks a target of the gnoll's choice.	
Feed on the Weak* (● 5m): One ally in range can make an extra attack.	
Pack Cackle* (● 8m ☞☞): All allies in range can move an extra distance equal to half their usual movement rate.	
Alignment: Lawful Evil	Intelligence: Average

Pack master lead the gnolls on the battlefield. They fight on the front lines and inspire their fellow gnolls with a mix of ferocity and demonic mania.

Gnome

Gnomes are a small race of humanoids that live both at the surface and below ground. They share their positive attitude towards live with halflings and their reclusiveness with the dwarves. Many gnome communities are secretive and prefer to stay hidden from other races. Nevertheless, gnomes are also very curious and like to explore the world they live in.

Gnome Explorer	
CL/XP: 2/30	
HD: 2+3 (13/6)	Save: 16
AC: 13	Speed: 9 (+1)
Traits	
Reactive Stealth: The gnome imposes a -2 penalty on its opponents' surprise roll.	
Standard Actions	
Short Sword (☞): 1d6+2, 2d6+2 if the gnome was invisible to the target while it attacked.	
Dagger (☞ 15m): 1d6+1, 2d6+1 if the gnome was invisible to the target while it attacked.	
Vanish from Sight: The gnome becomes invisible until it attacks or until the end of its next initiative phase.	
Triggered Actions	
Fade Away (once-only): If the gnome takes damage, it becomes invisible until it attacks or until the end of its next initiative phase.	
Alignment: Neutral	Intelligence: Average

Gnome explorers patrol the area around gnomish communities, spy on enemies and function as messengers and shock troops.

Gnome Illusionist	
CL/XP: 3/60	
HD: 3 (15/7)	Save: 14
AC: 13	Speed: 12 (+1)
Standard Actions	
Gnarled Sword (☞): 1d6+3	
Bedazzle (☞ 20m, radius 3m, light): 1d6+2	
Mind Fog (◀ 5m/3m ☞☞): 1d6+5, the target cannot see the gnome (ST ends).	
Veil* (● 5m): The gnome can disguise itself and up to three allies as creatures of roughly the gnome's size.	
Move Actions	
Fake Image (once-only): The gnome moves up to four metres and creates two illusionary duplicates around it. The duplicates last until the gnome attacks or until they take damage. The duplicates can act like the gnome and have its armour class, but cannot attack.	
Alignment: Neutral	Intelligence: Exceptional

Most gnome spellcasters are illusionists, as this school of magic goes well with the gnomish tendency towards secrecy.

Gnome Assassin	
CL/XP: 4/120	
HD: 3+3 (18/9)	Save: 14
AC: 14	Speed: 12 (+2)
Standard Actions	
Katar (☞): 1d6+4, 2d6+4 if the attack ended the gnome's shade form.	
Shade Form* (once-only, recharged if <i>bloodied</i>): This effect lasts until the gnome attacks or until the end of its next initiative phase. The gnome is invisible while not moving. It takes half damage from weapons and gains light weakness 3.	
Move Actions	
Shadow Step: If the gnome is in melee combat, it teleports over a distance of up to five metres into melee range of another opponent.	
Alignment: Neutral	Intelligence: Very

Gnome assassins are stealthy, swift and possess supernatural abilities that make them even more deadly.

Goblin

Goblins are green-skinned goblinoids. They are slightly larger than kobolds, but smaller than most other goblinoids. They prefer swarming their enemies in masses instead of facing them in smaller numbers. Goblins live in tribes or large family units. If they live together with hobgoblins, gnolls or similar races, they are usually the subordinate faction.

Goblin Sniper	
CL/XP: A/5	
HD: 1 hp (Mook)	Save: 18
AC: 8	Speed: 9
Traits	
Sniper: If the goblin misses with a ranged attack, the defender cannot detect where the attack came from.	
Standard Actions	
Short Sword (☞): 1d4	
Short Bow (☞ 20m): 1d4	
Triggered Actions	
Goblins Tactics: When the goblin is missed by a melee attack, it moves out of the attacker's melee range.	
Alignment: Lawful Evil	Intelligence: Low

Goblin snipers are among the most common goblin warriors. They like to stay hidden, pick shots at targets from a safe distance and engage in melee combat only if forced to do so.

Goblin Beast Rider	
CL/XP: 1/15	
HD: 1 (4/2)	Save: 17
AC: 10	Speed: 15 (+2)
Standard Actions	
Javelin (☞): 1d4+2	
Javelin (☞ 15m): 1d4+1	
Triggered Actions	
Beasty Bite: If a target stands in front of the goblin at the beginning of a round, the mount will bite the target for 1d4 points of damage.	
Alignment: Lawful Evil	Intelligence: Low

While goblins possess little ancient knowledge, many tribes have tamed large wolves and use them as mounts. Being a beast rider is prestigious, exciting and highly dangerous.

Goblin Hexer	
CL/XP: 2/30	
HD: 2 (9/4)	Save: 16
AC: 11	Speed: 9
Standard Actions	
Staff (☞): 1d4+2, the target moves out of melee range	
Blinding Hex (☞ 20m): 1d6, the target is <i>blinded</i> until the end of the next round (ST negates).	
Stinging Hex (☞ 20m): The target takes 2d4 points of damage if it moves on its own (ST ends)	
Vexing Cloud (☞ 20m, radius 3m): Creates a zone that lasts until the end of the next round. Enemies within the zone suffer a -2 attack power penalty.	
Triggered Actions	
Goblins Tactics: When the goblin is missed by a melee attack, it moves out of the attacker's melee range.	
Lead from the Rear: If the goblin is hit by a ranged attack, it can redirect the attack to a nearby ally.	
Alignment: Neutral Evil	Intelligence: Average

Some goblins have mastered a form of primal, shamanistic magic. These spellcasters are admired and feared by other goblins. Their control over magic comes with political and military power. In combat, hexers will not hesitate to sacrifice their fellow goblins to defeat the enemy – or save their own skin.

Golem

Golems are humanoid-shaped constructs animated with magic. They are usually constructed by mages or priests for a certain purpose. The construction of a golem is expensive and requires expert knowledge, so few people can afford them. Most golems have no intelligence and exist just to serve their master.

Flesh Golem	
CL/XP: 7/600	
HD: 6 (48/24)	Save: 7
AC: 14	Speed: 8
Immunity: Magic	Resists: Cold 7
Traits	
Golem: The golem is immune to mind control, cannot be poisoned and is unaffected by effects against living creatures.	
Life-Giving Jolt: If damaged by electricity, the golem can do a free standard action.	
Primal Fear: If damaged by fire, the golem moves away from the attacker.	
Standard Actions	
Fist (☞): 2d6+3, the golem gets a +2 attack power bonus if <i>bloodied</i> .	
Double Attack: The golem uses its fist twice. Each attack knocks the target prone for one round (ST negates).	
Golem Rampage (once-only): The golem gets a +5 speed bonus, moves to a target and uses its fist attack.	
Triggered Actions	
Berserk Attack: If attacked while <i>bloodied</i> , the golem uses its fist attack against a random target within reach.	
Alignment: Neutral	Intelligence: Semi

Flesh golems are made from either body parts of dead creatures or from artificially created flesh. They often have sickly, decaying flesh and a ghoulish stench. Animals will never get close to a flesh golem voluntarily.

Iron Golem	
CL/XP: 12/1,700	
HD: 10 (80/40)	Save: 5
AC: 21	Speed: 12
Immunity: Magic, Poison	
Traits	
Golem: The golem is immune to mind control, cannot be poisoned and is unaffected by effects against living creatures.	
Noxious Fumes (● 5m): An opponent in the zone suffers one point of poison damage each round.	
Standard Actions	
Iron Blade (♣): 2d8+6	
Cleave: The golem uses its iron blade twice against different targets.	
Poison Breath (♣ 15m/10m, poison ☞☞☞): 2d8+4, the target takes three points of poison damage each round (ST ends)	
Triggered Actions	
Dazing Strike: When an opponent comes into melee range of the golem, it becomes <i>dazed</i> (ST negates, ST ends).	
Toxic Death (● 5m, poison): When the golem is <i>bloodied</i> first or is dropped to naught hit points, all targets in range suffer 1d8+4 points of damage and take two points of poison damage each round (ST ends).	
Alignment: Neutral	Intelligence: None

The iron golem is among the most powerful golems, thanks to the material it is made of. It constantly emits a sulphuric smell and can attack its opponents with toxic gas.

Lightning Golem	
CL/XP: 8/800	
HD: 7 (56/28)	Save: 9
AC: 18	Speed: 15 (+2)
Absorbs: Electricity	Immunity: Magic, Poison
Traits	
Golem: The golem is immune to mundane missiles, mundane piercing weapons, mind control, cannot be poisoned and is unaffected by effects against living creatures.	
Standard Actions	
Fist (♣ electricity): 3d8 (ST for half damage)	
Shock (♣ electricity): 2d6, the golem does not need to face the target (ST vs. magic for half damage).	
Triggered Actions	
Lightning Storm (♣ 20m, electricity): When first <i>bloodied</i> , the golem strikes at one target and deals 6d6 points of damage. The lightning jumps to another target, with each jump reducing the damage by 1d6 points of damage (ST for half damage).	
Alignment: Neutral	Intelligence: Semi

The lightning golem is an automaton being given artificial life by infusion with of an elemental spirit. They look like a golden framework with humanoid shape and can have many forms. An aura of electricity is always surrounding this golem. Lightning golems cannot speak, obey simple commands and are capable of a minimum of creative thinking when it comes to fulfilling a task.

Magedoom	
CL/XP: 9/1,100	
HD: 8 (64/32)	Save: 9
AC: 18	Speed: 8
Immunity: Magic	Resists: Acid 5
Traits	
Golem: The golem is immune to mind control, cannot be poisoned and is unaffected by effects against living creatures.	
Antimagic Zone (● 5m): The zone around the magedoom cannot be passed by any magic spells.	
Kill the Wizard First: The magedoom will always target arcane spellcasters first, divine spellcasters second and then other targets.	
Standard Actions	
Fists (♣): 3d8	
Enchantment Drain* (♣ 10m): A random enchantment is removed from the target (ST -3 negates).	
Triggered Actions	
Spell Drain: If the magedoom hits a spellcaster, a random spell of the highest level the target still has is lost.	
Alignment: Chaotic Evil	Intelligence: Average

The magedoom resembles a huge anthropomorphic mound of yellow and green sludge. It has two appendages and a withered, eyeless humanoid head. Magedooms are created specifically to destroy enemy spellcasters, though some magedooms have escaped their master and roam the land. They are

always on the look for sources of magic, which is their diet. Magedooms emit a distinct smell similar to ozone and citric acid.

Stone Golem	
CL/XP: 9/1,100	
HD: 8+4 (68/34)	Save: 9
AC: 20	Speed: 9
Traits	
Golem: The golem is immune to mind control, cannot be poisoned and is unaffected by effects against living creatures.	
Standard Actions	
Slam (♣): 2d6+5	
Double Attack: The golem uses its slam attack twice. Each attack knocks the target <i>prone</i> (ST negates).	
Golem Rampage (once-only): The golem gets a +5 speed bonus, moves to a target and uses its slam attack.	
Triggered Actions	
Death Burst (● 5m): When the golem is dropped to naught hit points, all targets in range take 1d12+4 points of damage (ST for half damage).	
Alignment: Neutral	Intelligence: None

Stone golems are modelled like humanoid statues and do not carry weapons. Despite their enormous mass, stone golem are relatively fast. If destroyed, a stone golem bursts into a cloud of dangerous sharp fragments.

Gorgon

The gorgon is a herd animal similar to a bull. It has shimmering scales like a reptile and its breath turns other creatures into stone.

Iron Gorgon	
CL/XP: 6/400	
HD: 5+3 (28/14)	Save: 11
AC: 16	Speed: 12
Immunity: Petrification	
Standard Actions	
Gore (♣): 1d10+3	
Bull Rush (♣ ☞☞☞): 2d8+3, the gorgon moves half its movement rate before attacking. The target is knocked <i>prone</i> and pushed five metres back.	
Petrifying Breath (♣ 5m/3m): The target is <i>slowed</i> (ST ends). If a <i>slowed</i> target fails its first saving throw, it is <i>immobilised</i> . If an <i>immobilised</i> target fails its second saving throw to break free, it is <i>petrified</i> .	
Alignment: Neutral	Intelligence: Animal

The iron gorgon has steel-like, blue-shimmering scales. Gorgons are highly visible, but have few natural enemies due to their powerful breath.

Griffin

Griffins and related creatures, like the hippogriff, resemble a hybrid of an eagle and another animal. They are valued as mounts.

Griffin	
CL/XP: 4/120	
HD: 3+3 (18/9)	Save: 14
AC: 12	Speed: 12/24
Traits	
Blood Range: If <i>bloodied</i> , the griffin moves twice as fast and takes a +2 attack power bonus and a -2 armour class penalty.	
Dive Attack: While diving, the griffin gains a +3 bonus to attack power. It has to dive its full movement distance to do so.	
Standard Actions	
Claws (♣): 2d4+3	
Alignment: Neutral	Intelligence: Animal

The griffin has the body of a lion, but the head, foreclaws and wings of an eagle. Like eagles, griffins build their nests high in the mountains. Griffins can be tamed and used as mounts, especially if they are raised by humanoids from fledglinghood on. Griffin eggs can be sold for high prices and are popular among wizards and nobles.

Hippogriff	
CL/XP: 3/60	
HD: 2+2 (12/6)	Save: 16
AC: 12	Speed: 18/24
Standard Actions	
Bite (✓): 1d6+2	
Tackle (✓): 2d4+2, the hippogriff moves half its movement distance before doing this attack. The target is knocked <i>prone</i> .	
Flyby Attack : The griffin moves its full movement distance and uses its bite at any point during the flight.	
Alignment: Neutral	Intelligence: Animal

The hippogriff is similar to the griffin, but combines an eagle and a horse instead. Hippogriffs are better suited as mounts than griffins, but harder to tame, as hippogriffs do not lay eggs.

Grimlock

The grimlocks are race of powerful humanoids with long black hair, white eyes and grey skin. They are totally blind, but have excellent senses and can detect anything within a radius of ten metres as if they were able to see. Because of this, grimlocks prefer to live and attack in total darkness.

Grimlock	
CL/XP: 6/400	
HD: 6 (30/15)	Save: 12
AC: 15	Speed: 15
Traits	
Grimlock Bloodrage : When the grimlock <i>bloodies</i> an opponent, it gains three temporary hit points.	
Standard Actions	
Greataxe (✓): 1d12+6	
Mighty Strike (✓): 2d10+6	
Axe Rage : The grimlock uses its greataxe twice against the same opponent.	
Alignment: Lawful Evil	Intelligence: Low

Grimlocks are rumoured to be a cursed barbarian tribe. They are extremely xenophobic and like to eat human flesh.

Hag

Hags are large, horrid-looking crones. They appear as old and withered, but have supernatural power and can easily crush small creatures and common humanoids. Hags have magical powers, usually similar to those of a witch, and like to change their appearance. All hags are female. They can reproduce with many races, but if they do so with humanoids, the child will be a hag. A hag usually exchanges her child, which will look normal during childhood, with the child of a humanoid family. The real child is eaten. The young hag will begin show signs of violence and malevolence, until she runs away from home. Many young hags join hag covens, loose alliances of three hags. A coven always has greater power than the three hags combined.

Annis Hag	
CL/XP: 8/800	
HD: 8 (40/20)	Save: 8
AC: 16	Speed: 15
Standard Actions	
Claw (✓): 2d8+6, the target is grabbed (ST -3 negates).	
Rend * (✓ 1 target grabbed by the hag): 2d8+10, the attack automatically hits (ST for half damage).	
Change Shape *: The hag assumes the physical form of a humanoid. If the hag is brought down to naught hit points, the effect ends.	
Triggered Actions	
Mind Fog (● 5m recharged if first <i>bloodied</i>): When the hag is hit by a melee attack, all targets in the radius take 1d10+3 points of damage and are <i>dazed</i> (ST negates, ST ends).	
Alignment: Neutral Evil	Intelligence: Very

The annis hag is very tall and among the physically strongest hags. Annis has often control tribes of ogres, orcs or primitive giants. The heart of an annis hag can be dried and turned into powder. If sprinkled on a creature, the power will reveal the creature's true shape.

Bog Hag	
CL/XP: 5/240	
HD: 5 (25/12)	Save: 12
AC: 15	Speed: 12 (+1)
Traits	
Unwholesome Presence (● 5m): If an opponent of the hag regains hit points within the aura, it only regains half as many hit points as it usually would, but at least one hit point.	
Aquatic : The elemental gains a +2 attack power bonus against nonaquatic creatures while fighting in water.	
Standard Actions	
Claw (✓): 1d8+4	
Rending Claws (once-only, recharged when first <i>bloodied</i>): The hag uses its claws twice against the same target. If both attacks hit, the target takes an additional three points of damage.	
Skin Shift *: The hag assumes the physical form of a young female humanoid. If the hag is brought down to naught hit points, the effect ends.	
Alignment: Neutral Evil	Intelligence: Very

The bog hag lives deep within swamps. Her hut is well-concealed and surrounded by dangerous animals like alligators and snakes. Some bog hags also have aquatic trolls in their service.

Briar Hag	
CL/XP: 6/400	
HD: 6 (30/15)	Save: 11
AC: 16	Speed: 12
Standard Actions	
Goad (✓): 1d4+4	
Rake the Eyes (✓): 1d4+2, the target is <i>blinded</i> until the end of the hag's next initiative phase.	
Call Briar * (● 5m ☞☞): 1d4+3, the target is <i>immobilised</i> (ST ends). The attack creates a zone. All creatures in the zone take 1d4 points of damage each round. The hag is immune to this damage.	
Curse of Thorns * (✓ 15m, once-only): 2d4+3, the target is <i>entangled</i> (ST ends).	
Change Shape *: The hag assumes the physical form of a humanoid. If the hag is brought down to naught hit points, the effect ends.	
Triggered Actions	
Thorn Burst (● 5m): If brought to naught hit points, the hag bursts into thorns. All targets in the radius take 2d4 points of damage.	
Alignment: Lawful Evil	Intelligence: High

The briar hag has bright green skin riddled with thorns and empty black eyes. Briar hags are relatively social and associate themselves with green hags and bog hangs to form covens.

Green Hag	
CL/XP: 6/400	
HD: 6 (30/15)	Save: 11
AC: 16	Speed: 12
Standard Actions	
Hurl through the Earth (✓): 1d6+5, the target is pushed out of melee range.	
Grasping Roots * (✓ 8m, radius 3m): The target is <i>immobilised</i> . On a miss, the target is <i>slowed</i> until the end of the hag's next initiative phase.	
Rampart Growth * (✓ 15m, radius 3m, once-only 1 creature affected by grasping roots): 1d8+4, the attack creates a zone until the end of the encounter. Anyone in the zone takes two points of damage each round (ST negates).	
Stagnant Miasma * (✓ 8m, radius 3m, poison ☞☞): 1d10+5, the attack creates a zone that lasts until the end of the hag's next initiative phase. Anyone in the zone takes two points of poison damage.	
Change Shape *: The hag assumes the physical form of a humanoid. If the hag is brought down to naught hit points, the effect ends.	
Alignment: Chaotic Evil	Intelligence: High

The green hag has sickly green skin and despises everything that is beautiful. Green hags live in forests or in rural areas. They like to transform into pretty females to lure males into their lair.

Night Hag	
CL/XP: 7/600	
HD: 7 (35/17)	Save: 9
AC: 16	Speed: 12 (+2)
Traits	
Shroud of Night (● 5m): Within the zone, light becomes twilight and twilight becomes darkness.	
Standard Actions	
Claw (✓): 1d4+3, the target is <i>stunned</i> (ST negates, ST ends).	
Dream Haunting (1 <i>stunned</i> or otherwise immobile target): 2d4+2, the hag disappears into the target's mind. The target automatically takes 2d4+3 points of damage per round. When the target is mobile again or is killed, the hag reappears.	
Dazing Hoot* (◀ 5m/3m ☞☞☞): 1d6+1, the target is <i>dazed</i> (ST ends). If the first saving throw is not made, the target is <i>unconscious</i> (ST ends).	
Change Shape* : The hag assumes the physical form of a humanoid. If the hag is brought down to naught hit points, the effect ends.	
Alignment: Neutral Evil	Intelligence: Exceptional

The night hag has dark blue hair and dark skin. Night hags like to haunt people by entering their dreams. A being slain by the night hag in the dream will die on in reality as well. If the brain of a night hag is burned and the smoke is inhaled, it allows the inhaler to step into a dream.

Halfling

Halflings look similar to humans and gnomes, but are even shorter. They live in communities close to nature as well as alongside many other races. Halflings usually tend to avoid open violence and warfare, but know how to use their small size to their advantage if necessary.

Halfling Thief	
CL/XP: 1/15	
HD: 1 (5/2)	Save: 16
AC: 11	Speed: 9 (+1)
Traits	
Small and Dextrous : Against opponents larger than a human, the halfling has a +2 armour class bonus.	
Standard Actions	
Dagger (✓): 1d4+2, the halfling slips out of melee range.	
Throwing Dagger (✓ 15m): 1d4+2	
Move Actions	
Mobile Melee Attack : The halfling moves and uses its dagger at any point during the move.	
Alignment: Neutral Good	Intelligence: Average

While living together with members of other races, many halflings tend to develop a liberal interpretation of personal property.

Halfling Trickster	
CL/XP: 1/15	
HD: 1+1 (6/3)	Save: 16
AC: 12	Speed: 9 (+2)
Traits	
Small and Dextrous : Against opponents larger than a human, the halfling has a +2 armour class bonus.	
Bamboozle : When the halfling ends a turn in which it did not attack, it becomes hidden for anyone not directly looking at it.	
Standard Actions	
Short Sword (✓): 1d4+2, 2d6+4 if the halfling was hidden from the target.	
Smoke Bomb (● 3m): The area becomes smoky and enables the halfling to slip away or hide.	
Alignment: Neutral Good	Intelligence: Average

Even in open combat, halflings prefer to avoid a straight fight. They are not beyond using means others consider dishonourable.

Harpy

The harpy has the upper body of human female, but the lower body and wings of a vulture. Harpies avoid civilization and prefer to dwell in mountains or the wasteland.

Harpy	
CL/XP: 3/60	
HD: 3 (15/7)	Save: 14
AC: 13	Speed: 6/18 (+1)
Standard Actions	
Claw (✓): 1d8+2	
Alluring Song* (● 15m): The target is drawn towards the harpy and then immobilised (ST negates, ST ends).	
Dreadful Screech (◀ 5m/3m ☞☞☞): 1d6+2, the target is <i>sickened</i> (ST ends).	
Alignment: Lawful Evil	Intelligence: Low

Harpies have supernatural voices and can charm other creatures with their songs.

Harpy Storm Witch	
CL/XP: 7/600	
HD: 7 (35/17)	Save: 9
AC: 16	Speed: 6/21 (+2)
Resists: Acid 5	
Traits	
Windrage Song (● 8m): A target that starts its initiative phase in the aura takes two points of acid damage.	
Standard Actions	
Claw (✓): 2d8+2	
Dreadful Screech (◀ 5m/3m, acid ☞☞☞): 2d6+2, the target is <i>blinded</i> (ST ends).	
Triggered Actions	
Acid Rain (● 15m): When the harpy dies, all targets in the radius take 2d4 points of acid damage.	
Alignment: Lawful Evil	Intelligence: Very

Harpy witches hate aarakocra with passion. Some try to capture aarakocra priests to learn their secrets about the control of wind and weather.

Hobgoblin

Hobgoblins are relatives of the goblins. They are larger and slightly smarter, which often makes them the leaders in mixed gangs of both species. Hobgoblins are better craftsmen than goblins and have a very militaristic society.

Hobgoblin Beastmaster	
CL/XP: 1/15	
HD: 1+1 (6/3)	Save: 16
AC: 12	Speed: 12
Traits	
Beastmaster's Exhortation (● 5m): When an allied animal or magical beast inflicts damage, it gain a temporary hit point.	
Standard Actions	
Goad (✓): 1d6+2	
Spiked Whip (✓): 1d4+2, the target is <i>immobilised</i> (ST negates, ST ends).	
Attack Command : An allied animal or magical beast can take an extra standard action.	
Move Actions	
Phalanx Movement (● 5m): The hobgoblin and each allied target can move forward or back at half their movement rate.	
Alignment: Lawful Evil	Intelligence: Average

Hobgoblins have a tradition of training dire wolves and other beasts as mounts and integrated them into the ranks of their armies. These animals are cared for and lead by the so-called beastmasters.

Hobgoblin Spearman	
CL/XP: 1/15	
HD: 1+1 (6/3)	Save: 16
AC: 12	Speed: 12
Standard Actions	
Longspear (☞): 1d8+3	
Javelin (☞ 30m): 1d6+2	
Move Actions	
Phalanx Movement (● 5m): The hobgoblin and each allied target can move forward or back at half their movement rate.	
Triggered Actions	
Tactical Withdrawal : If an enemy goes into melee combat with the hobgoblin while the hobgoblin is not already in melee combat, it can move out of melee range.	
Alignment: Lawful Evil	Intelligence: Average

Most hobgoblin soldiers are spearman. While vulnerable if fighting alone, they are dangerous in groups due to their discipline and combat tactics.

Hobgoblin Commander	
CL/XP: 3/60	
HD: 2+4 (14/7)	Save: 14
AC: 13	Speed: 12
Traits	
Lead from the Front : If the hobgoblin hits an opponent with a melee attack, the hobgoblin's allies gain a +1 attack power and damage bonus against that opponent until the end of the hobgoblin's next initiative phase.	
Standard Actions	
Spear (☞): 1d8+2, the target has to stay in melee combat with the hobgoblin until the end of the hobgoblin's next initiative phase (ST ends).	
Tactical	
Triggered Actions	
Hobgoblin Resilience : Once per round, if the hobgoblin is affected by an effect that requires a saving throw, it is permitted a second saving throw in case the first one is not made.	
Alignment: Lawful Evil	Intelligence: Very

Hobgoblin commanders are highly trained and have above-average leadership abilities compared to other goblinoids. They do not lead from the rear, but fight in the front row.

Hook Horror

The subterranean hook horror looks like a hybrid between an anthropomorphic vulture and an insect. Instead of hands, it has large hooks. Hook horrors cannot speak common languages, but have an excellent sense of hearing, and are rarely caught off guard. Hook horrors use echolocation.

Hook Horror	
CL/XP: 6/400	
HD: 6+2 (32/16)	Save: 11
AC: 18	Speed: 9 (+3)
Traits	
Bite : A target grabbed by the hook horror suffers 1d6+3 points of damage at the start of the hook horror's next initiative phase.	
Standard Actions	
Horrible Hook (☞): 1d18+3, the hook horror can pull the target towards it.	
Reeling Hooks : The hook horror uses its hook twice at a -2 attack power penalty. If both attacks hit, the hook horror deals an extra 1d10 points of damage and the target is grabbed.	
Fling* (☞ E3): 1d12+3, the target is pushed back five metres and knocked <i>prone</i> .	
Alignment: Neutral	Intelligence: Semi

Hook horrors are surprisingly good climbers and can jump surprisingly far, both of which they use to surprise prey.

Human

Despite having a short life span compared to many other races, humans are the most versatile, ambitious and determined race. For every human that fails, there are two more with the same ferocity and zeal.

Human Bandit	
CL/XP: 1/15	
HD: 1 (5/2)	Save: 17
AC: 10	Speed: 12
Standard Actions	
Mace (☞): 1d6+2	
Dagger (☞ 15m): 1d4+1	
Dazing Strike (☞): 1d6+2, the target is <i>dazed</i> until the end of the bandit's next initiative phase (ST negates).	
Alignment: Neutral	Intelligence: Average

Bandits live a risky life on the cost of others, mainly merchants and travellers. In times of war, bandit gangs sometimes turn into mercenary brigades.

Human Berserker	
CL/XP: 2/30	
HD: 2 (10/5)	Save: 16
AC: 10	Speed: 15 (+2)
Standard Actions	
Greataxe (☞): 1d10+2	
Handaxe (☞ 15m): 1d4+1	
Triggered Actions	
Battle Fury : When <i>bloodied</i> first, the berserker uses its greataxe with a +3 attack power bonus.	
Alignment: Neutral	Intelligence: Average

Berserkers are ferocious warriors. They are only lightly armoured, but highly mobile, wild and rarely surrender.

Human Henchman	
CL/XP: A/5	
HD: 1 hp (Mook)	Save: 17
AC: 10	Speed: 12
Traits	
Mob Rule : When close to another human henchman, it gains a +2 bonus to armour class.	
Standard Actions	
Club (☞): 1d4	
Alignment: Neutral	Intelligence: Average

Wherever humans live, those who think little and act fast can always be found. Human goons are easy to hire and expendable.

Human Renegade Wizard	
CL/XP: 3/60	
HD: 2 (10/5)	Save: 16
AC: 11	Speed: 12
Standard Actions	
Quarterstaff (☞): 1d6	
Magic Missile (☞ 50m): 1d4+1, this attack never misses.	
Dancing Lightning (☞ 25m, electricity, once-only 3 targets): 1d4+2	
Thunder Burst (☞ 50m, radius 3m, electricity, once-only): 1d4+2	
Alignment: Neutral	Intelligence: High

Renegade wizards used to belong to a certain school or arcane institute, but have broken with it. Some practice magic in a country or city where this is not generally permitted.

Human Swordsman	
CL/XP: 4/120	
HD: 4 (20/10)	Save: 13
AC: 16	Speed: 12 (+1)
Traits	
Swordsman's Poise: Whenever the swordsman hits a target that it not facing it, the target is <i>immobilised</i> until the end of the swordsman's next initiative phase.	
Standard Actions	
Longsword (☞): 1d8+3, the target has to stay in melee combat with the swordsman until the end of the swordsman's next initiative phase.	
Triggered Actions	
Advantages Jab: If a target in melee range of the swordsman attacks another target than the swordsman, the swordsman immediately uses its longsword against it.	
Alignment: Neutral	Intelligence: Average

The longsword is among the most popular weapons used by melee fighters, as it combines striking power with mobility and relative ease of use.

Human Thug	
CL/XP: 3/60	
HD: 3+3 (18/9)	Save: 14
AC: 14	Speed: 12
Traits	
Rush into Battle: If the thug runs its full movement distance before attacking, it deals double damage.	
Standard Actions	
Mace (☞): 1d8+2	
Alignment: Neutral	Intelligence: Average

Thugs are above the average goon. They are not trained as soldiers are, but are ruthless and cunning.

Human Town Guard	
CL/XP: 2/30	
HD: 2+1 (6/3)	Save: 16
AC: 13	Speed: 12
Standard Actions	
Halberd (☞): 1d8+2	
Crossbow (☞ 50m): 1d6+2	
Powerful Strike (☞ ☞☞☞): 1d10+2, the target falls <i>prone</i> (ST negates).	
Triggered Actions	
Interceding Strike: If a target in melee range of the town guard that has been hit by its halberd in the last round attacks another target than the town guard, the town guard immediately uses its halberd against it.	
Alignment: Lawful Neutral	Intelligence: Average

Town guards are better trained and better equipped than the average human goon, but are no match for an experienced soldier.

Human Transmuter	
CL/XP: 4/120	
HD: 3+3 (18/9)	Save: 13
AC: 14	Speed: 12
Standard Actions	
Staff (☞): 1d6+3	
Capricious Earth (☞ 20m, radius 3m): 1d10+3, the target is pushed out of melee range. On a miss, then target is pushed out of melee range.	
Beast Curse (☞ 25m ☞☞☞☞): The target's appearance is altered to that of a harmless small animal (ST -2 negates, ST ends). In animal form, the target cannot attack.	
Hex (☞ 10m): The target is <i>slowed</i> (ST negates) and suffers a -2 penalty to attack power and damage against the transmuter until the end of the transmuter's next initiative phase.	
Move Actions	
Hex Jump (once-only): The transmuter and a target in sight swap places.	
Alignment: Neutral	Intelligence: High

Transmuters belong to a school of magic that is specialised in manipulating matter.

Hydra

The hydra is a rare reptile with many heads. It is a dangerous predator and notoriously difficult to kill, as its head can regrow with astounding speed.

Hydra	
CL/XP: 7/600	
HD: 5 (50/25)	Save: 11
AC: 15	Speed: 12/9 (+3)
Traits	
All-Around Vision: Attacking the hydra from behind does not result in any advantage. It is never surprised.	
Many-Headed: While stunned or otherwise unable to move, the hydra can still use its bite once per round.	
Regenerating Heads: The hydra starts the fight with four heads. If its hit points fall below 40, 30 and 20, one head is destroyed. Whenever a head is destroyed, two new ones grow at the start of the hydra's next initiative phase unless it takes fire or acid damage before then.	
Standard Actions	
Bite (☞): 2d8	
Hydra Fury (☞): The hydra makes a number of bite attacks equal to the number of heads it currently has. If it has only two heads, it gains a +3 damage bonus to its bites. If it has only one head left, it gains a +8 damage bonus.	
Triggered Actions	
Snapping Jaws: If an opponent enters melee combat with the hydra, it uses its bite against the opponent.	
Alignment: Chaotic Neutral	Intelligence: Semi

The common hydra has only four – which is little only if compared to other hydras. All by itself, it is still a dangerous opponent and an able swimmer.

Kobold

Kobolds are small dog-like humanoids living underground. They are weaker than goblins and hobgoblins and are often bossed around by them. Nevertheless, kobolds can be cunning and compensate for their physical weakness with a high reproduction rate.

Kobold Tunneler	
CL/XP: A/5	
HD: 1 hp (Mook)	Save: 18
AC: 10	Speed: 9
Standard Actions	
Javelin (☞): 1d2	
Javelin (☞ 25m): 1d2	
Shifty* : The Kobold moves half its maximum movement rate.	
Triggered Actions	
Narrow Escape: When the kobold is hit or missed by a melee attack, it slips out of	
Alignment: Lawful Evil	Intelligence: Average

The kobold tunneler is not only the most common fighter in kobold troops, but also needed to expand and maintain the kobolds' underground lairs.

Kobold Slinger	
CL/XP: B/10	
HD: 1d6 hp (3/1)	Save: 18
AC: 9	Speed: 9
Standard Actions	
Dagger (☞): 1d4	
Sling (☞ 50m): 1d4+1	
Stinkpot (☞ 50m): 1d4+2, the target is <i>sickened</i> (ST ends).	
Firepot (☞ 50m, fire): 1d4+2, the target takes one point of fire damage each round (ST ends).	
Gluepot (☞ 50m): 1d4+2, the target is <i>immobilised</i> (ST ends).	
Shifty* : The Kobold moves half its maximum movement rate.	
Alignment: Lawful Evil	Intelligence: Average

Many kobolds try to avoid hand-to-hand combat with larger creatures – and a lot of creatures are larger than they are. Instead, they prefer to pick targets from a distance with ranged weapons.

Kobold Swashbuckler	
CL/XP: 1/15	
HD: 1 (5/2)	Save: 17
AC: 10	Speed: 9 (+1)
Standard Actions	
Short Sword (☞): 1d4+2, the attack deals an additional point of damage if the kobold has shifted since during this initiative phase.	
Shifty* : The Kobold moves half its maximum movement rate.	
Move Actions	
Fleet Feet : The kobold runs past an opponent at its full movement rate without provoking an attack.	
Alignment: Lawful Evil	Intelligence: Average

The swift kobold swashbuckler is a melee fighter, but instead of parrying its opponents' weapons, it usually tries not to come into range to begin with.

Lamia

Lamias are a race of creatures with the torso of human and a serpent lower body. They have long black hair and can magically conceal their tail.

Lamia	
CL/XP: 4/120	
HD: 4 (20/10)	Save: 13
AC: 141	Speed: 15
Traits	
Standard Actions	
Serpent Dagger (☞): 1d6+2, the lamia regenerates a number of hit points equal to the damage dealt.	
Serpent Tail* (☞): 1d8+4, the target cannot attack the lamia during the next turn.	
Mind Blast (◀ 8m/5m, once-only): The target is <i>stunned</i> (ST negates, ST ends).	
Deceptive Veil* : The lamia can disguise its tail and will appear as a common humanoid. If the lamia is brought down to naught hit points, the effect ends.	
Alignment: Neutral Evil	Intelligence: High

Lamias secretly live among humans, but can also be found far off any civilisation or as the head of a primitive tribe of humanoids.

Lich

The lich is a dark wizard or priest that gained immortality and became an undead. Its essence is stored in a special item, the so-called phylactery. Unless the phylactery is destroyed, the lich will return whenever its body is destroyed. Liches often command other undead creatures. Now, they have all the time they need and use it to study and gain even more power. Almost all liches are malicious and many are borderline insane.

Lich Necromancer	
CL/XP: 9/1,100	
HD: 7 (56/28)	Save: 8
AC: 17	Speed: 9 (+2)
Immunity: Poison	Resists: Necrotic 5
Traits	
Undead (10): The creature is immune to mind control and sleep.	
Necromantic Aura (● 10m): A creature that ends its initiative phase in the aura takes two points of necrotic damage. If the lich takes light damage, the aura is deactivated until the end of its next initiative phase.	
Soul Phylactery : When the lich is dropped to naught hit points, its body crumbles to dust. However, the lich will and its possessions will reappear near its phylactery unless the phylactery is destroyed as well.	
Standard Actions	
Vampiric Touch (☞ necrotic): 1d8+3, the lich gains hit points equal to the damage dealt.	
Freezing Claws* (☞ cold, necrotic 1 or 2 targets): 1d8+5, the target is <i>immobilised</i> (ST ends). On a miss, the target is <i>slowed</i> (ST ends).	
Dreadful Tentacles (☞ 50m, radius 3m, necrotic, recharged if first <i>bloodied</i>): 3d6+3, the target is <i>sickened</i> (ST ends). On a miss, the attack deals half damage.	
Lich's Control* (☞ 30m ☞☞☞): The target takes a -5 penalty to its next saving throw.	
Move Actions	
Shadow Walk : The lich teleports over twice the distance it could usually move.	
Alignment: Chaotic Evil	Intelligence: Genius

Many liches that were – and still are – arcane spellcasters have studied necromancy more than any other school of magic. To achieve lichdom, the lich necromancer had to travel many strange places and even other planes of existence.

Lion

The lion is a feline predator. Lions generally have males with manes, though some types have less distinguishable genders. Old lion are often solitary, whereas younger ones may lead a pride.

Lion	
CL/XP: 2/30	
HD: 2+2 (12/6)	Save: 16
AC: 12	Speed: 15 (+1)
Traits	
Claws Rake : Whenever the lion has a target grabbed and uses its claws, it inflicts and additional 1d4+2 points of damage to the grabbed target.	
Pride Rage : When the lion is close to another lion, it gains a +2 attack power bonus.	
Standard Actions	
Bite (☞): 1d8+2, the target is grabbed (ST negates). Using the bite again releases the target.	
Claw (☞): 1d4+2	
Alignment: Neutral	Intelligence: Animal

Lions are mainly nocturnal and prefer to sleep during daytime. They live in grassland, but can also be found in forests areas or mountains.

Dire Lion	
CL/XP: 5/240	
HD: 4+2 (34/17)	Save: 13
AC: 13	Speed: 18 (+2)
Standard Actions	
Bite (☞ acid): 1d8+4, a <i>prone</i> target takes 2d8+4 points of damage.	
Claw (☞): 1d6+2, the target takes one point of damage each round (ST ends).	
Horrid Furry : The lion makes a bite and a claw attack or two claw attacks.	
Leaping Pounce : The lion jumps over half its movement rate at a target and uses its claw. The target falls prone (ST negates).	
Lion Roar (◀ 8m/5m, once-only): 1d8+2, the target is knocked three metres back and falls <i>prone</i> .	
Alignment: Chaotic Neutral	Intelligence: Semi

Uncannily fast and monstrosly huge, the dire lion is a merciless hunter and not above hunting other predators. Its unnatural roar makes lesser creatures run in fear.

Manticore

The manticore has the face of a human, the body of a lion, large bat-like wings and a scorpion's tail. Just like lions, manticores live in prides, though solitary ones are common as well. Manticores are only dimly sentient, but are cunning and malicious nevertheless. They hunt not only for food, but also for fun.

Manticore	
CL/XP: 7/600	
HD: 6 (48/24)	Save: 11
AC: 16	Speed: 12/18
Traits	
Guided Sniper: If mounted by an experienced rider, the manticore gains a +2 attack power bonus to ranged attacks.	
Standard Actions	
Claw (☞): 1d6+2	
Spike (☞ 50m): 1d6+2, this attack can be performed while moving.	
Manticore's Fury* (☞ ☞ ☞): The manticore uses its claw and spike in any order and moves its maximum movement rate in-between the attacks.	
Spike Volley (☞ 50m, radius 5m): 1d6+2	
Alignment: Lawful Evil	Intelligence: Semi

The common manticore prefers to stay in the air and pick off targets from a distance before swooping down to kill its weakened prey.

Medusa

The medusa has a female's upper body, but hair of snakes and the lower body of a serpent. Sages are not sure whether the medusae are a magical race of their own or a cursed species, maybe related to elves. Medusae are feared for their petrifying gaze as well as their poison.

Medusa	
CL/XP: 7/600	
HD: 6 (30/15)	Save: 9
AC: 16	Speed: 12
Immunity: Poison, Petrification	
Standard Actions	
Serpent Hair (☞ poison): 1d6+2, the target takes a non-accumulative -2 malus to saving throws (ST+1 ends).	
Poison Arrow (☞ 100m, poison): 1d8+3, the target takes two points of poison damage each round and is <i>slowed</i> (ST ends both).	
Triggered Actions	
Petrifying Stare: If an opponent starts its initiative phase within ten metres of the medusa, it is <i>slowed</i> (ST ends). If the first saving throw is failed, the target is <i>immobilised</i> . If the second saving throw is failed as well, the target is <i>petrified</i> .	
Alignment: Chaotic Evil	Intelligence: Very

The willing kiss of the medusa will turn a petrified victim back to its former form; and so does her blood provided it is applied before a full day passes.

Mimic

Mimics are formless creatures that imitate surrounding features they have seen. In subterranean settings, they might be disguised as an archway, treasure chest, door or something similar. Some mimics can also not only imitate objects, but also other creatures.

Mimic	
CL/XP: 5/230	
HD: 4 (20/10)	Save: 13
AC: 15	Speed: 6 (+3)
Resists: Acid 3	
Traits	
Ambush: The mimic deals 1d6 additional points of damage against surprised targets.	
Standard Actions	
Slam* (☞): 1d8+3	
Tentacles (☞ acid): 1d8+4, the mimic grabs the targets. As long as it is grabbed, the target suffers six points of acid damage each round.	
Ravens Maw (☞ ☞ ☞): 1d8+5, the target is <i>slowed</i> (ST ends).	
Shapeshift: The mimic assumes the form of an object roughly its size. In this form, it cannot move, but gains resistance 3 against physical attacks.	
Alignment: Chaotic Neutral	Intelligence: Semi

Some mimics impersonate chests or other points of interest and target greedy adventures. Mimics rarely appear in their natural form,

Mind Eater

Mind eaters are a deep-dwelling, chthonic race of ancient and very evil beings. They are sexless and have a tentacled, cephalopodic head upon a tall but human-like body coated in protective slime. This race considers all other intelligent races as nothing more than a source of slaves and of the mind eaters' food source – brains. Mind eaters are probably from another planet, if not another dimension. They are highly intelligent, but their numbers are comparably small and most mind eater communities are only loosely allied, if at all. A mind eater community is led by a cephaloid, a huge brain-like entity with alien mental powers.

Mind Eater	
CL/XP: 9/1,100	
HD: 8 (40/20)	Save: 7
AC: 19	Speed: 9 (+4)
Traits	
Mind Eater: The mind flayer is immune to mind control and minor forms of psychic intrusion.	
Standard Actions	
Horrid Tentacles* (☞): 2d4+4, the attack automatically hits <i>dazed</i> , <i>stunned</i> or otherwise immobile targets. The target is grabbed if the mind eater has not grabbed another creature yet.	
Enthrall Brain (☞ 1 grabbed creature): 3d4+5, the target is <i>dazed</i> until no longer grabbed. If the attack reduces the target to naught hit points, it is reduced to one hit point instead and is <i>dominated</i> by the mind eater until the mind eater is destroyed.	
Mind Blast (☛ 8m/5m, once-only): 2d6+5, the target is <i>dazed</i> (ST ends). If the mind eater scores a critical hit, the target is <i>dominated</i> instead (ST ends).	
Triggered Actions	
Shared Pain (● 10m): If an allied creature in melee range takes damage, another creature <i>dominated</i> by the mind eater other than the one that triggered the effect takes 1d10 points of damage.	
Alignment: Lawful Evil	Intelligence: Exceptional

Even the common mind eater is an exceptional being. Its mind is alien, but highly efficient. Mind eater communicate telepathically and can move small objects with psychokinesis.

Minotaur

Most minotaurs are savage anthropomorphic bulls. They are exclusively male and are said to be cursed members of other races. They can breed with females of other races, but the child will always be a male minotaur. Minotaurs are not inheritably evil, but often associated themselves with demons and other dark beings. However, There are tales of cities and entire empires of minotaurs that can breed true and have achieved a high level of civilisation.

Minotaur Magus	
CL/XP: 5/240	
HD: 4+4 (24/12)	Save:
AC:	Speed:
Traits	
Unleash the Beast Within (● 5m): All allies that start their initiative phase within the aura gain a +2 bonus to attack power and damage rolls.	
Standard Actions	
Glaive (✓): 1d4+5	
Demonic Rage* (✓ 30m): 1d4+2	
Crimson Bolt* (✓ 30m, fire, electricity E/E): 1d10+2, the target takes two points of fire damage each round (ST ends).	
Triggered Actions	
Goring Fling : When the minotaur is damaged by a melee attack, the target takes 1d4+2 and is pushed out of melee range.	
Alignment: Chaotic Neutral	Intelligence: High

Few minotaurs are adepts of magic, but those who do are dangerous opponents. Minotaurs magi often make pacts with devils to gain power. If found in a group of minotaurs, a magus is usually the leader.

Minotaur Soldier	
CL/XP: 4/120	
HD: 4 (20/10)	Save: 13
AC: 16	Speed: 12
Standard Actions	
Battleaxe (✓): 1d6+4, the minotaur additionally uses shield bash if it hits its target.	
Shield Bash (✓): 1d4, the target falls prone (ST negates).	
Triggered Actions	
Goring Toss : If an opponent in melee combat with minotaur moves out of melee range, the target takes 1d4+2 points of damage and is <i>immobilised</i> until the end of the minotaur's next initiative phase (ST negates both).	
Alignment: Neutral	Intelligence: Average

Minotaur soldiers make the bulk of the forces of organised groups of minotaurs. They charge into battle without hesitation and try to knock opponents prone with their shield before attacking with their mighty battleaxe.

Mummy

Mummies are the persevered remains of long-deceased people. Some are natural mummies, others have been specially treated. Necromancy and dark rituals can bring mummies back to unlife and turn them into dangerous opponents. Many mummies have the ability to curse their enemies.

Mummy	
CL/XP: 4/120	
HD: 4 (20/10)	Save: 13
AC: 12	Speed: 6
Resists: Necrotic 5, Poison 5	
Traits	
Undead (5): The creature is immune to mind control and sleep.	
Flammable Corpus : Whenever the mummy takes fire damage, it takes two points of fire damage each round (ST ends).	
Standard Actions	
Rotting Grasp (✓ necrotic): 1d8+4, the target cannot regain hit points until the end of the mummy's next initiative phase.	
Warding Curse (✓ 50m): The target takes one point of necrotic damage whenever it attacks until the fight ends or mummy uses this attack on a different target.	
Alignment: Chaotic Evil	Intelligence: Low

Resurrected by dark powers, undead mummies roam the underground. Some act destructively, others are content with guarding their grave goods and some follow more powerful mummies.

Royal Mummy	
CL/XP: 8/800	
HD: 6 (48/24)	Save: 11
AC: 16	Speed: 9 (+2)
Resists: Necrotic 5, Poison 5	
Traits	
Undead (7): The creature is immune to mind control and sleep.	
Regal Presence (● 5m): An ally that starts its initiative phase in the aura can move one-and-a-half times its maximum movement rate.	
Curse of Fear (● 5m): Opponents suffer a -2 penalty to armour class and saving throws.	
Flammable Corpus : Whenever the mummy takes fire damage, it takes two points of fire damage each round (ST ends).	
Standard Actions	
Sceptre* (✓): 1d8+4	
Plague Chant (✓ 50m, necrotic): 1d6+3, the target takes two points of necrotic damage each round (ST ends). Each time the target takes damage, all allies around it take one point of necrotic damage as well.	
Grip of Despair* (✓ 50m, necrotic): 1d10+4, the target is <i>immobilised</i> until the end of the mummy's next initiative phase (ST negates).	
Sow Fear and Pestilence : The mummy uses plague chant and grip of despair.	
Grave Terror (◀ 8m/5m, once-only): 1d10+6, the target is pushed 10m backwards (ST for half damage).	
Enfeebling Curse* (✓ 20m): The target takes a -2 penalty to attack rolls until the encounter ends or the mummy uses this attack again on a different target.	
Alignment: Chaotic Neutral	Intelligence: High

In ancient times, many rulers let their bodies embalm after their death. Some of these rulers came back and haunts their tombs as living mummies.

Naga

The naga are a rather homogenous group of serpent creatures with humanoid heads. The origin of the naga is unknown, though sages think they come from a different world. Naga have supernatural powers and appear in different sizes and with scales in all colours.

Bone Naga	
CL/XP: 7/600	
HD: 6 (48/24)	Save: 11
AC: 17	Speed: 12
Resists: Necrotic 5, Poison 5	
Weakness: Light 5	
Traits	
Undead (6): The creature is immune to mind control and sleep.	
Bone Rattle (● 5m): Opponents that start their initiative phase in the aura are <i>sickened</i> (ST negates).	
Standard Actions	
Bite (✓): 2d4+2, the target takes two points of necrotic damage each round (ST +1 ends).	
Dark Wave (◀ 8m/5m): The target is <i>dazed</i> . <i>Sickened</i> target's take 1d6+2 points of necrotic damage instead.	
Alignment: Chaotic Evil	Intelligence: Semi

The bone naga is the skeleton of a naga animated by necromancy. It appears like a skeletal worm with a human skull and glowing red eyes.

Dark Naga	
CL/XP: 10/1,400	
HD: 10 (50/25)	Save: 5
AC: 21	Speed: 15
Standard Actions	
Snake Tail (✓ poison): 2d6+4, a <i>dazed</i> target suffers double damage.	
Serpent Glare (◀ 8m/5m): The target is <i>dazed</i> and pulled into melee range of the naga (ST negates the latter).	
Black Light (◀ 5m/3m E/E): 3d6+4, the target is <i>dazed</i> (ST ends). If the first save is not made, the target is <i>immobilised</i> (ST ends).	
Triggered Actions	
Revenge of the Serpent : When <i>bloodied</i> first, the naga uses its snake tail against an opponent in reach.	
Alignment: Lawful Evil	Intelligence: Exceptional

The powerful and sinister dark naga often cooperates with other serpent creatures. Lone dark naga are sometimes worshipped by primitive tribes.

Lightning Naga	
CL/XP: 4/120	
HD: 3+2 (32/16)	Save: 14
AC: 13	Speed: 15
Resists: Lightning 5	Weakness: Earth 5
Traits	
Lightning Aura (● 5m): Opponents that take ongoing electricity damage are <i>slowed</i> and cannot make attacks of opportunity.	
Standard Actions	
Tail Slap (☞): 2d6+3	
Spark Shot (☞ 20m, electricity): 1d8+4	
Spark Rain : The naga uses spark shot twice.	
Dark Spark (☞ 20m, electricity ☞☞): 1d12+2, the target is <i>immobilised</i> and suffers one point of electricity damage each round.	
Triggered Actions	
Lightning Storm : When bloodied first, the naga uses its spark shot against an opponent within reach.	
Alignment: Chaotic Neutral	Intelligence: High

The blue-scaled lightning naga is rare even among other naga. It is said to be a messenger of the gods send to destroy those who question the divine order.

Nightmare

The nightmare is a black horse with flames trailing from its nostrils and wreathing its hooves. It is a devilish creature and sometimes serves evil beings as a mount.

Nightmare	
CL/XP: 6/400	
HD: 6+2 (32/16)	Save: 11
AC: 17	Speed: 24
Resists: Fire 10	
Standard Actions	
Hooves (☞ fire): 1d8+4, the target takes two points of fire damage each round (ST ends).	
Hellfire Trail (☞☞): The nightmare moves over its full movement rate and leaves a trail of fire that last until the end of its next initiative phase. Every creature that attacks the nightmare while moving or that enters the fire takes five points of fire damage.	
Triggered Actions	
Fiery Revenge : When bloodied first, the nightmare deals 2d4 points of fire damage to the offender, whether it is in reach or not.	
Alignment: Neutral Evil	Intelligence: Semi

Nightmares are cruel, carnivorous creatures. They are thought to be of demonic origin and serve stronger beings as mounts and assassins.

Nymph

A nymph is a fey that appears as a strikingly beautiful female with a perfect body. Nymphs seems to be benevolent, but do not care for the mortals whose hearts they twist.

Blossom Nymph	
CL/XP: 3/60	
HD: 2+2 (12/6)	Save: 15
AC: 13	Speed: 12
Traits	
Charmed Defence : While next to a creature dominated by it, the nymph gains a +2 bonus to armour class.	
Standard Actions	
Fey Kiss (☞): 1d4+1, the target is <i>dazed</i> (ST ends).	
Nymph Song (☞ 25m): 1d6+2, the target is <i>slowed</i> (ST ends).	
Flower Perfume (☞ 50m 1 <i>slowed</i> or <i>dazed</i> target recharged if no opponent is <i>dominated</i> by this effect): The target is pulled five metres towards the nymph and is <i>dominated</i> (ST -1 ends).	
Blossom Rain (☞ 25m, radius 5m): The target is <i>slowed</i> (ST ends). If the first save is not made, the target falls <i>unconscious</i> (ST ends). <i>Dominated</i> targets are not affected.	
Alignment: Neutral	Intelligence: High

The blossom nymph is good-tempered and playful, but can turn cruel and emotionless quickly if bored.

Wood Nymph	
CL/XP: 5/240	
HD: 5+1 (26/13)	Save: 12
AC: 17	Speed: 12
Traits	
Regeneration : When near a tree, the nymph regenerates three hit points at the beginning of her initiative phase.	
Standard Actions	
Slam (☞): 2d6+2, the target is slowed until the start of the nymph's next initiative phase.	
Tree Trap (☞): The target is teleported over a distance up to twenty metres and trapped in the nymph's tree (ST ends). While trapped, the target cannot move nor do anything. When the effect ends, the target appears next to the tree.	
Bond of Fate (☞ 50m): 1d8+4, until the end of the fight or until the nymph is destroyed, the target takes two points of damage each round it starts next to the nymph.	
Move Actions	
Tree Home : The nymph teleports over twice its movement rate to its tree.	
Alignment: Neutral	Intelligence: Exceptional

Wood nymphs are sometimes mistaken for dryads, as they are also bound to a tree. However, destroying this tree will not destroy the nymph, but instead turn her into a sundered nymph, a grim and hateful being.

Ogre

The ogre is a huge but rather dumb humanoid with some similarities to the orc. Its lack of imagination is compensated by determination, bravery and enormous physical power. Ogre form simple communities and sometimes ally with orcs or goblinoids.

Ogre	
CL/XP: 4/120	
HD: 3 (15/7)	Save: 14
AC: 11	Speed: 12
Standard Actions	
Greatclub (☞): 1d10+3	
Rock (☞ 50m): 1d6+2	
Grand Slam (☞): 2d10+2, the target is knocked out of melee range is knocked <i>prone</i> . On a miss, the target takes half damage and is knocked <i>prone</i> .	
Alignment: Lawful Evil	Intelligence: Low

Ogres are almost always hungry and are not above eating other sentient races. They especially like the tender meat of elves and halflings.

Oni

The oni is a distant relative of the ogre. Oni originate from the east, but can be found in many other places as well, as they like to travel a lot. Oni are very intelligent and often use magic. Even outside the east, oni like to use the katana and other weapons from their home region. Some oni have blue skin, brown skin or ivory horns.

Oni Mage	
CL/XP: 7/600	
HD: 5 (40/20)	Save: 11
AC: 17	Speed: 12
Resists: Magic 5	
Traits	
Regeneration: The werewolf regenerates three hit points at the beginning of each initiative phase.	
Standard Actions	
Katana (☞): 2d6+3	
Ice Wave* (◀ 8m/5m, cold ☞☞): 1d8+6, the target is <i>slowed</i> (ST ends).	
Lightning Blast* (☞ 25m, radius 5m, electricity ☞☞): 2d6+4, the target is <i>stunned</i> for one round (ST negates).	
Invisibility: The oni turns invisible until it attacks.	
Deceptive Veil*: The oni assumes the physical form of a humanoid of roughly its size. If the oni is brought down to naught hit points, the effect ends.	
Alignment: Neutral Evil	Intelligence: Genius

The oni mage is cunning and deceptive. It does not act in the open if that can be avoided, but prefers to assume a harmless form or use underlings to carry out its plans.

Otyugh

Otyughs live underground, hiding in piles of refuse, for they are scavengers. These bizarre creatures are slightly larger than a human, a mass of flesh mounted on three squat, elephant-like legs. The otyugh has a sensory-organ stalk, and two rough, bone-ridged tentacles used for attacking enemies.

Otyugh	
CL/XP: 3/60	
HD: 3+3 (18/9)	Save: 14
AC: 16	Speed: 6/6
Traits	
Otyugh Stench (● 5m): An opponent in the zone suffers a -1 penalty to attack power.	
Otyugh Filth Fever: If bitten by the otyugh, a creature has to make a saving throw after the fight. If the save is not made, the target is <i>sickened</i> .	
Standard Actions	
Tentacle (☞): 1d8+3, the creature is grabbed by the otyugh (ST negates).	
Filthy Bite (☞): 1d8+4, 1d8+6 against a creature grabbed by the otyugh.	
Alignment: Neutral	Intelligence: Animal

Ooze

Oozes are amorphous subterranean treasures. They are usually mindless and spend their entire existence crawling through dark passages, eating everything in their way. Oozes are often acidic or poisonous.

Gelatinous Cube	
CL/XP: 4/120	
HD: 2+4 (20/10)	Save: 16
AC: 11	Speed: 9
Resists: Acid 2	
Traits	
Ooze: The ooze can squeeze through tight spaces at half speed. It is immune to mind control and effects that require vision as well as critical hits.	
Translucent: The ooze is translucent and invisible if seen from a distance in dim light. A creature that runs into the ooze is engulfed automatically.	
Standard Actions	
Slam (☞ acid): 1d6+4, the targets is <i>immobilised</i> (ST ends).	
Engulf (☞ acid 2 targets not engulfed by the ooze): The target is engulfed takes three points of acid damage each round (ST ends). The ooze cannot engulf more than two human-sized creatures at once. When the ooze moves, the engulfed creatures move with it.	
Alignment: Neutral	Intelligence: None

The gelatinous cube is a transduced cube of ooze moving through dungeons and the underground, soaking up debris and organic material on the way. It often contains skeletons and objects from its former victims.

Ochre Jelly	
CL/XP: 2/30	
HD: 1+4 (12/6)	Save: 17
AC: 10	Speed: 6
Resists: Acid 2	
Traits	
Ooze: The ooze can squeeze through tight spaces at half speed. It is immune to mind control and effects that require vision as well as critical hits.	
Standard Actions	
Slam (☞ acid): 1d6, the target takes two points of acid damage each round (ST negates, ST ends).	
Move Actions	
Flowing Form: The ooze moves at its maximum movement rate through any obstacle with some space in-between.	
Triggered Actions	
Spit (once-only): If bloodied, the ooze splits into two creatures with half its remaining hit points.	
Alignment: Neutral	Intelligence: None

The ochre jelly is amorphous ooze moving through the underground. It dissolves everything in its way and absorbs it afterwards. A creature killed by an ochre jelly will be dissolved over time with only acid-resistant equipment remaining.

Oozeman	
CL/XP: 6/400	
HD: 5+3 (28/14)	Save: 11
AC: 17	Speed: 12 (+1)
Resists: Acid 3, Poison 1	
Traits	
Ooze: The ooze can squeeze through tight spaces at half speed. It is immune to critical hits.	
Adhesive: The ooze can walk on walls and the ceiling.	
Standard Actions	
Fist (☞ acid): 3d4	
Fist Furry: The ooze uses its fist twice against two different targets.	
Paralysing Grasp: 1d6+1, if used against a <i>bloodied</i> target, the target is <i>paralysed</i> (ST negates, ST ends).	
Chilling Gaze* (recharged if first <i>bloodied</i>): The target is <i>charmed</i> .	
Alignment: Neutral Evil	Intelligence: Average

Oozemen are vicious, intelligent ooze creatures. They live mostly underground and serve enigmatic ancient entities. Sages are not sure if these old beings are of divine nature or not. An oozeman can take any shape, but prefers to appear as a humanoid.

Green Slime	
CL/XP: 2/30	
HD: 2 (10/5)	Save: 16
AC: 12	Speed: 3
Resists: Acid 2	Weakness: Fire 2, Light 2
Traits	
Ooze: The ooze can squeeze through tight spaces at half speed. It is immune to mind control and effects that require vision as well as critical hits.	
Standard Actions	
Slam (☞ acid): 1d6, the target takes two points of acid damage each round (ST negates, ST ends).	
Engulf (☞ acid): 1d4+1, the target is engulfed by the ooze (strength check ends). The target takes four points of acid damage each round. Attacks against the ooze deal half the damage to the target.	
Alignment: Neutral	Intelligence: None

The green slime simply engulfs every larger object in its way and tries to dissolve it. If this is not possible, the slime moves on.

Orc

Orcs are brutish humanoids with green skin. Most live in tribal societies, but some are organised in cities or whole empires. Many orcs live underground and prefer to attack during the night. Orcs value bravery and strength and do not tolerate cowardice or any other form, especially not among their leaders.

Orc Archer	
CL/XP: 2/30	
HD: 2 (10/5)	Save: 16
AC: 11	Speed: 12
Standard Actions	
Handaxe (☞): 1d4+3	
Handaxe (☞ 30m): 1d4	
Orc Bow (☞ 150m): 1d6+3	
Arrow Rain (● 50m, radius 5m): 1d6+3	
Triggered Actions	
Final Strike: If brought down to naught hit points, the orc takes one last standard action.	
Alignment: Lawful Evil	Intelligence: Average

Orc archers are a lot more sophisticated than many people think. More than anyone else, inexperienced elves become victims of orc archers they underestimate.

Orc Warrior	
CL/XP: 2/30	
HD: 1+3 (8/4)	Save: 16
AC: 14	Speed: 12
Standard Actions	
Battleaxe (☞): 1d8+2	
Handaxe (☞ 30m): 1d4+2	
Hacking Frenzy (☞ ☞☞): 1d8+2, the target has to stay in melee combat with the orc (ST ends).	
Move Actions	
Charge (☞): 1d8+4, this attack cannot be used in the same round as a normal battleaxe attack.	
Triggered Actions	
Final Strike: If brought down to naught hit points, the orc takes one last standard action.	
Alignment: Lawful Evil	Intelligence: Average

Savage and determined, orcs are feared by many. They rush into battle, first weakening the enemy with a well-placed throwing axe and then trying to decide the battle with one brutal attack.

Savage Orc	
CL/XP: B/10	
HD: 1 hp (Mook)	Save: 18
AC: 10	Speed: 15
Standard Actions	
Battleaxe (☞): 1d6	
Handaxe (☞ 30m): 1d4	
Triggered Actions	
Final Strike: If brought down to naught hit points, the orc takes one last standard action.	
Alignment: Lawful Evil	Intelligence: Low

Especially wild orc are used as shock troops that storm into the ranks of the enemy and demoralise it. However, only lightly armoured, savage orc fall quickly if they face well-disciplined soldiers.

Owlbear

The owlbear resembles a cross between a bear and an owl. It might be product of a magical experiment gone wrong. In any case, owlbears now populate almost any climate zone. Foul-tempered and territorial, they are a menace to anyone crossing their territory and not being prepared.

Owlbear	
CL/XP: 5/240	
HD: 5+1 (22/11)	Save: 12
AC: 14	Speed: 12
Standard Actions	
Claw (☞): 1d6+1	
Double Attack: The owlbear uses its claw twice. If both claws hit one target, the owlbear grabs it if it the owlbear has less than two creatures grabbed.	
Beak Snap* (☞ 1 grabbed creature): 2d4+4	
Dazing Hoot (◀ 5m/3m): The target is <i>dazed</i> (ST ends).	
Alignment: Neutral	Intelligence: Animal

Owlbears are often the dominant predator in their territory. The smell of an owlbear pelt will keep regular bears away, but attracts owls.

Owlbear Cub	
CL/XP: 3/60	
HD: 3 (14/7)	Save: 15
AC: 11	Speed: 9
Standard Actions	
Claw (☞): 1d6	
Double Attack: The owlbear uses its claw twice. If both claws hit one target, the owlbear grabs it unless it has already grabbed another creature.	
Beak Snap* (☞ 1 grabbed target): 1d4+2	
Dazing Hoot: (☞): The target is <i>dazed</i> (ST ends).	
Alignment: Neutral	Intelligence: Animal

While significantly smaller than their parents, owlbear cubs are nevertheless dangerous opponent can take on many other large animals.

Kaiser Owlbear	
CL/XP: 9/1,100	
HD: 8+2 (68/34)	Save: 9
AC: 16	Speed: 12
Standard Actions	
Claw (☞): 1d12+2	
Double Attack: The owlbear uses its claw twice. If both claws hit one target, the owlbear grabs it if it the owlbear has less than two creatures grabbed.	
Beak Snap* (☞ 1 grabbed target): 2s10	
Triggered Actions	
Terrifying Roar (● 15m): When first <i>bloodied</i> , targets with less than three hit dice are <i>panicked</i> (ST ends). Targets with more hit dice are <i>stunned</i> for once round (ST negates).	
Alignment: Chaotic Neutral	Intelligence: Semi

Twice as tall as the common owlbear, with grey feathers and eyes glowing red in the dark, the kaiser owlbear is feared by every peasant living even remotely close to its territory.

Spotted Owlbear	
CL/XP: 3/60	
HD: 3+1 (15/7)	Save: 14
AC: 12	Speed: 12
Standard Actions	
Claw (☞): 1d4+2	
Double Attack: The owlbear uses its claw twice.	
Triggered Actions	
Owlbear Rage: When first <i>bloodied</i> , the owlbear jumps at a target up to ten metres away and automatically hit it with it claw. The target is automatically hit every round (ST ends).	
Alignment: Neutral	Intelligence: Animal

The spotted owlbear is a dextrous climber and lives in the mountains. It likes to jump at its prey. The spotted owlbear's pelt is very popular and rather expensive.

Winged Owlbear	
CL/XP: 6/400	
HD: 6 (27/13)	Save: 11
AC: 14	Speed: 15/18 (+1)
Traits	
Runner: The owlbear can run up steep solves and walls.	
Standard Actions	
Claw (☞): 1d6+2	
Beak Snap* (☞): 2d6	
Ram (☞): 2d10, the owlbear rams a target while gliding.	
Triggered Actions	
Owlbear Rage: When first <i>bloodied</i> , the owlbear glides towards the nearest target and rams it.	
Alignment: neutral	Intelligence: Animal

In comparison to the regular owlbear, the winged owlbear can actually use its wings. They allow it to glide towards its prey almost silently. Surprising to many, the winged owlbear is agile and can run up walls. Some wizards tried to tame winged owlbears, but there is no successful attempt known.

Rat

Rats are found almost everywhere, but thrive especially will in large cities. They are not only omnivorous and potentially dangerous, but also transmit diseases.

Dire Rat	
CL/XP: B/10	
HD: 1d6 hp (4/2)	Save: 18
AC: 8	Speed: 9
Traits	
Rat Sweat Fever: If bitten by the rat, a creature has to make a saving throw after the fight. If the save is not made, the target is <i>sickened</i> .	
Standard Actions	
Bite (✓): 1d6+2	
Alignment: Neutral	Intelligence: Animal

The dire rat is large, mean-spirited and cunning. It hunts in dire rat pack or leads swarms of common rats. In groups, dire rats do not fear larger opponents.

Giant Rat	
CL/XP: A/5	
HD: 1d4 (2/1)	Save: 18
AC: 8	Speed: 9
Standard Actions	
Bite (✓): 1d4+1	
Triggered Actions	
Swarm Rage: When the rat is killed, all other rats in melee combat with the creature that killed the rat deal one point of damage to the creature (ST negates all damage).	
Alignment: Neutral	Intelligence: Animal

Giant rats are a breed of enormous rats. They can be found in city sewers. Rumour says that they are the result of magical experiments or consumption of disposed alchemical reagents.

Roper

Ropers are strange subterranean creatures that look not unlike stalagmites or stalactites. Once prey draws near, ropers reveal their true nature and lash out with their tentacles. They have a single eye a mouth full of sharp teeth.

Roper	
CL/XP: 5/240	
HD: 5 (25/12)	Save: 12
AC: 15	Speed: 6
Resists: Earth 10	
Standard Actions	
Tentacle Grab (✓): 1d4+2, the target is grabbed. While the target is grabbed, the roper gains resistance 10 to all of the target's attacks. Damaging the tentacle ends the grab.	
Tentacle Choke (✓ 1 target grabbed by the roper): The target suffers 2d10+2 points of damage and is released. On a miss, the attack deals half damage and the target is release.	
Alignment: Chaotic Evil	Intelligence: Average

Ropers are thought to have a connection to the Elemental Plane of Earth. Despite this claim, they seem to hate dwarves and other earth-related creatures.

Rust Monster

The body of the rust monster resembles a giant armadillo, and it has a long scaly tail. The hide of these creatures varies in colour from a yellowish tan underside to a rust-red upper back. A rust monster's prehensile antennae can rust metals on contact, as can their hide when struck with metal weapons.

Rust Monster	
CL/XP: 4/120	
HD: 3+1 (16/8)	Save: 14
AC: 13	Speed: 12
Traits	
Rusting Defence: When the rust monster is attacked with a metal weapon, the weapon will rust until the end of the fight and takes a -1 penalty to attack power. This penalty is cumulative up to a maximum of -5.	
Standard Actions	
Bite (✓): 1d4+2, if the target is wearing metal armour, the armour will rust until the end of the fight and takes a -1 penalty to armour class. This penalty is cumulative up to a maximum of -5.	
Devour Metal (✓ once-only, recharged if the attack misses 1 target with a rusting weapon): The weapon corrodes completely and is destroyed.	
Alignment: Neutral	Intelligence: Animal

Shark

Sharks are predatory fish that mainly live in saltwater. They have several sets of teeth and are at the top of the underwater food chain.

Bull Shark	
CL/XP: 2/30	
HD: 2+4 (14/7)	Save:
AC: 11	Speed: 12
Traits	
Aquatic: The elemental gains a +2 attack power bonus against nonaquatic creatures while fighting in water.	
Blood Frenzy: The shark gets a +1 attack power bonus and a +2 damage bonus against <i>bloodied</i> targets.	
Standard Actions	
Bite (✓): 1d8+2	
Alignment: Neutral	Intelligence: Animal

The bull shark lives in warm, shallow waters. It is known for its aggressive behaviour and is found in salt- as well as freshwater.

Skeleton

Humanoid skeletons are often animated by necromancers to serve them as guards or workers. Sometimes, the presence of dark energies is enough to raise skeletons, which will then haunt the area in packs.

Blazing Bones	
CL/XP: 2/30	
HD: 2+2 (12/6)	Save: 16
AC: 12	Speed: 15
Immunity: Poison	Resists: Fire 5, Necrotic 5
Traits	
Undead (2): The creature is immune to mind control and sleep.	
Skeletal: The skeleton takes only half damage from piercing weapons.	
Fiery Aura (● 5m): A creature that ends its initiative phase in the aura takes one point of fire damage.	
Standard Actions	
Blazing Claw (✓): 1d4+1, the target takes one point of fire damage each round (ST ends).	
Flame Orb (✓ 30m): 1d4+2	
Alignment: Chaotic Evil	Intelligence: None

The blazing bones is a skeleton that is permanently ablaze, but never burns down. Rumour says that burning skeletons are the remains of creatures burned alive on purpose.

Skeleton	
CL/XP: 1/15	
HD: 1 (5/2)	Save: 17
AC: 11	Speed: 9
Immunity: Poison	Resists: Fire 5, Necrotic 5
Traits	
Undead (1): The creature is immune to mind control and sleep.	
Skeletal : The skeleton takes only half damage from piercing weapons.	
Standard Actions	
Longsword (☞): 1d6	
Alignment: Chaotic Evil	Intelligence: None

Skeletons are among the weakest undead, but are durable and less smelly than zombies or ghouls.

Sphinx

Sphinxes are ancient creatures with a lion's body and humanoid features. Some are winged. Sphinxes are well-known for their extensive knowledge and love of riddles.

Gynosphinx	
CL/XP: 7/600	
HD: 5 (50/25)	Save: 12
AC: 15	Speed: 18/24
Standard Actions	
Claw (☞): 2d6+3	
Pounce : The sphinx uses its claw twice. If both attacks hit, the target is knocked <i>prone</i> .	
Sandstorm (● 30m, radius 5m, electricity): 1d6+2	
Triggered Actions	
Wing Slap : When two or more opponents flank the sphinx, all opponents suffer 1d6+2 point of damage and a pushed out of melee range.	
Alignment: Chaotic Neutral	Intelligence: Exceptional

A gynosphinx has the head and upper torso of a woman, the body of a lion, and the wings of an eagle. The female human arms become lion legs by the point of the forearm. Gynosphinxes are probably smarter than other varieties of sphinx and enjoy riddles, but they are quite willing to consider humanoids as prey. They also have considerable powers of divination, being able to answer most questions posed to them – but for a hefty price.

Sylph

The sylph looks like a small human female with dragonfly wings. Sylphs are partly translucent, have colourful hair and are apparently related to nymphs and air elementals. They are exclusively female and reproduce with elves as well as humans and halflings.

Sylph	
CL/XP: 2/30	
HD: 1+3 (8/4)	Save: 16
AC: 12	Speed: 9/12
Traits	
Standard Actions	
Wind Slam (☞): 1d6+2, the target is pushed out of melee range.	
Wind Blast (◀ 5m/2m): 1d4+2, the targets are pushed out of melee range.	
Thunderstorm (⚡ 50m, radius 3m once-only): 1d4+2, the target falls <i>prone</i> . On a miss, this attack inflicts half damage.	
Mist Form * (☁): The sylph becomes insubstantial and takes only half damage until the end of its next initiative phase.	
Change Shape *: The sylph assumes the physical form of a female humanoid of roughly its size. If the sylph is brought down to naught hit points, the effect ends.	
Alignment: Neutral	Intelligence: Very

Sylphs are playful and most harmless. If a sylph is attacked or robbed, though, they tend to take cruel revenge.

Therianthrope

Infected by a mysterious disease, therianthropes are people forced to transform into a hybrid form of man and beast at full moon. The transformation clouds the mind, but over time, therianthropes can gain some control over their curse and transform at will. If someone loses more than half of his hit points to a therianthrope, the disease is transmitted. A rarer breed of therianthropes are manbeasts. The manbeast's natural form is that of the animal hybrid. They turn into humanoids only at full moon or if they wish to do so.

Wererat	
CL/XP: 2/30	
HD: 1+3 (8/4)	Save: 17
AC: 12	Speed: 12 (+2)
Traits	
Therianthrope : If bitten by the wererat, the target has a 1% chance to be infected by the therianthrope curse and become one itself.	
Rat Sweat Fever : If bitten by the rat, a creature has to make a saving throw after the fight. If the save is not made, the target is <i>sickened</i> .	
Regeneration : The wererat regenerates two hit points at the beginning of each initiative phase. If it takes damage by a silver weapon, the regeneration will not work the next round.	
Standard Actions	
Dagger (☞ only usable in humanoid or hybrid form): 1d4+2, 2d4+2 if the target is attacked from behind.	
Bite (☞ only usable in hybrid or beast form): 1d4, the target takes one point of damage each round (ST negates, ST ends).	
Change Shape *: The wererat can alter its appearance to appear as a giant rat, humanoid or hybrid.	
Alignment: Lawful Evil	Intelligence: Average

In comparison to many other therianthropes, wererats are frequently found in cities. The wererat often lives in sewers or is associated with the local guild of thieves.

Weretiger	
CL/XP: /	
HD: 5+2 (42/21)	Save: 12
AC: 16	Speed: 15 (+1)
Traits	
Therianthrope : If bitten by the weretiger, the target has a 1% chance to be infected by the therianthrope curse and become one itself.	
Regeneration : The weretiger regenerates three hit points at the beginning of each initiative phase. If it takes damage by a silver weapon, the regeneration will not work the next round.	
Standard Actions	
Katar (☞ only usable in humanoid or hybrid form): 1d6+3	
Bite (☞ only usable in hybrid or beast form): 1d4+4	
Feline Fury : The werewolf uses its katar or bite twice and moves half its maximum movement rate in-between the attacks.	
Change Shape *: The weretiger can alter its appearance to appear as a tiger, humanoid or hybrid	
Move Actions	
Pounce (☞ only usable in humanoid or hybrid form ☁): 1d8+2, the weretiger charges before the attack and the target is knocked <i>prone</i> .	
Triggered Actions	
Slashing Recoil : If a melee attack misses the were tiger, it attacks with its katar or bite (ST for half damage).	
Alignment: Neutral Evil	Intelligence: Very

Weretigers live deep in the south, but also appear in regions with a more temperate climate. They are very fast and cunning. Some native tribes worship weretigers and consider them higher beings.

Werewolf	
CL/XP: 4/120	
HD: 3 (15/7)	Save:
AC: 11	Speed: 15 (+2)
Traits	
Therianthrope: If bitten by the werewolf, the target has a 1% chance to be infected by the therianthrope curse and become one itself.	
Regeneration: The werewolf regenerates three hit points at the beginning of each initiative phase. If it takes damage by a silver weapon, the regeneration will not work the next round.	
Standard Actions	
Claw (✓ only usable in hybrid or beast form): 1d8+1, 1d8+3 if the target is <i>bloodied</i> .	
Bite (✓ only usable in hybrid or beast form): 1d6+3	
Club (✓ only usable in humanoid or hybrid form): 1d8+2, 1d8+4 if the target is <i>bloodied</i> .	
Change Shape*: The werewolf can alter its appearance to appear as a wolf, humanoid or hybrid.	
Alignment: Chaotic Evil	Intelligence: Average

Werewolves are probably the most common among the therianthrope, with humans being the most susceptible race to be affected by the curse. Most of them live as hermits and avoid contact with humanoids, whereas others live in communities undetected. In some cases, werewolves form packs and live alongside normal wolves.

Pack Lord	
CL/XP: 7/600	
HD: 6+4 (52/26)	Save: 11
AC: 15	Speed: 15 (+3)
Traits	
Therianthrope: If bitten by the werewolf, the target has a 1% chance to be infected by the therianthrope curse and become one itself.	
Regeneration: The werewolf regenerates four hit points at the beginning of each initiative phase. If it takes damage by a silver weapon, the regeneration will not work the next round.	
Blood Moon (● 10m): The werewolf and all its therianthrope allies within the radius gain a +1 attack power and a +2 damage bonus against <i>bloodied</i> targets.	
Standard Actions	
Falchion (✓ only usable in humanoid or hybrid form): 2d4+3	
Bite (✓ only usable in hybrid or beast form): 1d12+1	
Canine Fury: The werewolf uses its falchion or bite twice.	
Savage Howl* (◀ 8m/5m, once-only): All therianthrope allies gain six temporary hit points and make an additional standard action.	
Change Shape*: The werewolf can alter its appearance to appear as a wolf, humanoid or hybrid.	
Move Actions	
Swift Wolf* (only usable in beast form ☞☞): The werewolf moves at his maximum movement rate and makes a bite attack.	
Alignment: Chaotic Evil	Intelligence: Very

The pack lord is the alpha werewolf of a werewolf pack. Strong, smart and charismatic, he is a dangerous adversary. Pack lords are no less savage than lesser werewolves, but channel their rage better.

Tiger

Tigers are strong and dangerous animals, feared by humanoids living in jungles. Their pelt is a popular trophy and decorative object.

Tiger	
CL/XP: 3/60	
HD: 3+2 (26/13)	Save: 14
AC: 16	Speed: 15 (+2)
Standard Actions	
Bite (✓): 2d4+2	
Claws (✓): 1d8+2, if the tiger does not have a creature grabbed, it grabs the target.	
Savage Attack: The tiger uses its bite and its claw.	
Crush Throat* (✓ 1 target grabbed by the tiger): 4d4+2	
Move Actions	
Amazing Leap: The tiger leaps over half its movement rate.	
Alignment: Neutral	Intelligence: Animal

The tiger is among the largest of the great cats. It lives mainly in the jungle, but can be found in forested areas further north as well.

Dire Tiger	
CL/XP: 8/800	
HD: 7+4 (60/30)	Save: 9
AC: 18	Speed: 18 (+3)
Standard Actions	
Bite (✓): 2d6+4	
Claws (✓): 2d6+2, if the tiger does not have a creature grabbed, it grabs the target.	
Savage Attack: The tiger uses its bite and its claw.	
Crush Throat* (✓ 1 target grabbed by the tiger): 2d10+6	
Horrid Roar* (● 50m ☞): Every target that does not make a saving throw <i>panics</i> (ST ends).	
Uncanny Speed (once-only): The tiger moves at double speed for 1d4 rounds.	
Triggered Actions	
Final Strike: If reduced to naught hit points, the dire tiger uses its bite attack one last time.	
Alignment: Chaotic Neutral	Intelligence: Semi

Cunning, gargantuan in size and with fiery red eyes, the dire tiger is a fearsome beast. Its roar will send even

Titan

Earth Titan	
CL/XP: 10/1,400	
HD: 8 (80/40)	Save: 8
AC: 18	Speed: 18
Immunity: Earth	
Standard Actions	
Slam (✓ earth): 2d10+4	
Double Attack (✓): The titan uses its slam twice.	
Hurl Rock (✓ 100m): 1d8+5, the target is <i>dazed</i> (ST ends).	
Earth Shock (● 15m): 2d10+3, the target is <i>stunned</i> until the end of the titan's next initiative phase. On a miss, the target takes half damage.	
Alignment: Chaotic Evil	Intelligence: Average

Fire Titan	
CL/XP: 12/2,000	
HD: 10+8 (108/54)	Save: 5
AC: 19	Speed: 18
Immunity: Fire	
Standard Actions	
Fiery Greatsword (✓ fire): 3d6+4, the target has to stay in melee combat with the titan until the end of the titan's next turn.	
Double Attack (✓): The titan uses its fiery greatsword twice.	
Hurl Lava (✓ 75m, fire ☞☞): 3d6+7, the target is <i>immobilised</i> until the end of the titan's next initiative phase (ST negates). On a miss, the attack does half damage and the target is slowed until the end of the titan's next initiative phase (ST negates).	
Alignment: Neutral Evil	Intelligence: Average

Frost Titan	
CL/XP: 11/1,700	
HD: 10 (100/50)	Save: 5
AC: 18	Speed: 18
Immunity: Cold	
Traits	
Winter's Touch (● 5m): An opponent that ends its turn in the zone takes one point of cold damage.	
Icebound Footing: When an effect result in the giant being <i>prone</i> , <i>stunned</i> , <i>immobilised</i> or <i>paralysed</i> , it is permitted an additional saving throw to avoid the effect.	
Standard Actions	
Icy Greataxe (✓ cold): 2d8+3, the target takes two points of cold damage each round (ST ends).	
Blast of Winter (◀ 8m/5m, cold, once-only): 2d10+6, the target takes two points of cold damage each round (ST ends) and <i>immobilised</i> until the end of the titan's next initiative phase.	
Cold-Blooded Kick* (✓): 2d10+4, the target is knocked <i>prone</i> (ST negates).	
Triggered Actions	
Furious Swipe: When the titan is first <i>bloodied</i> or brought to naught hit points, it uses its icy greataxe.	
Alignment: Neutral Evil	Intelligence: Average

Treant

The treant is a sentient tree-like creature and protector of the forest. It is sometimes benevolent, but will never tolerate any disturbance of the forest. Treants like to cooperate with druids and sylvan creatures. Treants live long and have a very good memory.

Treant	
CL/XP: 9/1,100	
HD: 8 (64/32)	Save: 8
AC: 17	Speed: 6
Traits	
Grasping Roots (● 5m): Opponents in the area are <i>entangled</i> .	
Wooden Body: Whenever the treant takes fire damage, it takes two points of fire damage each round (ST ends).	
Standard Actions	
Slam (✓): 1d10+6	
Awaken the Forest (● 10m): Creates a zone that lasts until the end of the fight or until the treant uses this power again. Enemies within the zone are <i>slowed</i> .	
Earthshaking Stomp (◀ 8m/5m, recharged if all targets are missed): 3d6+3, the target falls <i>prone</i> (ST negates).	
Alignment: True Neutral	Intelligence: High

Treants are guardians of the forest, but are not good-aligned. They might tolerate travellers, but will not hesitate to wipe out any resistance if necessary.

Hollow Treant	
CL/XP: 10/1,400	
HD: 8+4 (68/34)	Save: 8
AC: 19	Speed: 6
Traits	
Undead (9): The creature is immune to mind control and sleep.	
Killing Roots (● 8m): Opponents in the area take four points of necrotic damage each round. Undead allies regain four hit points.	
Wooden Body: Whenever the treant takes fire damage, it takes two points of fire damage each round (ST ends).	
Standard Actions	
Slam (✓ necrotic): 1d10+3, the target takes four points of necrotic damage each round (ST ends).	
Double Attack: The treant uses its slam attack twice.	
Entangling Roots (✓ 15m): The targets falls <i>prone</i> and is <i>entangled</i> (ST ends).	
Alignment:	Intelligence: Exceptional

The hollow treant is an evil treant that did not accept that its many years would come to an end soon and chose to continue to exist as an undead. Some are also treants reanimated by necromantic energies.

Troglodyte

These subterranean reptilian humanoids are green, scaly, and have a bony spine along the centre of the top of their heads, backs, and backs of their arms. Troglodytes are malicious and warlike, and will attempt to slay any creatures that cross their paths. Their bodies are covered in small glands that produce a stinky, slimy coating on their scaly hide.

Troglodyte Warrior	
CL/XP: /	
HD: (/)	Save:
AC:	Speed:
Traits	
Standard Actions	
Move Actions	
Triggered Actions	
Alignment:	Intelligence:

Every troglodyte in a tribe is a fighter of sorts. This enables the troglodyte to survive in the highly competitive environment of the underground.

Troll

The troll is a fearsome and savage creature. It has sharp teeth, a long nose and is as tall as an ogre. Trolls regenerate and can regrow entire limbs or even their head. However, they also need to consume large amount of food for their hyperactive metabolism. Fire or acid are the only methods to surely kill a troll.

Troll	
CL/XP: 5/240	
HD: 4 (18/9)	Save: 13
AC: 13	Speed: 12
Traits	
Troll Regeneration: The troll regenerates three hit points at the beginning of each initiative phase. If it takes fire or acid damage, the regeneration will not work the next round.	
Troll Healing: When the troll is reduced to naught hit points, it falls unconscious and raises the next round with four hit points. If the troll takes fire or acid damage while unconscious, it will not return to life this way.	
Standard Actions	
Claw (✓ twice): 2d4+3, if the attack <i>bloodies</i> the target, the troll uses its claw attack again against the target.	
Alignment: Chaotic Evil	Intelligence: Low

War Troll	
CL/XP: 8/800	
HD: 6 (27/13)	Save: 11
AC: 17	Speed: 15 (+1)
Traits	
Troll Regeneration: The troll regenerates three hit points at the beginning of each initiative phase. If it takes fire or acid damage, the regeneration will not work the next round.	
Troll Healing: When the troll is reduced to naught hit points, it falls unconscious and raises the next round with four hit points. If the troll takes fire or acid damage while unconscious, it will not return to life this way.	
Standard Actions	
Broadsword (✓): 1d12+4, if the attack <i>bloodies</i> the target, the troll uses its claw attack again against the target.	
Sweeping Strike (◀ 3m/2m): 1d12+1, the target falls <i>prone</i> (ST negates).	
Alignment: Neutral Evil	Intelligence: Average

Tunnel Brute

Tunnel brutes are insect-like, bulky humanoids that live underground. They have strong mandibles and can dig at half speed. Tunnel brutes are fearsome, but fight to the death only if cornered. They seem to be tribal, but have no known culture.

Tunnel Brute	
CL/XP: 7/600	
HD: 6 (48/24)	Save: 11
AC: 18	Speed: 12 (+2)
Standard Actions	
Claw (☞): 2d4+5, no usable if the umber hulk has a creature grabbed	
Double Attack: The tunnel brute uses its claw twice against the same target. If both attacks hit, the target is grabbed.	
Rending Claws (☞ 1 grabbed creature): 2d10	
Confusing Gaze* (☞ 15m): The target is pushed out of melee range and is <i>dazed</i> . An already <i>dazed</i> target becomes <i>confused</i> .	
Move Actions	
Tunnelling: The tunnel brute can burrow through earth at one third of its movement rate.	
Alignment: Neutral	Intelligence: Low

Tunnel brutes like to dig close to a tunnel wall and jump out if prey passes by. Despite being relatively intelligent, some underground races have tamed tunnel brutes

Unicorn

The unicorn is a mystical horse, almost always white, with a horn on its forehead. Unicorns are very rare. However, there are also other, less benign breeds of unicorns.

Unicorn	
CL/XP: 5/240	
HD: 5 (25/12)	Save: 11
AC: 15	Speed: 24
Traits	
Fey Ward (● 5m): Allies in the aura gain a +1 bonus to armour class and saving throws.	
Standard Actions	
Hooves (☞): 1d6+1	
Piercing Charge (☞): 2d4+2, the unicorn charges half its movement rate before attacking, the target is pushed back five metres and knocked <i>prone</i> .	
Healing Touch* (once-only): If used on an ally, this ability heals 2d6 hit points.	
Unicorn Charm* (☞ 25m once-only): The target cannot attack the unicorn and makes an attack of opportunity at a +1 attack power bonus at anyone attacking the unicorn (ST -3 negates, ST ends).	
Move Actions	
Fey Step (once-only): The unicorn teleports over twice its movement rate.	
Alignment: Neutral Good	Intelligence: High

Unicorns are benevolent and shy, but will intervene to help innocent creatures in danger. Unicorn horn is a valuable ingredient for all kinds of potions and rituals and is said to have healing powers. However, many races considers taking a unicorn's horn, even that of a unicorn which died of age, a great sin.

Vampire

Vampires are powerful bloodsucking undead. Unlike many other undead creatures, they have a free will. Some vampires simply hide from mortal and leave their lair only to feed. Other vampires command other undead or have mortal followers.

Nosferatu

CL/XP: 10/1,400	
HD: 9+3 (48/24)	Save:
AC: 19	Speed: 12
Immunity: Poison	Resists: Necrotic 10
Weakness: Light 3	
Traits	
Undead (9): The creature is immune to mind control and sleep.	
Burned by Sunlight: For each round in direct sunlight, the nosferatu takes four points of light damage.	
Shadow Fever: If damaged by the nosferatu's bite or claws, a creature has to make a saving throw after the fight. If the save is not made, the target is <i>sickened</i> and will not regenerate hit points naturally as long as it is <i>sickened</i> .	
Stench of Death (● 10m): A living creature that starts its initiative phase in the zone takes a -2 penalty to attack power and saving throws until the end of the its next initiative phase. The nosferatu can suppress the stench at will.	
Standard Actions	
Claw (☞): 2d4+6	
Horrid Bite* (☞ necrotic): 4d6+5, the nosferatu regenerates ten hit points. The target takes four points of necrotic damage each round (ST ends).	
False Face*: The nosferatu assumes the physical form of a humanoid of roughly its size. If the nosferatu is brought down to naught hit points, the effect ends.	
Alignment: Neutral Evil	Intelligence: Exceptional

Nosferatu are a special breed of vampires with enormous physical strength and disease-ridden bodies. They are hairless, often ugly and appear in public only in disguise. Nosferatu regenerate only very slowly, but also need to feed less often than common vampires do.

Vampire

CL/XP: 8/800	
HD: 6 (30/15)	Save: 11
AC: 14	Speed: 15/15
Immunity: Poison	Resists: Necrotic 5
Weakness: Light 3	
Traits	
Undead (6): The creature is immune to mind control and sleep.	
Burned by Sunlight: For each round in direct sunlight, the vampire takes four points of light damage.	
Regeneration: The vampire regenerates four hit points at the beginning of each initiative phase. If it takes light damage, the regeneration will not work the next round.	
Standard Actions	
Claw (☞): 2d4+2	
Bite* (☞ 1 <i>dazed</i> , <i>dominated</i> or passed out target): 2d10+4, the vampire regenerates six hit points.	
Cloud of Bats: The vampire turns into a swarm of bats. It can fly at its maximum movement rate, gains a +2 armour class bonus and takes only half damage from physical attacks.	
Dominating Gaze* (☞ 15m recharged if no creature is under the vampire's control): The target is <i>dominated</i> until the end of vampire's next initiative phase.	
Triggered Actions	
Mist Form: When the vampire takes damage while bloodied, it can turn into mist. It can fly at its maximum movement rate, gains a +2 armour class bonus and becomes immune to physical attacks. In this form, it cannot attack or turn into a bat swarm.	
Alignment: Chaotic Evil	Intelligence: Very

While members of many races can become vampires, most vampires are of human origin. Human vampires

Wolf

The wolf is a canine predator related to coyote and jackal. It is a hunter and lives in packs. Wolf can be found almost everywhere.

Wolf	
CL/XP: 1/15	
HD: 1 (5/2)	Save: 17
AC: 11	Speed: 15
Standard Actions	
Bite (✓): 1d4+2, the target falls <i>prone</i> (ST negates). If the target is <i>prone</i> , the attack inflicts double damage.	
Alignment: Neutral	Intelligence: Animal

Wolves hunt in packs. They avoid settlements and attack humanoids only if threatened or hungry.

Dire Wolf	
CL/XP: 2/30	
HD: 2+4 (14/7)	Save: 16
AC: 13	Speed: 15
Traits	
Pack Hunter: The dire wolf and its rider gain a +1 attack power bonus for every other wolf also in melee combat with their current target.	
Standard Actions	
Bite (✓): 1d8+2, the target falls <i>prone</i> (ST negates). If the target is <i>prone</i> , the attack inflicts double damage.	
Alignment: Neutral	Intelligence: Semi

Smart, vicious and powerful, the dire wolf is an aggressive and dangerous opponent that does not fear attacking other predators in packs. Some humanoid races have tamed dire wolves and use them as mounts.

Winter Wolf	
CL/XP: 7/600	
HD: 7 (35/17)	Save: 9
AC: 17	Speed: 15
Resists: Cold 10	
Standard Actions	
Bite (✓ cold): 1d8+3, if the target is <i>prone</i> , the attack inflicts double damage.	
Takedown (✓ usable only while charging): 1d10+3, the target is knocked <i>prone</i> .	
Ice Breath (◀ 5m/3m, cold ☄☄): 1d6+3, on a miss, this attack inflicts half damage.	
Alignment: Lawful Evil	Intelligence: Low

Winter wolves are surprisingly smart and cunning. These malignant creatures like to drive their prey into traps and then kill it with the whole pack.

Snowfang Wolf	
CL/XP: 8/800	
HD: 8 (40/20)	Save: 8
AC: 18	Speed: 18
Resists: Cold 10	
Traits	
Ice Rendering: The wolf deals 1d8 additional points of damage against a target that takes ongoing cold damage.	
Standard Actions	
Bite (✓ cold): 2d8+3	
Frigid Breath (◀ 5m/3m, cold ☄☄): 1d6+3, on a miss, this attack inflicts half damage. The target takes one point of cold damage each round (ST ends).	
Triggered Actions	
Snow Zephyr: If damaged, the wolf transforms into a zephyr of snow. It takes only half damage and can only use its frigid breath attack. At will or after using this	
Alignment: Lawful Evil	Intelligence: Average

The snowfang wolves are an especially vicious breed of winter wolves with fur like sharp icicles. Snowfang wolves sometimes serve powerful beings as guardians and executors. In winter wolf packs, they are always the leaders.

Purple Worm

The purple worm is a giant subterranean worm which can grow up to a length of fifteen metres. Its jaws are strong enough to dig tunnels into the rock. It can swallow anything up to the size of a horse. Purple worm teeth can be turned into excellent tools that can dig through almost anything.

Purple Worm	
CL/XP: 9/1,100	
HD: 7 (70/35)	Save: 9
AC: 17	Speed: 12
Traits	
Blind: The creature is cannot be <i>blinded</i> and is immune to gaze effects and based on brightness.	
Ponderous: The purple worm can use fling, poison stinger and regurgitate while <i>dazed</i> , <i>dominated</i> or <i>stunned</i> .	
Blooded Frenzy: The purple worm can use fling, poison stinger or regurgitate an additional time per round.	
Standard Actions	
Bite (✓): 2d8+4	
Devour Whole: The target is swallowed by the purple worm (ST negates). A swallowed target can only use weapons the size of a dagger or smaller and takes six points of acid damage per round. When the purple worm is killed, the victim is freed.	
Fling* (✓): 2d8+4, the target is knocked back eight metres (ST negates).	
Poison Stinger* (✓ poison): 1d8, the target takes three points of poison damage each round (ST negates, ST ends).	
Regurgitate: The purple worm spits out a swallowed creature up to a distance of ten metres. The target takes 2d8+4 points of damage. A saving throw at a -3 penalty is permitted for half damage.	
Triggered Actions	
Thrash (◀ 3m/3m): When the purple worm is damaged, it deals 2d8+2 points of damage to one or two targets close by.	
Alignment: Neutral	Intelligence: Animal

In some cultures, the purple worm is worshipped as a divine being and messenger. Others seem them as doombringers and a notorious risk factor for subterranean architecture.

Wraith

The wraith is an undead, ghost-like creature. It haunts the world, always looking for living victims to drain. Wraiths appear as shadowy creatures with glowing red eyes.

Wraith	
CL/XP: 4/120	
HD: 2+2 (12/6)	Save: 16
AC: 14	Speed: 12
Immunity: Poison	Resists: Necrotic 5
Traits	
Undead (4): The creature is immune to mind control and sleep.	
Insubstantial: The wraith takes only half damage from all attacks. Whenever the wraith takes light damage, it loses this trait until the start of its next initiative phase.	
Spawn Wraith: A humanoid killed by the wraith will return as a wraith figure at the beginning of the next turn and is under the game master's control.	
Standard Actions	
Shadow Touch (✓ necrotic): 1d6+3, or 2d6+6 if the wraith was invisible to the target during the attack. The target is <i>drained</i> (ST negates, ST ends).	
Triggered Actions	
Shadow Glide: When the wraith takes non-light damage, it becomes invisible until it hits or misses with an attack. It also teleport up to its maximum movement rate.	
Alignment: Chaotic Evil	Intelligence: Low

The wraith is on an endless journey to slay the living and create more wraiths. Sometimes entire villages are depopulated by a hoard of these angry undead.

Wraith Figment	
CL/XP: 1/15	
HD: 1 hp (Mook)	Save: 15
AC: 13	Speed: 12
Immunity: Poison	Resists: Necrotic 5
Standard Actions	
Undead (1): The creature is immune to mind control and sleep.	
Shadow Caress (✂ necrotic): 1d6, the target is <i>slowed</i> until the end of the wraith's next initiative phase (ST negates).	
Move Actions	
Shadow Phase (once-only): The wraith teleports over its maximum movement rate.	
Alignment: Chaotic Evil	Intelligence: Semi

Whenever the wraith kills a victim, it returns as a minor wraith. Over time, this wraith can grow stronger by draining living beings.

Yeti

The yeti is a humanoid that is completely covered with white fur and lives high up in the North. Yetis are smarter than generally assumed and like to attack during the night, as they can see in the dark.

Yeti	
CL/XP: 3/60	
HD: 3+1 (16/8)	Save: 14
AC: 14	Speed: 12
Resists: Cold 5	
Standard Actions	
Claw (✂): 1d6+2	
Twin Claws: The yeti uses its claws twice. If both attacks hit, the yeti grabs the target.	
Ice Glare* (✂ 15m): The target has to focus its next attack on the yeti (ST negates).	
Blood Howl (◀ 5m/3m): 1d6+3, the target is pushed five metres back.	
Alignment: Neutral	Intelligence: Very

Yetis are solitary or tribal. They do not craft items or build dwellings, but live in caves.

Zombie

Zombies are the bodies of the dead that have risen from their graves. They serve spellcasters as minions or have been brought back to undeath by dark powers around their place of final rest. Zombies are mindless and destructive.

Zombie	
CL/XP: 2/30	
HD: 1+3 (8/4)	Save: 18
AC: 8	Speed: 9 (-6)
Immunity: Poison	Resists: Necrotic 10
Traits	
Undead (2): The creature is immune to mind control and sleep.	
Zombie Weakness: A critical hit reduces the zombie to naught hit points.	
Standard Actions	
Slam (✂): 1d8+1, 1d8+3 against a grabbed target.	
Zombie Grasp (✂): The zombie grabs the target, which becomes <i>immobilised</i> (ST negates).	
Triggered Actions	
Deathless Hunger: When the zombie reduces to naught hit points (but not by a critical hit) and makes a saving throw at a +4 bonus, it is reduced to one hit point instead.	
Alignment: Chaotic Evil	Intelligence: None

The common zombie is a rotting corpse with an intuitive hatred for life. It emits the stench of death and is, while frightening, also slow and mindless.

Glossary

Absorption

Some creatures are not only immune to a certain element, but fully absorb it. If such a creature is hit by an elemental, all the damage is instead regenerated as hit points.

Alignment

A character's alignment shows where he stands in regard to good and evil as well as law and chaos. Monsters also have an alignment to give the game master an idea about their general behaviour.

Animal Companion

An animal companion is a wild animal loyal to a ranger that accompanies him on his journeys.

Attributes

The physical and mental capabilities of a player character are defined by six values called ability scores or attributes. The attributes are strength, dexterity, constitution, intelligence, wisdom and charisma. The value a character has for a certain attribute is tied to the so-called ability score modifier. The modifier has numerous effects depending on the ability score.

Background

A background provides some information where a character comes from or what his job or social position is. It may grant the character and extra proficiency or an advantage.

Damage Die

Whenever a creature or effect inflicts damage on something, the damage is determined by rolling one or more damage die. The result are points of damage.

Character Record Sheet

Each player has a character record sheet. It holds the most important information about his player character.

Class

Each player character has a class. The class defines how a character fights, how tough he is, what equipment he can use and what he is good at. Over the course of his life as an adventurer a player character gains level in his class.

Element

Some attacks are not physical or mundane, but related to a certain element. This can render them very effective or not effective at all against certain creatures.

Familiar

A familiar is a supernatural animal that serves a witch as an assistant, friend and advisor.

Hit Die

Hit dice (HD) are used to determine the hit points of player characters, henchmen and monsters. Monsters and henchmen always use the d8 for this purpose, whereas player characters use a die determined by their class.

Hit Point

Hit points (hp) are a value that indicates how much punishment a creature can take. Hit points are determined by rolling hit dice. They are an abstract mix between physical strength, endurance and other factors. Apart from common hit points, there are also so-called structural hit points for buildings or other larger constructions. If points of damage are taken, hit points are temporarily reduced. When the hit points of a creature reach naught, the creature is usually destroyed or starts dying.

Initiative

Initiative is a number that defines in which order the participants of a fight act. It is determined for each fight separately by rolling a d6 and taking a number of other factor, like the dexterity modifier, into account.

Game Master

The game master (GM) controls all creatures that are not player character, runs the world the game takes place in and decides how the game rules are used.

Henchman

A henchman is a mercenary hired by the player character to fight for them.

Hireling

A hireling is a person hired by the player character for a certain job.

Immunity

Some creatures are immune to a certain element. They will not take damage from an attack related to it.

Level, Class

Each player character has a class. The class level shows how efficient the character is at doing what his class does. To reach a higher level, a character has to gain experience.

Level, Spell

Each magic spell has a spell level – the higher the level, the stronger the spell. To gain access to spells of a higher level, a high class level is required. Class levels and spell levels are not identical.

Monster

A monster is a creature that is an obstacle for the players to overcome. Fighting and killing a monster is the straightforward – but not the only – way to deal with it.

Non-Player Character

A non-player character (NPC) is a creature not controlled by a player. All NPCs are controlled by the game master.

Player Character

The player character (PC) is a creature in the game world controlled by a player. It is defined by its attributes, race and class.

Point of Damage

Whenever a creature or structure takes damage, points of damage are subtracted from hit points.

Proficiency

Proficiencies are generic abilities a player character has that are not necessarily tied to his race, class or background. The number of proficiencies a player character has depends on class, class level, race and background.

Race

Apart from a class, each player character also has a race. Every race has some advantages over other races and offers certain roleplaying opportunities.

Resistance

Some creatures are resistant to a certain element like fire or electricity and take less damage from it. Their resistance – a numerical value – is subtracted from each damage die rolled to determine the amount of damage the creature would take from an attack related to that element.

Saving Throw

The saving throw is a general mechanic to avoid hazards. Player character and monster have a saving throw value. To make a save, this value has to be reached or surpassed with a roll of a d20. The player character saving throw value improves when the character reaches a higher class level. Some classes generally have a better saving throw value than others.

Spellcaster

Some class use divine, arcane or druidic magic. Member of these classes are called spellcaster. Monsters can also be spellcasters.

Status Effect

A status effect is caused by an attack or spell. It hinders a player character or monster in one way or the other.

Talent

A talent is an ability that either improves what a player character can do or grants him a new ability. The number of talents a player character has depends on his class level.

Theme

A theme is a variation of a class. It modifies the class without being entirely different.

Weakness

Some creatures are weak against a certain element and take more damage from it. Their weakness – a numerical value – is added to each damage die rolled to determine the amount of damage the creature would take from an attack related to that element.

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Character Record Sheet

Name: _____
 Race: _____
 Class: _____
 Alignment: _____

XP: _____
 Level: _____

Ability Scores

	Score	Modifier
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Dex	<input type="text"/>	<input type="text"/>
Con	<input type="text"/>	<input type="text"/>
Int	<input type="text"/>	<input type="text"/>
Wis	<input type="text"/>	<input type="text"/>
Cha	<input type="text"/>	<input type="text"/>

Combat & Equipment

<input type="text"/>	<input type="text"/>	<input type="text"/>	vs. Death	<input type="text"/>
Hit Points			vs. Paralysis	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	vs. Magic	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	Saving Throw	
<input type="text"/>	<input type="text"/>	<input type="text"/>	Armour Worn	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Weapon		Attack Power Bonus	Damage	Range

Special Abilities

Money & Items

<input type="text"/>	<input type="text"/>	<input type="text"/>
GP	SP	CP

Proficiencies

Acrobatics	Dex	<input type="text"/>	Knowledge	Int	<input type="text"/>	
Animal Handling	Wis	<input type="text"/>	Piloting	Wis	<input type="text"/>	
Athletics	Str/Con	<input type="text"/>	<input type="text"/>	Spellcraft	Int	<input type="text"/>
Craft	Str/Int	<input type="text"/>	<input type="text"/>	Stealth	Dex	<input type="text"/>
Engineering	Dex	<input type="text"/>	Streetwise	Cha	<input type="text"/>	
Influence	Str/Cha	<input type="text"/>	<input type="text"/>	Wilderness Survival	Wis	<input type="text"/>

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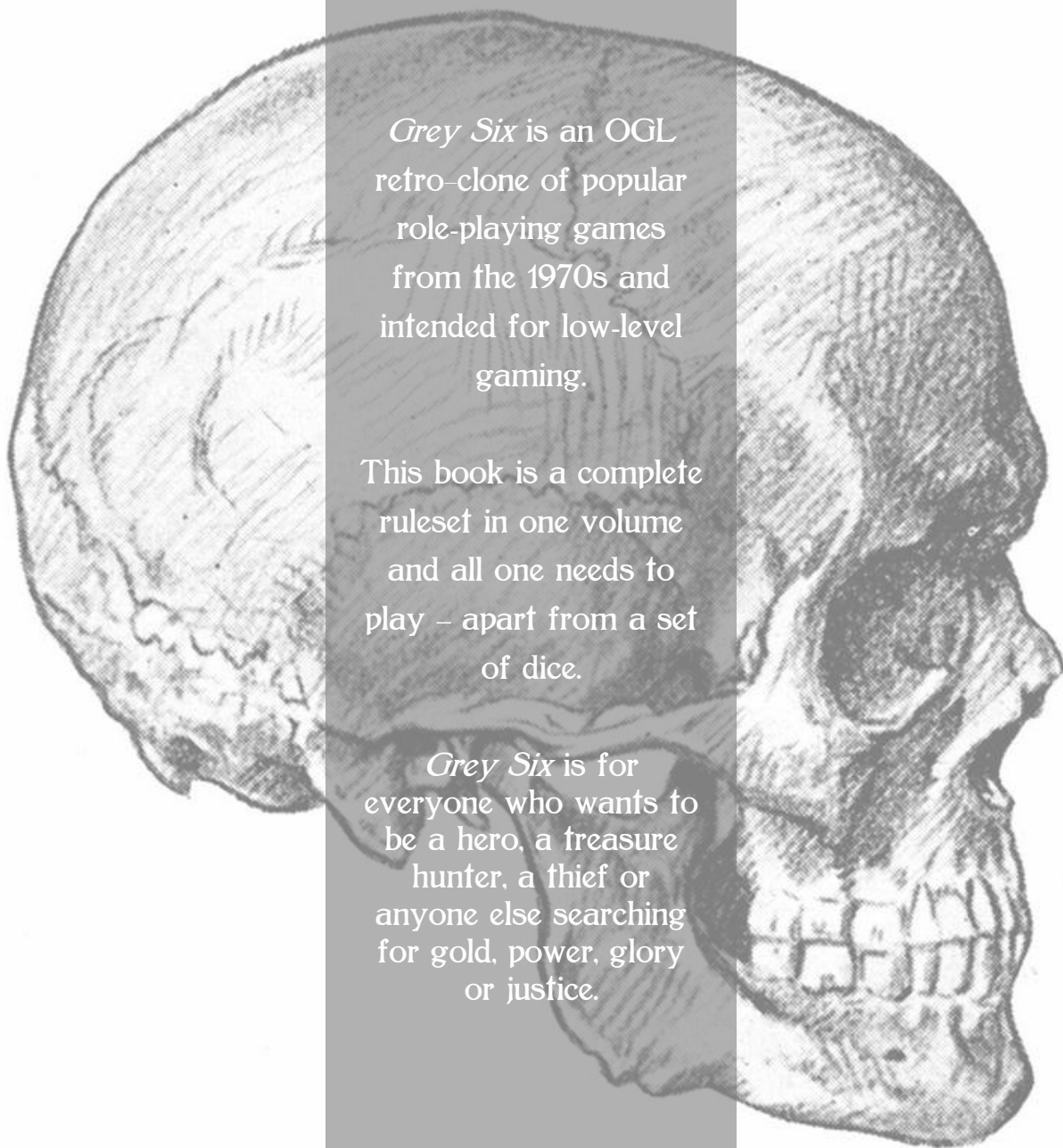
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Grey Six uses OGL material from the following sources:

- *A Dozen Necromantic Spells*, Philip Reed, Ronin Arts 2006
- *Advanced Player's Guide*, Jason Bulmahn, Paizo Publishing 2010
- *Basic Fantasy Role-Playing Game*, Chris Gonnerman, self-published 2013
- *Bardic Characters: A Basic Fantasy Supplement*, R. Kevin Smoot, self-published 2012
- *Crusader's Companion*, Peter J. Schroeder, self-published 2011
- *Dark Dungeons*, Blacky the Blackball, Gratis Games 2010
- *Darker Dungeons*, Blacky the Blackball, Gratis Games 2011
- *Druids & Druidism*, Thomas Knauss, Bastion Press 2003
- *E6: The Game Inside the World's Most Popular Game*, Ryan Stoughton, self-published 2007
- *Feats from Beyond the Black Gate*, Al Krombach, self-published 2010
- *OSRIC*, Stuart Marshall, Matthew Finch, self-published 2008
- *OSRIC Unearthed*, Charles Rice, Ronin Arts 2007
- *Ruins & Ronin*, Mike Davison, Sword+1 Productions 2009
- *Swords & Wizardry Complete*, Matthew Finch, Mythmere Games 2010
- *Swords & Wizardry White Box*, Matthew Finch, Marv Breig, Mythmere Games 2009
- *The Quintessential Witch*, Robert J. Schwalb, Mongoose Publishing 2002
- *The Witch - A New Class for Basic Era Games*, Timothy S. Brannan, Elf Lair Games 2012



Grey Six is an OGL retro-clone of popular role-playing games from the 1970s and intended for low-level gaming.

This book is a complete ruleset in one volume and all one needs to play – apart from a set of dice.

Grey Six is for everyone who wants to be a hero, a treasure hunter, a thief or anyone else searching for gold, power, glory or justice.