



BLACK PUDDING #4

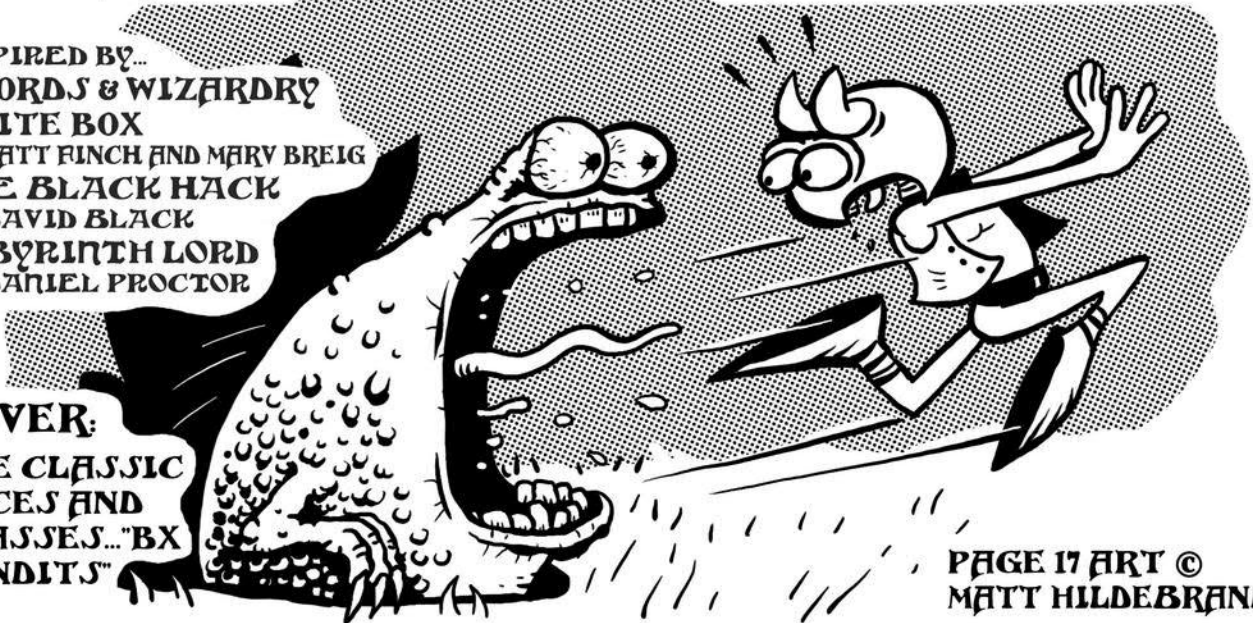
AN RPG ZINE BY J. V. WEST

PAGES 1 TO 15:
OSR PLAYBOOK

PAGES THE REST:
CLASSES, NPCS, FUN STUFF

INSPIRED BY...
SWORDS & WIZARDRY
WHITE BOX
BY MATT FINCH AND MARY BREIG
THE BLACK HACK
BY DAVID BLACK
LABYRINTH LORD
BY DANIEL PROCTOR

COVER:
THE CLASSIC
RACES AND
CLASSES... "BX
BANDITS"



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MATT HILDEBRAND

The **OSR Play Book** is my short reference for running old school adventure games. It can be used to supplement or supplant rules in any OSR game system. It includes many tried-and-true classics such as x in 6 dice rolls. It also includes "modernisms" such as ascending armor class and luck points. Enjoy with dice.

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↑ ADVANTAGE
Roll twice, keep best.

↓ DISADVANTAGE
Roll twice, keep worst.

COMBAT ORDER

1. Morale Checks.
2. Movement.
3. Missiles.
4. Magic.
5. Melee.
6. Next side goes.
7. Repeat till battle is done.



REACTION ROLL

2D6	REACTION
2	Attack
3-5	Hostile
6-8	Uncertain
9-11	No attack
12	Friendly

INITIATIVE

1d6 per side, high roll wins.

TIME & LIGHT

Turn = 10 minutes.
Round = 10 seconds.
Torch = 30', 6 turns.
Lantern = 30', 24 turns.
Candle = 10', 12 turns.

RESTING & HEALING

1. Rest every 6th turn of movement or suffer -1 to hit/damage.
2. Heal 1 HD per "night's rest". Add Con Mod to all healing rolls (magical or mundane).

ENCUMBRANCE & MOVEMENT

NO. ITEMS	EFFECT ON MOVE
Up Str	No effect.
Str + 1-4	Slowed.
Str + 5-8	Crawling.
Double Str +	Give me a break.

OIL

1d8 dmg.
5'/flask.
1 turn.

OPEN DOORS

2 in 6 (use Str mod)

HOLY WATER

1d8 dmg. vs. undead.

FIND HIDDEN/TRAP

1 in 6

SPRING TRAP

2 in 6

HEAR NOISE

1 in 6



DISTANCE & RANGE

ID6	DLST.	FT.	BOW	THROW	SLING
1	Close	0-5'	-	+1	-
2-3	Nearby	5'-60'	+1	+0	+1
4-5	Far Away	60'-120'	+0	-	+0
6	Distant	120'+	-1	-	-

RETAINERS

Will accept offer on 6+ Reaction Roll. Morale = Reaction Roll.

HOW FAR AWAY ARE THEY?

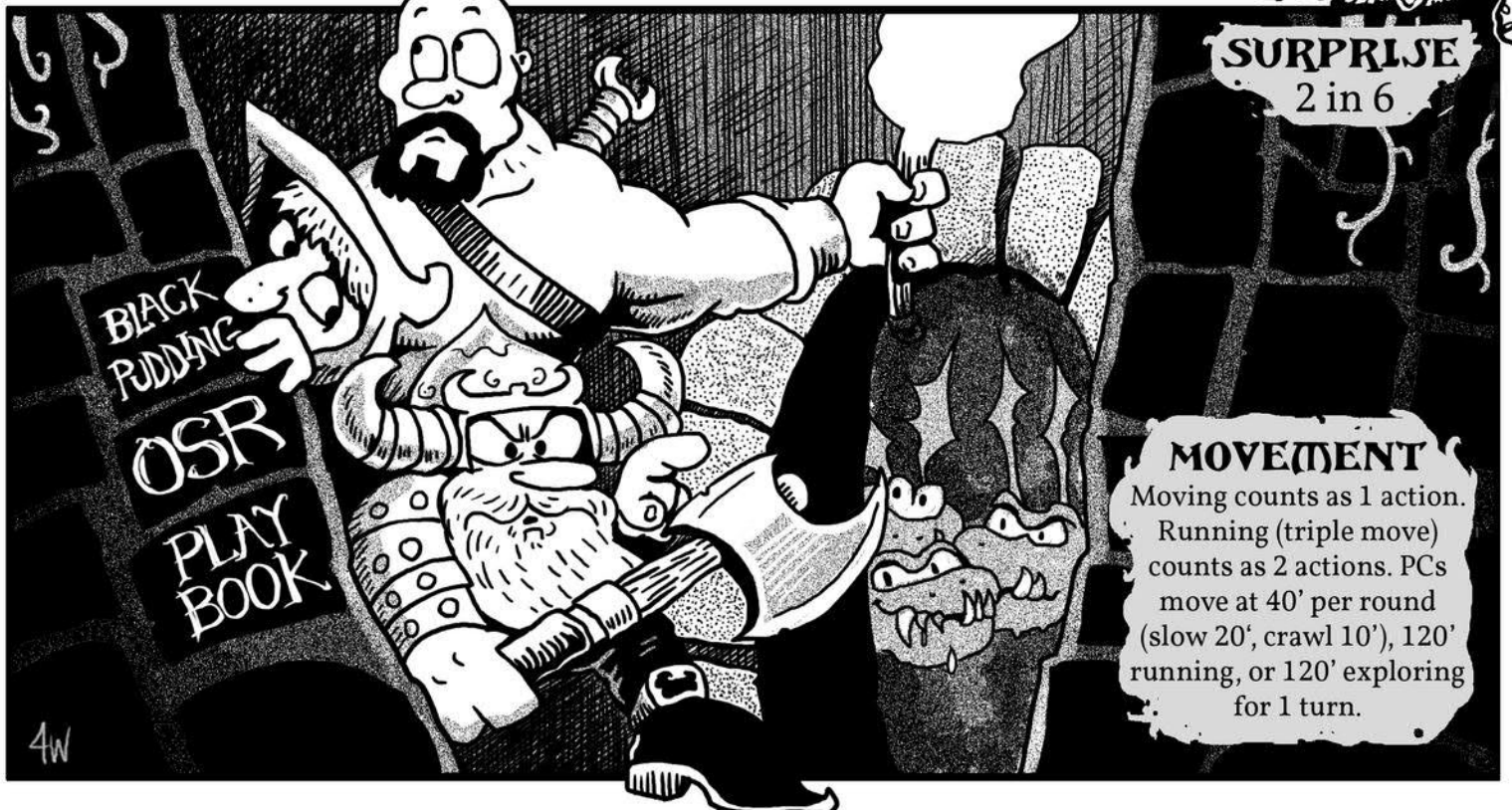
2d6 x 10'

SURPRISE

2 in 6

MOVEMENT

Moving counts as 1 action. Running (triple move) counts as 2 actions. PCs move at 40' per round (slow 20', crawl 10'), 120' running, or 120' exploring for 1 turn.



ATTACK ROLLS: To hit, roll 1d20 + mods (Str for melee, Dex for ranged) vs. Armor Class.

CRITICAL HITS: Nat 20 = double damage or special effect. **Fighters attack again!**

Special effect = knock down, disarm, stun, break something, etc. Get creative. **Save may apply.**

FUMBLES: Nat 1 = Judge rolls on fumble table.

D6	EFFECT
1-3	Embarrassing!
4	Off-balance, -1 to next attack.
5	Drop weapon or stumble if unarmed.
6	Broken weapon or self-injury.

COMBAT MODIFIERS

DEFENDER IS...	MODIFIER
Prone/Blind	+4
Stunned	+2
Facing away	+2
Partially covered	-3
Fully covered	-6
Running away	-1 melee +1 ranged



ATTACKER IS...	MODIFIER
Prone/Blind	-4
Mounted or above	+1
Charging	+2
Firing into melee*	-4
Using two weapons	-2/-4
Firing unstable	-4

*If a ranged attack into melee misses, there is a 3 in 6 chance a random target is hit instead.

PC DEATH: At zero or fewer hit points, you go down. Make a death save and lose 1 from a random ability, surviving with 1 hit point.



DAMAGE EXPLOSION

All damage dice explode! If the die shows max result, roll again and add. **BOOM!**

WRESTLING: Hit roll, no dmg. Save or be held, pinned, or knocked down till save is made.

UNARMED DMG: 1d2 + Str modifier. Fighters deal 1d3 + Str modifier.

SUBDUAL: Normal attacks and damage until 0 hit points. All dmg is subdual, not actual. Loser will not attack or flee unless given easy opportunity.

STUNS: A punch to the face (16+ hit) or dmg of 10+ may stun target 1d3 rounds on failed save.

SPLINTERING: Shield or helm may be sacrificed to absorb 1d6 dmg from enemy.

HELMS: Helm causes disadvantage on hearing, spotting, and surprise... but grants +1 AC.



FIGHTING WITHDRAWAL:

Movement reduced to crawling.

MORALE: 2d6 roll equal or less than morale.

Check morale at start of battle if sides are equal or enemies are fewer. Check morale when enemies, especially leaders, die. Check morale when it seems like any sane person would run.

UNDEAD MORALE:

Undead have perfect morale, but must save or flee (or maybe be commanded) in the face of divine or infernal power.



ABILITY MODIFIERS

SCORE MODIFIER IMPROVE*

3	-3	10+
4-5	-2	12+
6-8	-1	14+
9-12	+0	16+
13-15	+1	18+
16-17	+2	20
18	+3	20
19	+4	20

*1d20, 1 try/level

WHAT DOES THE MODIFIER MOD?

STR: Melee attacks + dmg, open doors

DEX: AC, ranged attacks, stealth

CON: Hit points, healing, poison saves

INT: Learning

WIS: Magic saves

CHA: Reaction rolls



BLACK PUDDING CLASSES

D20	CLASS	BP #
1	Jungle Lord	4
2	Werewolf Hunter	2
3	Blind Guardian	2
4	Catgirl	1
5	Witch	1
6	Mouldwarp	2
7	Sword Slinger	1
8	Chainmail Chick	1
9	Sinewy Barbarian	1
10	Goblin	4
11	Black Knight	1
12	Elementarian	4
13	Keeper	2
14	Raven Heart	3
15	Summoner	2
16	Medusa	3
17	Luchador	3
18	Fey Savage	2
19	Shield Maiden	3
20	Star Wizard	3



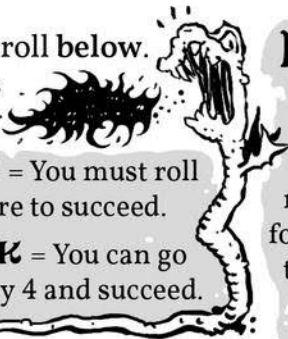
ABILITY CHECKS 1d20, roll below.

1 is awesome success

20 is great failure.

HARD CHECK = You must roll 4 under your score to succeed.

SOFT CHECK = You can go over your score by 4 and succeed.



LUCK

1d4 per adventure.

Spend 1 to re-roll a die, force someone to re-roll, or take an additional action.

RANDOM STUFF

D8 ENCOUNTER

1	Animal
2	Common monster
3	Weird monster
4	Trap or Puzzle
5	NPC
6	Place or Object
7	Natural event
8	Supernatural event

D20 BODY PART

1	Head
2-4	Right arm
5	Right hand
6-8	Left arm
9	Left hand
10-14	Chest/back
15-16	Abdomen
17	Right leg
18	Right foot
19	Left leg
20	Left foot

D6 WEATHER

1	Calm & Clear
2	Breezy
3	Cool/Cold
4	Warm/Hot
5	Rainy
6	Stormy

BOOK, DOOR

D6 CHEST IS...

1	Locked
2	Trapped
3	Locked & Trapped
4	Unlocked
5	Open
6	Broken

D20 AMBIANCE

1	Smells of sulfur
2	Silent
3	Thick with dread
4	Distant howls
5	Soft footsteps
6	Growling
7	Soft and wet
8	Warm and dry
9	Mouldy
10	Dusty
11	Acrid odor
12	Vibrations
13	Warm and sweet
14	Bright
15	Dark
16	Dim
17	Metallic taste
18	Dripping water
19	Approaching groan
20	Distant screams

D20 ANIMAL

1	Cat
2	Rat
3	Dog
4	Pig
5	Sheep
6	Rabbit
7	Bear
8	Goat
9	Deer
10	Skunk
11	Wolf
12	Crow
13	Ox
14	Turtle
15	Snake
16	Lizard
17	Fox
18	Raccoon
19	Mouse
20	Platypus



D4 DIRECTION

1	North
2	South
3	East
4	West

FIRST EDITION STYLE

D8 RACES

1	Dwarf
2	Elf
3	Gnome
4	Half-Elf
5	Halfling
6	Half-Orc
7-8	Human

D10 CLASSES

1	Cleric
2	Druid
3	Fighter
4	Paladin
5	Ranger
6	Magic-User
7	Illusionist
8	Thief
9	Assassin
10	Monk

D20 TAVERN GRUB

1	Cactus soup
2	Venison stew
3	Barley porridge
4	Beans & cornbread
5	Chicken on the bone
6	Ribs & beans
7	Cheese & bread
8	Lentils & bread
9	Fish & rice
10	Oats with honey

D20 TAVERN GRUB

11	Coney & cabbage
12	Flatbread with cheese
13	White rice
14	Spicy dollops
15	Head cheese & grits
16	Veggies in broth
17	Peppered taters
18	Mystery mash
19	Rattlesnake bake
20	Grilled meats & rice



CHARACTER CREATION

1. Roll for ability scores. 3d6 each, arrange to taste, note bonuses.

1A. Add 1 to a score by subtracting 2 from another score.

Nothing can be reduced below 9.

2. Choose or roll for race and class. Get spells and special abilities.

2A. Choose or roll for a specialty. Thieves pick two.

3. Roll for hit points. Re-roll all HD each level, keeping best result.

4. 3d6 x 10 silver pieces starting wealth. Buy stuff.

5. Note armor class, attack bonus, saving throws, and save mods.

6. Roll on random stuff tables as you please. No backsies.

7. Pick or roll languages, make up a name, play.

CLASS SPECIALTIES

D8	WIZARDS
1	Languages & Scripts
2	Elemental
3	Charms & Illusions
4	Summoning
5	Battle Magic
6	Potions & Alchemy
7	Legendary Lore
8	Prowess

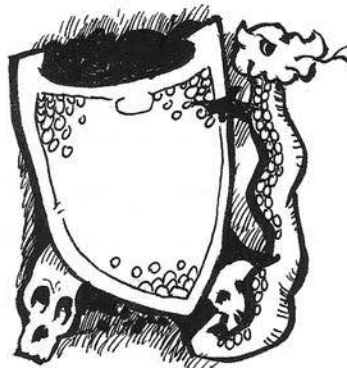
D8	FIGHTERS
1	Shields
2	Swords & Blades
3	Axes
4	Bows & Slings
5	Poles & Spears
6	Hammers & Maces
7	Exotic (choose)
8	Fists & Feet

D20	THIEVES
1	Daggers & Knives
2	Getaways
3	Deception
4	Poisons
5	Protocol
6	Languages & Scripts
7	Thug
8	Backstabbing
9	Climbing
10	Lock-picking
11	Traps
12	Scrolls
13	Acrobatics
14	Stealth
15	Swords
16	Bows & Slings
17	Ventriloquism
18	Throwing
19	Performance
20	Lore

FRIENDS & FOES

D6	RELATIONSHIP
1	Acquainted
2	Good Friend
3	Cold Ally
4	Doesn't Like You
5	Casual Foe
6	Sworn Enemy

D20	FRIEND/FOE
1	Summoner
2	Warrior
3	Tavern Owner
4	Dancing Girl
5	Cult Leader
6	Wizard
7	Beggar Master
8	Street Urchin
9	Soldier
10	Bard
11	Scholar
12	Cleric
13	Animal Breeder
14	Hunter
15	Landlord
16	Elite
17	Adventurer
18	Clever Thief
19	Merchant
20	Roll 2



CLASS

D4	CLASS
1	Fighter
2	Thief
3	Wizard
4	Multi*

*Pick 2; XP req for both.

HAIR & EYES

D8	HAIR	EYES
1	Black	Purple
2	Brown	Pink
3	Red	Teal
4	Yellow	Blue
5	White	Green
6	Gray	Roll hair
7	Mix 2	Mix 2
8	Roll eyes	Roll hair

D20	SKILL/TALENT
1	Music
2	Dancing
3	Cooking
4	Poetry
5	Visual Art
6	Direction Sense
7	Sleight of Hand
8	Script
9	+1d4 Languages
10	Animal Care
11	Good Looking
12	Streetwise
13	Cultwise
14	Diplomatic
15	Starwise
16	Healing
17	Naturalism
18	History
19	Craft
20	Roll 2

RACE

D4	RACE
1	Elf
2	Dwarf
3	Halfling
4	Human

D20 RAISED BY

1	Rulers
2	Beggars
3	Merchants
4	Slaves
5	Entertainers
6	Politicians
7	Scholars/Clergy
8	Wilds
9	Monsters
10	Servers
11	Adventurers
12	Villains
13	Artisans
14	Seafarers
15	Elites
16	Artists
17	Workers
18	Farmers
19	Gods
20	Roll 2

D20 TRAITS

1	Religious
2	Angry
3	Stoic
4	Brave
5	Amused
6	Paranoid
7	Vengeful
8	Honest
9	Caring
10	Bumbling
11	Dramatic
12	Sarcastic
13	Superstitious
14	Pedantic
15	Mellow
16	Logical
17	Grim
18	Gleeful
19	Rowdy
20	Hypercritical

LANGUAGES

Cultural+Common+1 per Int above 12.

DIO	LANGUAGE
1	Dwarf
2	Elf
3	Halfling
4-6	Regional
7	Exotic
8	Guild
9	Weird Tongue
10	Outer Tongue*



DZO	WEIRD TONGUES
1	Salamander
2	Goblinoid**
3	Spider
4	Giantish**
5	Cult
6	Tree
7	Unknown
8	Bee
9	Snake
10	Naga
11	Dragon
12	Cat
13	Witch
14	Imp
15	Wolf
16	Hag
17	Wind
18	Undead
19	Mouse & Rat
20	Infernal

*Outer tongues are from lands afar known by few. Make something up!

**If uncertain about monster heritage, roll 1d6: 1-2=Goblinoid, 3-4=Giantish, 5=Common, 6=Local dialect.

Intelligent monsters speak Common 20% of the time and speak random additional language 20% of the time.

LEARNING LANGUAGES

1 in 6 chance to learn per week of study & practice. Int bonus applies. Weird tongues = disadvantage.

BACKGROUNDS

DIOO	NAME	DIOO	NAME
1	Actor	51	Lookalike
2	Alchemist	52	Lorimer
3	Animal Handler	53	Metalworker
4	Armorer	54	Mapmaker
5	Astrologer	55	Mason
6	Baker	56	Mercenary
7	Barber	57	Merchant
8	Beekeeper	58	Miller
9	Beggar	59	Miner
10	Blacksmith	60	Minstrel
11	Bodyguard	61	Model
12	Bookbinder	62	Moneylender
13	Bounty Hunter	63	Mushroomer
14	Bowyer/Fletcher	64	Navigator
15	Breeder	65	Noble
16	Brewer	66	Orphan
17	Butcher	67	Outfitter
18	Caravan Guard	68	Outlaw
19	Carpenter	69	Painter
20	Cart Maker	70	Playwright
21	Cheesemaker	71	Poet
22	Cleric	72	Potter
23	Cooper	73	Preacher
24	Demonologist	74	Professor
25	Diplomat	75	Rope Maker
26	Digger	76	Sacrificial Virgin
27	Dyer	77	Sage
28	Exterminator	78	Sailor
29	Falconer	79	Savant
30	Farmer	80	Scribe
31	Fisher	81	Sculptor
32	Food Taster	82	Secret Sibling
33	Fortune-teller	83	Servant
34	Furrier	84	Shaman
35	Gambler	85	Smuggler
36	Ghost Whisperer	86	Soldier
37	Glassblower	87	Squire
38	Glovemaker	88	Tailor
39	Gongfarmer	89	Tanner
40	Healer	90	Tax Collector
41	Herbalist	91	Tinker
42	Historian	92	Trapper
43	Hostler	93	Undertaker
44	Huckster	94	Urchin
45	Hunter	95	Vintner
46	Jailor	96	Wagoner
47	Jester	97	Weaver
48	Jeweler	98	Wizard's Apprentice
49	Kept Spouse	99	Woodcutter
50	Locksmith	100	Xenologist



CATCHY NAMES

D20	NAME	D20	NAME
1	Suydam	1	Nell
2	Dobri	2	Mugg
3	Falloch	3	Daiza
4	Yarlswerth	4	Il Imaro
5	Oria Nim	5	Kroth
6	Zax	6	Zzek
7	Abra	7	Callibrin
8	Kelesh	8	Jilx
9	Minnikal	9	Mumtra
10	Olk	10	Kigam
11	Uddo	11	Bone
12	Nimashte	12	Ardru
13	Abigail	13	Grith
14	Barl	14	Azpiri
15	Donko	15	Varga
16	Glorr	16	Bode
17	Bok	17	Allmunzian
18	Sturg	18	Wurtilnok
19	Garu	19	Ko
20	Kiriell	20	Hrog

D20	THE...	D20	THE...
1	Dusty	11	Brave
2	Impudent	12	Wise
3	Impure	13	Magnificent
4	Fabulous	14	Forceful
5	Strong	15	Majestic
6	Lovely	16	Ambitious
7	Bull	17	Silent
8	Dastardly	18	Deadly
9	Large	19	Skilled
10	Honest	20	Clean

GUILDS & CULTS

D20	GUILD
1	Order of Illustrious Artists
2	Guild of Cheese and Milk
3	Artisan Guild
4	Merchant Guild
5	Order of Arcana
6	Maximal Offices of Customs
7	Mercenary Guild
8	Cooperative of Farmers
9	Guild of the Shadows
10	Metalworkers' Collective
11	Stoneworkers' Guild
12	Beer Guild
13	Vintners' Society
14	Outfitters' Union
15	Cabal of Cartography
16	Miners' Group
17	Animal Handler League
18	Trade of Secrets
19	Society of Lofty Means
20	Philosophers' Coterie

D20	CULT
1	Cult of Nyller
2	Church of the Mindmaker
3	Shadow Shrine
4	Cult of the Worm Witch
5	Doom Cult of Dread
6	Red Cult of Unease
7	Cult of Endless Mirth
8	Silver Church
9	Foon Fom Gar
10	L'lyarial's Church
11	Temple of the Moon
12	Daughters of the Mist
13	Ghoul Cult
14	Bloody Altar of Ork Gods
15	Shrine of the Dawn
16	Altars of Mystery
17	Temple of the Sun
18	Cult of the Winged Ones
19	Book of Secrets
20	Shrine of Worms

D12	THE COLOR OF MAGIC
1	Red
2	Blue
3	Yellow
4	Green
5	Orange
6	Purple
7	Black
8	White
9	Silver
10	Gold
11	Sparkles + Roll again
12	Metallic + Roll again

WHAT'S IN YOUR POCKET?

3D12	
3	Dagger +1
4	Silver dagger
5	2d6 gp
6	Agate
7	Jade brooch
8	Dragon tooth
9	Copper ring
10	Cricket
11	Rat tail
12	Steel mirror
13	Shiny pebble
14	1d4 cp
15	Brass fork
16	1d6 sp
17	Knife
18	Quill
19	Locket
20	Small chain
21	Tin cup
22	Ruby
23	Arrowhead
24	Flint
25	Wool
26	Flask of whiskey
27	1d6 marbles
28	Shred of map
29	Small book
30	1d6 candles
31	Dried mango
32	4d6 gp
33	Diamond
34	Potion of Healing
35	Potion
36	Magic scroll

D20	YOUR VICE
1	Gold
2	Silver
3	Jewels
4	Gadgets
5	Weapons
6	Adventure
7	Beer
8	Wine
9	Whiskey
10	Pipes
11	Sweets
12	Meals
13	Lore
14	Magic
15	Carousing
16	Brawling
17	Religion
18	Talking
19	Music
20	Pretty Things



FIGHTER

LEVEL	TITLE	XP	HD	TO HIT	SAVE
1	Veteran	0	1d8	+1	14
2	Warrior	2,000	2d8	+2	13
3	Swordmaster	4,000	3d8	+3	12
4	Hero	8,000	4d8	+4	11
5	Swashbuckler	16,000	5d8	+5	10
6	Myrmidon	32,000	6d8	+6	9
7	Champion	64,000	7d8	+7	8
8	Superhero	120,000	8d8	+8	7
9	Warlord	240,000	9d8	+9	6
10	Battle Master	360,000	10d8	+10	5

MARTIAL PROWESS

When you crit, attack again!

Against foes of lower level or HD, you get one extra attack per round.

Against foes of 1 HD or less, you attack once per round *per level!*

When you are a *champion* or better, you attack twice per round against all foes.



WEAPON MASTERY

Pick a weapon type, or roll for one. You get +1 to hit and dmg when using it.

1. Shields*
2. Swords & Blades
3. Axes
4. Bows & Slings
5. Poles & Spears
6. Hammers & Maces
7. Exotic (choose)
8. Fists & Feet

*Additional +1 AC



SAVING THROW BONUS

You get +2 when saving against poison and death.



BATTLE MOVES

In the heat of action you can perform awesome stunts and amazing deeds. Name the battle move before attack roll!
Battle moves deal no damage. Below are some examples. Get creative!

BLINDING

You strike at enemy's eyes, blinding them for 1d4 rounds (save applies).

BLADEBREAKER

Aiming for the weak spot, you shatter their non-magical weapon and smite it to the ground! (-2, save applies)

KNOCKDOWN

Kicking, bashing, or sweeping, you drop 'em to the ground.

DISARM

A careful strike to the fingers causes them to drop whatever they are holding (save applies).

DISPLAY OF PROWESS

You do a fancy move, forcing a morale check. Only works on lessers!



THROAT PUNCH

A powerful blow to the throat stuns enemy 1d3 rounds, preventing speech or screams.

HEAD BUTT

You slam your head into their face, stunning them 1d3 rounds. Nobody expects that.

IMPROVISED THROW

You grab a nearby object such as a chair and hurl it at enemy, causing them to lose 1 round of action.

PSYCH OUT

You dodge and feint, confusing enemy and gaining +2 to hit and damage on next attack.

SMASH THE SCENERY

You break stuff to vex your enemies, blocking their path and costing them an attack. 18+ roll = **your allies feel it too.**

THIEF

LEVEL	TITLE	XP	HD	TO HIT	SAVE/SKILL
1	Apprentice	0	1d6	+0	14
2	Footpad	1,200	2d6	+0	13
3	Robber	2,400	3d6	+1	12
4	Burglar	4,800	4d6	+1	11
5	Cutpurse	9,600	5d6	+1	10
6	Sharper	20,000	6d6	+2	9
7	Pilferer	40,000	7d6	+2	8
8	Thief	80,000	8d6	+3	7
9	Master Thief	160,000	9d6	+4	6
10	Supreme Master Thief	280,000	10d6	+5	5



SAVING THROW BONUS
You get +2 to save against traps, magical or mundane.

THRILLING SKILLS

You got skills. You can do sneaky, thifty type stuff by passing a 1d20 skill roll vs. your ST number. This includes searching for doors, finding traps, avoiding traps, and listening for noises as well as anything else the Judge accepts as a thifty thing to do. Add the appropriate ability modifier to the d20 roll.

You can specialize in 2 skills per level, gaining +1 on the d20 roll. You can *stack* a specialty, gaining +1 or some other benefit noted in the description. You can stack a skill up to 3 times.

POLSON

Knowing how to handle it and where to find it.

CLIMBING

Climb anything. Stack to climb upside down.

LOCKPICKING

Knowing how, knowing locks.

ACROBATICS

Jumping around, wall to wall, roof to roof, amazing stunts!

STEALTH

Sneaking & hiding. Proper and simple.

LANGUAGES & SCRIPTS

Advantage on learning. +1d4 languages. No stacking.

LEGENDS & LORE

Know strange things.

BACKSTABBING

If you are unnoticed, you get +4 on an attack roll and deal double damage.

ARMOR

Your basic armor bonus can be a penalty to certain skill rolls, per Judge discretion.

THIEF SKILL SPECIALTIES

WEAPONS

+1 to hit/dmg with a type of wpn.

BACKSTAB

Additional x1 dmg.

THUG

+1 dmg in melee; stun or knockout duration x2.

THROWING: +1 to hit with any thrown object.

DECEPTION

Lying, cheating, persuading.

HAGGLE & APPRAISE

Assess value, detect fraud, get a better deal.

PROTOCOL

Knowing etiquette, rituals, and traditions.

TRAPS

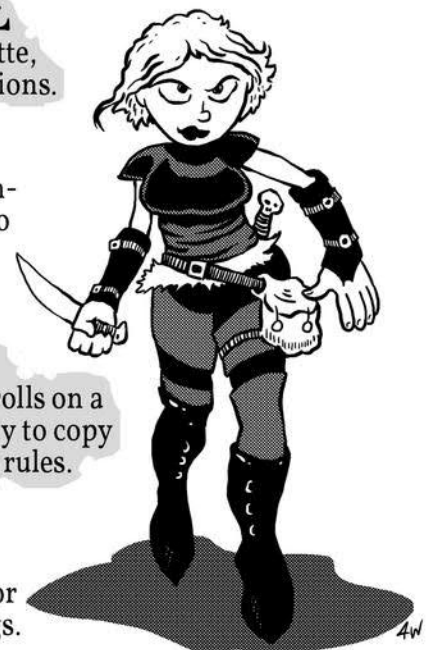
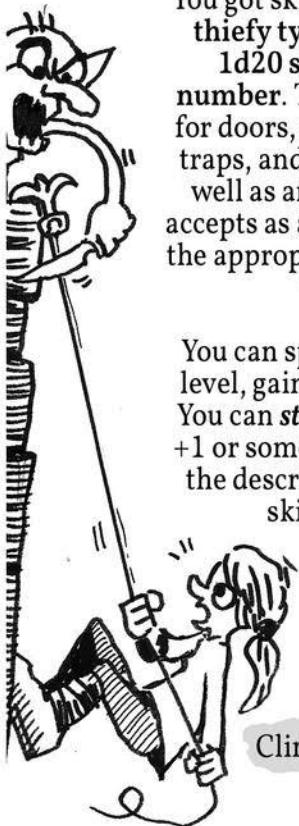
Finding & disarming. Stack once to set traps.

SCROLLS

Ability to use magic scrolls on a skill roll. Stack for ability to copy scrolls, per Wizard's rules.

PERFORMANCE

Play a tune, sing a song, recite poetry. Compel listeners. Stack for ability to learn magical bard songs.



WIZARD

LEVEL	TITLE	XP	HD	TO HIT	SAVE
1	Medium	0	1d4	+0	15
2	Seer	2,500	2d4	+0	14
3	Conjurer	5,000	3d4	+0	13
4	Magician	10,000	4d4	+0	12
5	Enchanter	20,000	5d4	+1	11
6	Witch/Warlock	40,000	6d4	+1	10
7	Sorcerer	80,000	7d4	+1	9
8	Necromancer	150,000	8d4	+1	8
9	Wizard	300,000	9d4	+1	7
10	High Wizard	450,000	10d4	+2	6

SPELLS: Memorize spell to cast. 1 turn per spell level to memorize, 1 memorization per spell. Casting erases from memory. Cannot memorize spells of level higher than your own (except level 2 spells). Spells ready until cast.

THE VULGAR GRIMOIRE

These most common, most banal of magic spells are taught to lowly conjurers and, though their utility is legendary, most wizards of true power are loath to waste time on them.

Perfect for a budding mage...

2D12	SPELL	LEVEL
2	Floating Disc	1
3	Detect Magic	1
4	Wizard Lock	2
5	Levitate	2
6	Sleep	1
7	Knock	2
8	Protection from Evil	1
9	Charm Person	1
10	Magic Missile	1
11	Read Magic	1
12	Web	2
13	Phantasmal Force	2
14	Light	1
15	Mirror Image	2
16	Invisibility	2
17	Hold Portal	1
18	Shield	2
19	Ventriloquism	1
20	Locate Object	2
21	Continual Light	2
22	Detect Evil	2
23	ESP	2
24	Read Languages	1

STARTING SPELLBOOK

Roll 1d6 *vulgar spells* learned from master (wizard, demon, enchanted lady in pool, etc.). Get more through discovery and research.

SPELLCASTING

Hands free, voice ready. If hit in same round before casting, spell is ruined.

POTIONS & SCROLLS

Cost 100 x 1d6 gp and 1d4 days to prepare. If inventing new, add 1d6 days.

Scrolls cost 100 x 1d6 gp per spell level and 1 day per spell to write or half time and money to copy.

ARMOR

Must pass save minus armor bonus when casting in armor, or spell fails. Magical bonus doesn't apply.



SAVING THROW BONUS

You get +2 when saving against magic.

LEARNING SPELLS

Make an Int check, adding spell level to roll. Only 1 try per level, per spell. Spells copied from scrolls must still be learned! If casting **Read Magic** or being taught by a higher level wizard, no Int check is required.

MAGICAL RESEARCH

Inventing spells, rituals, and magic items takes time, money, rare lore, and strange ingredients. A quest may be involved, or you may have to pay out the rear for the stuff you need. The cost of inventing the simplest new spell or magic item or re-creating an existing spell or item that has thus far eluded you is **at least** 1,000 gp (x 1d10, 1d20, or 1d100, in most cases) and the time required is on the order of 1d6 weeks or more.

There is a 15% or greater chance that these efforts will be in vain and the research will fail.

Regardless of the outcome of that final fateful dice roll, the money and time are already spent.





WIZARD STUFF

YOU WERE TAUGHT
THE CRAFT BY THE

D20 HIGH WIZARD OF...

CHOOSE OR ROLL FOR ONE SPECIALTY

1. LANGUAGES & SCRIPTS

Advantage on learning. +1 language per level. Advantage on Int checks to learn spells. 25% reduced cost to create scrolls.

3. ELEMENTAL

+1 vs. or to save against elemental magic and monsters. Advantage on damage rolls for elemental spells (Lightning, fire, etc.).

5. BATTLE MAGIC

Spell-like power: *Magic Missile* 1/day. Advantage on damage rolls from spells.

7. LEGENDARY LORE

Advantage on Int checks to know things. Advantage on saves against going nuts upon learning of the vastness of cosmic time and space.

2. CHARMS & ILLUSIONS

+1 to save against charms and illusions. -1 target saves against yours. Spell-like power: *Charm Person*, 1/day.

4. SUMMONING

+1 to save against summoned creatures. Spell-like power: Summon a 1 HD monster 1/day to do bidding for 1 turn/level. *Find Familiar* known.

6. POTIONS & ALCHEMY

25% less cost to mix potions. Advantage on potion duration rolls. +2 to save against negative potion effects.

8. PROWESS

You are tougher than the average wizard. Advantage on hit point rolls. Also, roll your Strength again and keep the higher result.



- 1 the Magic Shoppe
- 2 the East Winds
- 3 the Tower of Eyes
- 4 Black Fire
- 5 the Deadbone Night
- 6 Doom
- 7 Bliss
- 8 the Sublime Garden
- 9 Endless Curiosities
- 10 the Witching Hour
- 11 the Seven Screaming Dizz
- 12 Blood Sorcery
- 13 Red Robed Majesty
- 14 Sugarbone Rattlesnakes
- 15 Starlight
- 16 the Loch of Narr
- 17 Batwing Dreams
- 18 the Castle of Daggers
- 19 the Rookery
- 20 Rainbows



DARE YOU ROLL A RANDOM ARCANIC MARK?

D20 ARCANIC MARK ACQUIRED BY MAGICAL MISADVENTURE

- 1 *Firebreathing* 1/day.
- 2 Levitate at will (low height, but terribly mysterious).
- 3 *Command* 1/day.
- 4 Voice of Dread (-2 morale checks).
- 5 Eyes of the Magi (3 in 6 exploration rolls).
- 6 Curse of the Body.
- 7 Bane of Demons (infernal at disadvantage against your power).
- 8 Ghost Walk (semi-invisible at will until action taken).
- 9 You have a familiar. Take care of it.
- 10 Telekenetic (move small objects with mind, open doors, etc.).
- 11 Guardian Spirit (advantage roll 3/day).
- 12 Forbidden Magic (random spell requires save or die to learn or cast).
- 13 Second Sight (know 1d4 unknown facts per day, given by Judge).
- 14 Curse of the Mind.
- 15 Doppelganger (you have a duplicate plotting against you).
- 16 Fear of the Dark (save or run in fear from encounters, 1/night).
- 17 See you in Hell (damned to hell upon death... quest to avoid!).
- 18 Curse of the Spirit.
- 19 Supernaturally Good-looking (+2 reaction rolls).
- 20 Judge breaks out some next level weirdness.

D6 CURSE OF THE BODY

- 1-2 -1d3 from Str
- 3-4 -1d3 from Con
- 5-6 -1d3 from Dex

D6 CURSE OF THE MIND

- 1-2 -1d3 from Int
- 3-4 -1d3 from Wis
- 5-6 -1d3 from Cha

D6 CURSE OF THE SPIRIT

- 1-2 -1 from 1 random ability
- 3-4 -1 from 2 random abilities
- 5-6 -1 from all saves



D20 FAMILIAR

- 1 Cat
- 2 Bat
- 3 Dog
- 4 Frog
- 5 Rat

D20 FAMILIAR

- 6 Snake
- 7 Monkey
- 8 Fox
- 9 Lizard
- 10 Wolf

D20 FAMILIAR

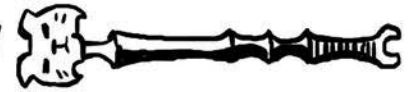
- 11 Owl
- 12 Raven
- 13 Songbird
- 14 Pig
- 15 Squirrel

D20 FAMILIAR

- 16 Rabbit
- 17 Butterfly
- 18 Bumblebee
- 19 Mouse
- 20 Tiny Unicorn



WANDS, RODS, & STAVES

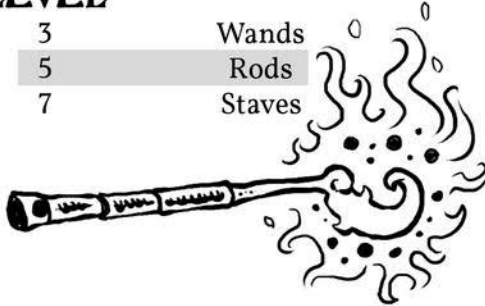


A WIZARD'S BEST FRIENDS

You can use wands, rods, and staves to augment your wizardly powers and look more awesome. But there is a hierarchy. Wands first, then rods, and finally staves may be mastered in this way.

WIZARD MASTERY

3	Wands
5	Rods
7	Staves



MASTERY

Mastery allows you to use your implement to cast spells or absorb magic that is aimed at you. When you acquire the implement, roll for its spell levels. This is the *life and power* of the item.

WANDS

A wand can hold 1d2 spell levels.

RODS

A rod can hold 1d4 spell levels.

STAVES

A staff can hold 1d6 spell levels.

INTERCEPTION

You can intercept or block a spell cast at you or an ally (10' range per level) by sacrificing your wand, rod, or staff.

BETTER TO BURN OUT THAN TO FADE AWAY...

When an implement is used at max power (all spell levels), there is a 2 in 6 chance it will burnout upon casting its final spell.

STRANGE PROPERTIES OF YOUR WAND, ROD, OR STAFF

D20 HOW DOES IT ZAP?

1	Sparkles
2	Swirling colors
3	Rainbow
4	Black lightning
5	Red mist
6	Wet spray
7	Energy hum
8	Toxic burst
9	Green flare
10	Golden spheres
11	White light
12	Kirby Krackle

DOES IT HAVE A SECRET POWER?

D100	
1-50	No, sorry
51-52	Whispers randomly
53-55	Casts candlelight
56-58	Casts torchlight
59-60	Cursed! -1 saves
61-62	Detects poison
63-64	Detects evil
65-67	Detects invisible
68-72	Detects magic
73-75	Detects lies
76-78	Cursed! -1 attacks
79-80	Vulgar spell, 1/day
81-82	Vulgar spell, 2/day
83-84	Turns undead
85-87	Cursed! Brings undead
88-90	Intelligent (10+1d10)
91-92	Lightning Bolt 1/day
93-94	Fireball 1/day
95-97	Teleport 1/day
98-99	Cursed! Disad. all rolls
100	Grants Wish, burns out

D6 HOW DOES IT BURNOUT?

1	Silently
2	Puff of smoke
3	Cracks into shards
4	Burst of flame or ice
5	Implosion
6	Explosion (save vs. 1d6 dmg)

WHAT'S IT MADE OF?

D20	
1	Bone
2	Amber
3	Oak
4	Fire
5	Black wood
6	Gold
7	Silver
8	Bronze
9	Jade
10	Obsidian
11	Iron
12	Ice
13	Tooth
14	Horn
15	Stone
16	Energy
17	Souls
18	Snake
19	Worms
20	Vines

D20 WHAT DOES IT WANT?

1-9	Nothing
10-12	To serve you
13	To spread love
14	To help
15	To slay enemies
16	Power
17	Knowledge
18	Treasure
19	To rule all
20	To burnout



DWARVES



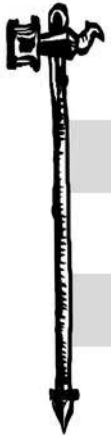
TALENTS & POWERS

- You find hidden doors, traps, unsafe stonework, identify stonework, and hear noises on 2 in 6 + Wis mod.
- Re-roll Con and keep higher result.
 - You can't be knocked down without failing a save.
- Advantage on damage with axes, hammers, and maces.
- When rolling hit points, re-roll any 1s. *Because to hell with that noise.*

CLASS RESTRICTIONS

All dwarves are Fighters by nature, getting all the benefits of the warrior class. But you can multi-class as anything else you like.

Your XP requirements are a bit higher than wimpy human Fighters.



LEVEL	XP
1	0
2	2,200
3	4,400
4	8,800
5	18,000
6	36,000
7	72,000
8	144,000
9	288,000
10	400,000

SAVING THROW BONUS

You get +1 when saving against anything. You get +2 against traps and being paralyzed or turned to stone. You get +4 against poison, intoxication, and, best of all, *death*.

DO DWARF WOMEN HAVE BEARDS?

That's between you and the dwarf gods.

D12 YOUR BEARD IS...

- 1 Very short and neat.
- 2 Short and curly.
- 3 Short with long mustache.
- 4 Long with short mustache.
- 5 Everything is really long.
- 6 Long and braided.
- 7 Long and dangly.
- 8 Long and wispy.
- 9 Falls in flowing locks.
- 10 Spiked and awesome.
- 11 Frilly and fragrant.
- 12 Bushy and full and dwarfly.

D6 MISSING TEETH

- 1 None (milksoy!)
- 2 1d3 in back
- 3 1d3 in front
- 4 2d3 all over
- 5 2d3, both fronts gone
- 6 Only 1d12 teeth remain



D10 YOUR EXPERTISE

- 1 Iron & Steel
- 2 Bronze & Copper
- 3 Gold & Silver
- 4 Orichalch
- 5 Electrum
- 6 Platinum
- 7 Star Metals
- 8 Precious Stones
- 9 Forging
- 10 Excavation & Construction

D12 FAVORITE BEER

- 1 Granny's Drool
- 2 Dewy Mountain
- 3 Firewater Full
- 4 Yellow Snow
- 5 Black Pete
- 6 Hoary Lady
- 7 Stone Cutter Gold
- 8 Morning Mist
- 9 Hair on Your Chest
- 10 Broke Nose
- 11 Granitebrew
- 12 Ironswallow

ANCESTRAL MOUNTAIN

HIGHBORN MOUNTAINTOPS

- 1 King's Climb
- 2 Gods' Halo
- 3 Star Maker
- 4 Death's Door
- 5 Ice King
- 6 Blue Kraken
- 7 Light's Apex
- 8 Zenith
- 9 Godhead
- 10 Wind Vault
- 11 Hammertop
- 12 Thunderpeak
- 13 Risen One
- 14 Iron Spike
- 15 Gold Head
- 16 Devil's Dance
- 17 Rainy Top
- 18 Rocky Top
- 19 Cosmic Reach
- 20 Sky Window

LOWBORN MOUNTAINTOPS

- 1 Speckled Pecker
- 2 Knobby Top
- 3 Little Knobby Top
- 4 Hell Ridge
- 5 Heck Ridge
- 6 Chimney
- 7 Hoot Owl Height
- 8 Icetop
- 9 Little Icetop
- 10 Greater Icetop
- 11 Middling Mound
- 12 Thirty-One League
- 13 The Boot
- 14 Little Boot
- 15 Gnarly Old Bastard
- 16 Udderpeak
- 17 Skidome
- 18 Grizzly Mountain
- 19 Thurm's Romp
- 20 Thurm's Rump

ELVES

COMMON ELFS

You have a random vulgar spell as a daily power that comes as naturally to your mind as a favorite tune.

TALENTS & POWERS

- You find hidden doors, magical objects, detect invisible & spirits, and hear noises on a 2 in 6 roll.
- Re-roll your Int or Cha score. Keep the higher result.
- You must re-roll Strength and keep the lower result.
- In the forest you have advantage on all stealth rolls and are only surprised on a 1 in 6 roll.
- 1/day you can step into the **faery realm**, Land of the Elfs, wherever a doorway is found. You find such doorways by making a save.
- You must choose to be **common** or **faery** and abide the results.

CLASS RESTRICTIONS

Faery elves are Wizards, commons are Thieves but may only choose 1 Thief skill per level. Commons get +1 to hit with a single kind of weapon.

ELF LEVEL	FAERY XP	COMMON XP
1	0	0
2	3,000	1,500
3	6,000	3,000
4	12,000	6,000
5	24,000	12,000
6	48,000	24,000
7	100,000	48,000
8	200,000	96,000
9	400,000	200,000
10	650,000	350,000

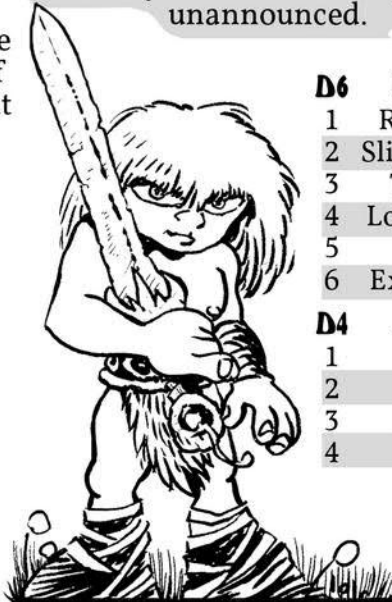
SAVING THROW BONUSSES

You get +1 when saving against any form of magic and +4 against being paralyzed or turned to stone.

D12	HOMELAND
1	A Green Wood
2	A Red Wood
3	A Black Wood
4	A Blue Wood
5	A Gray Wood
6	A White Wood
7	A Dead Wood
8	A Wood of Spirits
9	A Wood of Devils
10	An Evergreen Wood
11	A Giant Wood
12	An Enchanted Wood

FAERY ELFS

The Land of the Elfs is a place where space is molded at the whim of your people. In this place, accessed via magical doors, you heal twice as fast and gain +5 on all saving throws against poison or death as long as you remain at least 1d12 days. Leaving early angers the spirits, which is always bad. Mortals may only access Arcazia by guidance from an elf or by arcane wizardry... but never bring guests unannounced.



D6 EARS

- 1 Rounded
- 2 Slight point
- 3 Typical
- 4 Long point
- 5 Large
- 6 Extra long

D4 AURA

- 1 Jolly
- 2 Lithe
- 3 Dainty
- 4 Exotic

IMMORTALITY

It is possible that you will never die. Of old age, that is. Only one legend tells of any elf that ever died seemingly due to growing old. And that legend is from the annals of a half-elf wizard - *sketchy at best*. A long age means you may have a few extra skills stored away.

Roll 1d4 times on the Secondary Skills table to see what your long life has seen. This roll also establishes some notion of your age... interpret as you will.

FAERY AFFINITY

Faery elves may have magical affinity. Roll to see what it is. Affinity means you gain advantage when dealing with such things. But affinity will also invite trouble... so watch out!

D12 AFFINITY WITH

1	Water
2	Air
3	Earth
4	Fire
5	Insects
6	Birds
7	Reptiles
8	Goblinoids
9	Giantish
10	Weather
11	Trees
12	Roll 3 on Familiar Table



HALF ELF

You are not quite elf and not quite human. You can be any class, but your HD cannot be higher than d6.

TALENTS & POWERS

- You find hidden doors and hear noises on a 2 in 6 roll.
- You have Disadvantage on finding doors to the faery realm.
- You have 1 vulgar spell-like power, randomly determined, usable once per day.

NOBODY LIKES YOU

People are leery of things they don't understand, and hybrids are among the mix. You suffer -1 to all reaction rolls as a result.



HALFLINGS

TALENTS & POWERS

- You are small and silent, gaining Advantage on any attempt to hide and +6 when hiding outdoors.
- Your keen eyes and coordination lend you +1 to all ranged attacks.
- You always add +1 to initiative.
- You gain +2 to AC when fighting creatures larger than a human.
- You must re-roll Strength and keep the lower result.



CLASS RESTRICTIONS

You advance as a Fighter, but may multi-class as anything you like. The simple life is in your blood and you cannot exceed level 8. Your HD is always d6.

LEVEL	XP
1	0
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	120,000

SAVING THROW BONUSES

You save at +4 vs. everything.

D12 FAVORITE PIPEWEED

1	Shuckberry Root
2	Old Toe
3	Old Toad
4	New Shoe
5	Underfoot
6	Brown Leaf
7	Goldenrod
8	Townie
9	Puffbottom
10	Farmdale's Best
11	Lost Leaf
12	Mashweed



D6	FEET
1	Bit dainty
2	Flat & broad
3	Big & hairy
4	Soft & downy
5	Rough
6	Furry & fleet



D20 WHERE YA FROM?

1	Yellowgold Hills
2	Tater Grove
3	Nevernever Nothome
4	Dumplingburg
5	Cabbage End
6	Rootnot
7	Whiskey Burrow
8	Thumperton
9	Fallow
10	Corn Row
11	Shimmylump
12	Bookletum
13	Hail Knob
14	Acorn Top
15	Raddish
16	Thumbfinger Handle
17	Tollywog
18	Four Crows
19	Backland
20	Misthovel

D6 CHEEKS

1	Ruddy
2	Pink
3	Plump
4	Rosy
5	Lean
6	Full



COUNTRY BUMPKIN

You can take the halfling out of the country but you can't take the country out of the halfling. You might fancy yourself a city dweller these days, but your blood is in the rolling hills of home and you damn well know it. For that reason alone, you will heal twice as fast and gain +1 to all saving throws for 1d4 days upon returning home or entering a rustic country farmland.

WHAT'S IN ITS POCKET?

D20	WHAT'S IN ITS POCKET?
1	1d6 taters
2	1d6 carrots
3	1d6 raddishes
4	Frying pan
5	Bacon
6	Sausages
7	1d6 tomatoes
8	Salt and pepper
9	Rosemary
10	Various herbs
11	Stout flask
12	1d4 maps
13	Silver dagger
14	1d20 mushrooms
15	Flute
16	Gold ring
17	Riddle book
18	Dice
19	Pipe & weed
20	Pocket knife

DO YE HAVE THE OLE LUCKY FEET, THEN?

Some got it, others don't. Halflings tend to *got it*. But be warned before you make this roll... you could get the *cursed luck* of bad halflings past!

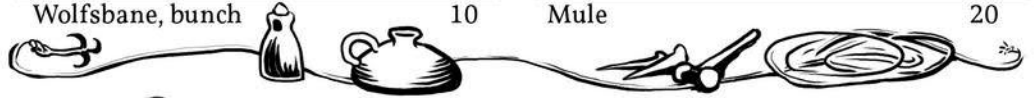
Roll 1d6. If you get a 1 or 2, you have cursed luck. The Judge may put Disadvantage on you up to 3 times per adventure. If you get anything else, you got the famous halfling luck. This means you get Advantage 3 times per adventure. Use as you choose.



PRICES IN GP WEAPONS, ARMOR, & EQUIPMENT NO REFUNDS

ITEM	COST	ITEM	COST	TRANSPORTATION	COST
Backpack (+1 inventory slot)	5	Pole, 10 ft.	1	Armor, horse (barding)	320
Bedroll	2	Rations, trail (day)	1	Bags, saddle	10
Belladonna, bunch	10	Rations, dried (day)	3	Boat	100
Bottle of wine	1	Rope (50 ft.), hemp	1	Cart	80
Case (map or scroll)	3	Rope (50 ft.), silk	5	Galley, large	30,000
Crowbar	5	Sack, small	1	Galley, small	10,000
Flint and Steel	5	Sack, large	2	Horse, draft	30
Garlic bag	10	Shovel	5	Horse, light riding	40
Grappling Hook	5	Sledge Hammer	5	Mule	20
Hammer	2	Spellbook (blank)	100	Raft	40
Holy Symbol, wooden	2	Spikes (12), iron	1	Saddle	25
Holy Symbol, silver	25	Stakes (12), wooden	1	Ship, sailing (large)	20,000
Holy Water, small vial	25	Tent	20	Ship, sailing (small)	5,000
Lantern	10	Thieves Tools	25	Wagon, small	160
Mirror, steel	5	Torches (6)	1	Warhorse, heavy	200
Oil (lamp), 1 pint	2	Waterskin	1	Warhorse, medium	100
Parchment, in tube	2	Wolfsbane, bunch	10	Mule	20

Note: Items in **bold** have special notes below.



MELEE WEAPONS	COST	DMG
Axe, battle*	7	1d8+1
Axe, hand†	3	1d6
Club	-	1d4
Dagger	3	1d4
Dagger, silver	30	1d4
Flail	8	1d6
Mace	5	1d6
Morning Star	6	1d8
Polearm*	7	1d10
Spear†‡	2	1d6
Staff*	1	1d4
Sword, long	10	1d8
Sword, short	8	1d6
Sword, two-handed*	15	1d10
Warhammer	5	1d8



RANGED WEAPONS	COST	DMG	RATE OF FIRE*
Arrows (20)	5	-	-
Arrow, silver	5	-	-
Axe, hand	3	1d6	1
Bolt, crossbow (30)	5	-	-
Bow, long	40	1d6	2
Bow, short	25	1d6	2
Case (30 bolt capacity)	5	-	-
Crossbow, heavy	25	1d8	1/2
Crossbow, light	15	1d6	1
Javelins (4)	2	1d6	2
Pouch (20 stone capacity)	1	-	-
Quiver (20 arrow capacity)	5	-	-
Sling	2	-	1
Spear	2	1d6	1
Stones (20)	1	1d6	-

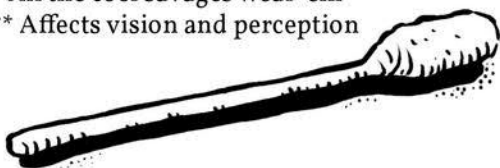
* Two-handed weapon

† Can be used as either a one-handed or two-handed weapon

‡ Can be used as melee or missile weapon

ARMOR	AC	COST
Chain mail	+4	40
Gambeson	+1	10
Helmet**	+1	10
Leather	+2	20
Mail undies*	+1	15
Plate mail	+6	100
Ring mail	+3	30
Scale mail	+3	30
Shield	+1	10
Shield, large	+2/+4	40

* All the cool savages wear 'em
** Affects vision and perception



* Rate of Fire is the number of projectiles that can be fired per combat round

1. **Battle axes, two-handed swords, and polearms** are heavy and count as 2 inventory slots.

2. On a crit, a **silver weapon** slays any lycanthrope failing a save.

3. On a fumble, a **morningstar** will become stuck. Lose an attack freeing it.

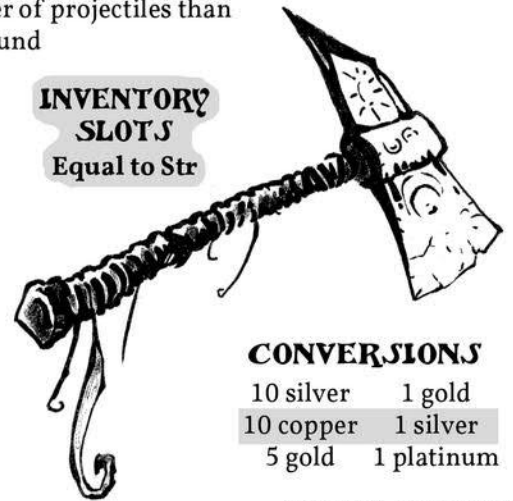
4. **Javelins** are meant to be thrown. In melee, they can be used like a spear but will break on any fumble or crit and will always snap when set against a charge.

5. A **large shield** slows movement, but you can crouch behind it for +4 AC, total. You can't attack in that round unless you are throwing something.

6. **Thieves' tools** can only be purchased from certain unseemly dealers.

7. **Spellbooks** are not just journals. They must be procured from an arcane vendor in an arcane locale.

INVENTORY SLOTS
Equal to Str



STARTING WEALTH (GP)
3d6 x 10

CONVERSIONS
10 silver 1 gold
10 copper 1 silver
5 gold 1 platinum

PRICE RANGE
D6 PRICE
1 Half
2-5 List
6 Double

GOBLIN

Req: None

Prime: None

HD: d6

You are a green-skinned black-heart. You are about 3' or 4' tall and fifty pounds soaking wet. Your people are known for murder, mayhem, and cannibalism. Maybe you are different? Maybe not.

You can use any weapon except those requiring two hands (they're just too much). You can wear any kind of armor that fits you (steal some halfling bits if you need to). Adorning your duds with skulls, bones, and symbols of evil makes you feel tough (+1 to hit and saving throws for 1 turn per day, per level). You make saving throws and attacks like a thief.

As a creature of the darkness, you ain't scared. You gain +1 to save against **Fear** spells.

You have sneaking skills. You can burglarize non-magical, non-fortified abodes such as houses and cottages.

At first level, you must choose 1 of 3 possible goblin paths: sneak, sniper, or goon.

Sneak: Add your Dexterity score to all your sneaking skills, including burglary.

Sniper: When using any ranged weapon, add +2 to your hit rolls.

Goon: You get +1 to hit and damage in melee.



GOBLIN EXPERIENCE TABLE

Level	Title	XP	HD	Hide	Sneak	Burglary
1	Squirt	0	1d6	25	20	10
2	Pucker	1000	2d6	30	25	20
3	Goob	2000	3d6	35	32	30
4	Mugger	4000	4d6	42	40	40
5	Thugger	8000	5d6	50	48	50
6	Gobbo	16000	6d6	58	56	60
7	Goblin	32000	7d6	66	64	70
8	Goblin Lord	64000	8d6	75	72	80



ELEMENTARIAN

Genius Elficus Cerebricus

While others struggle to think their way out of paper sacks you find it all so very obvious. In fact, it's quite elementary, when half a brain is applied to it. Thankfully you have more than half a brain.

You are an elf, they say. You attack and save as a Magic User and you are perfectly capable of reading magic scrolls. You can puzzle out weird languages and the use of magic items with an Int check. In fact, much to the chagrine of your studious and stuffy wizard friends, you can puzzle out any puzzle, riddle, book, or scrap of paper with a simple Int check. Naturally, penalties may apply for the really nasty stuff.

As an elf, as they say, you have some kind of access to the "fae" world. It seems like a bunch of rubbish but you can slowly decipher that connection in order to perform

acts of - dare you say it - *faerie charm*. By passing your Fae Stuff roll you can perform cute magic tricks, such as making little lights or *slightly* influencing how people see you. You might also try summoning small animals to aid you, though it seems like a bore.



Art by Matt Hildebrand

ELEMENTARIAN XP TABLE

LEVEL	XP	TITLE	HD	"Fae" Stuff
1	0	Thinker	1d4	1 in 6
2	1200	Puzzler	2d4	1 in 6
3	2400	Brain Trust	3d4	2 in 6
4	4800	Intellectualist	4d4	2 in 6
5	10000	Cerebralist	5d4	2 in 6
6	20000	Brainiac	6d4	3 in 6
7	40000	Mental Giant	7d4	3 in 6
8	80000	Professor	8d4	3 in 6
9	160000	Elementarian	9d4	4 in 6
10	260000	Elementarian	9d4*	4 in 6
11	360000	Elementarian	9d4*	4 in 6
12	460000	Elementarian	9d4*	4 in 6
13	560000	Elementarian	9d4*	4 in 6
14	660000	Elementarian	9d4*	5 in 6

*Isn't it obvious by now that Con bonus no longer applies?

Though it seems elementary and should go without saying, you are quite capable of discerning the presence of secret or hidden doors, being successful on a 3 in 6 roll. To boot, you can detect magical auras and invisible entities - through sheer logical deduction - by passing a Fae roll.

NOTE: If you say the name of the technique you are using to figure something out, such as the *obviousicus deducto*, the Judge might grant advantage on your dice rolls, or a bonus. Plus you will be educating your dull friends.

JUNGLE LORD

A WILD CHARACTER CLASS
FOR OSR GAMES

REQ: STR, DEX, CON 9 PRIME: NONE HD: D8

You were raised in the wilds. The jungle is your domain and sometimes you even protect those who enter it!

You only use the weapons of jungle tribes, such as spears, javelins, bolas, and stone axes. You never wear armor but you may use a wooden or hide shield. You are about as good with magic items as any Fighter and you make attacks and saving throws as a Fighter.

CANOPY ACROBATICS

You are at home in the trees and other high places. You can climb any natural surface and swing on vines and other dangly bits with 99% skill. You can climb most walls and other constructed surfaces as a Thief of the same level. If you fall, you ignore 10' per level if you have things to grab onto within reasonable reach.

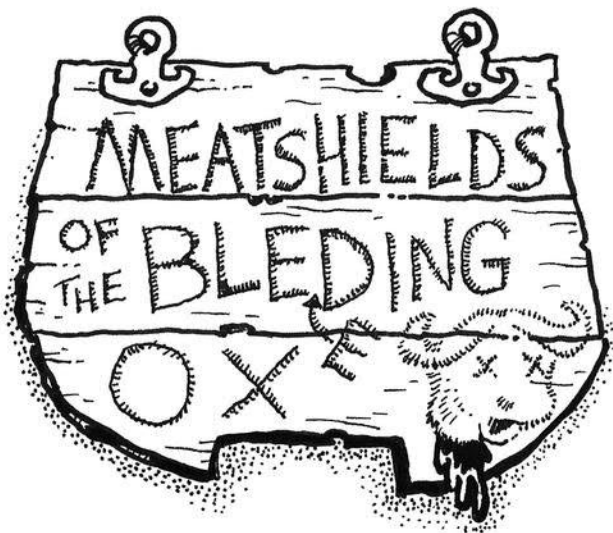
JUNGLE FRIENDS

You know the animals of your domain and can, with caution and humility, ask them to aid you in times of need. This requires a favorable reaction roll, modified by your Charisma. It is the Judge's decision just how much aid animals will lend, with a very good reaction leading to more help. Animals will not simply die for you, but may put themselves at risk in combat or other feats of action. You can call animals to your aid with a mighty jungle scream or sing-song yell and a random number of them will arrive within 1d6 rounds per the limits described on your XP table. They may hang around for a long time, as friends, but will only lend aid for 1d6+level rounds... unless you get a flawless reaction roll.



LEVEL	XP	TITLE	HD	JUNGLE FRIENDS		
				MAX HD	TOTAL HD	NATURAL AC
1	0	Jungle Ward	1d8	1	1	8
2	2000	Tree Scamper	2d8	1	3	8
3	4000	Bush Runner	3d8	2	5	7
4	8000	Wild One	4d8	2	7	7
5	16000	Hunter	5d8	3	9	6
6	32000	Savage	6d8	3	11	6
7	64000	Beast Master	7d8	4	13	5
8	128000	Jungle Master	8d8	4	15	5
9	256000	Jungle Lord	9d8	5	17	4
10	381000	Jungle Lord	9d8+2*	5	19	4
11	506000	Jungle Lord	9d8+4*	6	21	3
12	631000	Jungle Lord	9d8+6*	6	23	3
13	756000	Jungle Lord	9d8+8*	7	25	2
14	881000	Jungle Lord	9d8+10*	8	27	2

*Con bonus no longer applies



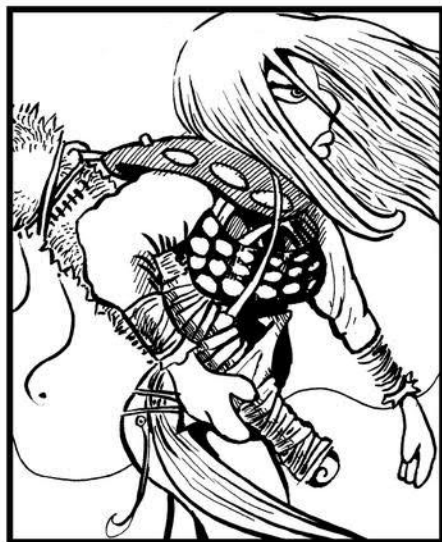
Old Pilfer Dillfingers' boy Ziljo says Anders Rockson's crew fell through a hole in the floor of the flooded basement of the old Temple. Three days later Anders comes crawling out, wild-eyed, gibbering about floating squids and streets paved with platinum!

Maybe it's time to gather a crew...

NOTES

Haggle is the Reaction Roll needed before the NPC will accept a slightly lower fee.

Turn-ons will grant +1 to Reaction Rolls and NPC morale. Turn-Offs will do the opposite.



ENDULA

5 GP/DAY

2ND LEVEL FIGHTER (NEUTRAL GOOD)

Haggle 8
AC 4 **HP** 12
Str 16 (+2)
Dex 13 (+1)
Con 15 (+1)
Int 11
Wis 12
Cha 9

Turn-Ons Walking
Turn-Offs Whiskey and women

Endula is all about the job. She's handy in the wilds, born and raised hunting game.

Two-Handed Sword +1 (slays up to 1HD creatures on a single blow), **studded leather** +1, dagger.
 Water, bread, jerky, small book of creepy bedtime stories.



ALATALAN THE BLACK 50 GP/DAY

4TH LEVEL MAGIC-USER (NEUTRAL EVIL)

Haggle 11
AC 4 **HP** 45
Str 13 (+1)
Dex 12
Con 8 (-1)
Int 15 (+1)
Wis 13 (+1)
Cha 11

Turn-Ons Power
Turn-Offs Danger

Alatalan knows the darkness as well as an old friend. He speaks quietly and casts with deliberate aggression. He will serve the party well... as long as the promise of wealth or power is preserved.

Spells: *Magic Missile, Invisibility, Shield, Web*

Displacer Cloak, Wand of Fear, dagger +1. Potion of Invulnerability, Potion of Healing, Scroll of Protection From Magic, Ring of Spell Storing (*Phantasmal Force, Floating Disk, Darkness*).
 Weird black paste (food), wine, rope, quill and parchment.



DAISHA D'LOOR

5TH LEVEL THIEF (NEUTRAL)

40 GP/DAY

Haggle 11
AC 3 **HP** 21
Str 12
Dex 16 (+2)
Con 15 (+1)
Int 13 (+1)
Wis 13 (+1)
Cha 12

Turn-Ons One-night gigs
Turn-Offs Dungeons

Daisha was a king's daughter... but the king is long dead. She knows the ways of the palaces as well as the alleys. She suffers no fools and has no interest in wasting time or dying.

Sword +2 (Nine Lives Stealer), Ring of Protection +2 (also grants *Invisibility* 1/day), leather armor, rope 50', caltrops, grappling hook, thieves' tools, 1d4 wigs, 1d4 random potions.



DOOMFACE

4 HD DARK IMP (CHAOTIC UNKNOWN)

100 GP/DAY

Haggle 8
AC 6 **HP** 20
Str 8 (-1)
Dex 13 (+1)
Con 10
Int 14 (+1)
Wis 7 (-1)
Cha 8 (-1)

Turn-Ons Black chasms
Turn-Offs Milk, sunshine

Doomface is the bee's knees and the honey in the comb. All the ladies say "Uh-huh".

Spells: *Charm Person, Feather Fall, Shocking Grasp, Spider Climb, Darknes Globe, Invisibility, Mirror Image, Lightning Bolt*

Wand of Cold, Boots of Speed, potion of gaseous form, potion of healing, Gloves of Midnight (cast *Darkness* 1/day, cause *Blindness* on a punch hit of 18+), orange candy, a bit of string, 3 rubies, a bent horse shoe.



DIRTY DURK OF SPLEEVINGTON

3RD LEVEL THIEF (CHAOTIC NEUTRAL)

5 GP/DAY

Haggle 9
AC 7 **HP** 12
Str 13 (+1)
Dex 9
Con 14 (+1)
Int 10
Wis 10
Cha 9

Turn-Ons Easy money and mutton
Turn-Offs Lawdogs

He comes from the town of Spleevington. No good ever came from Spleevington.

Missing left eye, compensates by paranoid neck turning.

Grinning Pete (+2 dagger; strike as poison 1/day [save or die]), **leather coat +1, Boots of Traveling and Leaping.** Deer jerky, Old Man Tinker's Finest beer, beard trimming kit (pristine), rope, lockpick tools, garrot, caltrops, marbles, spyglass.



TORGMAK FLAGSTONER 30 GP/DAY 4TH LEVEL DWARF (LAWFUL GOOD)

Haggle 9
AC 4 **HP** 30
Str 17 (+2)
Dex 13 (+1)
Con 18 (+3)
Int 9
Wis 9
Cha 10

Turn-Ons Slaying orks and finding gold
Turn-Offs Sunny glades

Torgmak, son of Grogmak, suffers no orks to live. His love of ale and wine sometimes causes problems (save vs. Paralysis after a night of drinking or -1 to hit for 1 day).

Barry Brainbasher (+2 **Mace of Crushing**; any hit of adjusted 18 or better breaks normal doors/objects and deals double damage), **Bracers of AC 5**, fine short boots, beer-skin, sunflower seeds, stale bread, small hammer and chisel.



AYALI L'NALLI 25 GP/DAY 3RD LEVEL ELF (NEUTRAL GOOD)

Haggle 8
AC 6 **HP** 18
Str 12
Dex 13 (+1)
Con 13 (+1)
Int 13 (+1)
Wis 13 (+1)
Cha 12

Turn-Ons Shirtless dwarfs
Turn-Offs Fully clothed dwarfs

Ayali, daughter of a woodland queen, is on a long quest to find her wayward brother, Leyli L'Nalli. She has few clues, but doesn't quit.

Spells: *Floating Disc, Hold Portal, Knock*

Sword +1/+2 vs. **Spellcasters**, **potion of ESP**, **potion of healing**, short bow, 20 arrows, leather armor, leafbread (restores 1 hp when eaten, 1/day, 5 servings), dagger, rope 50', lantern, 3 vials oil.



DORA DALLAZOM L'NALLI 24 GP/DAY 3RD LEVEL ELF (CHAOTIC NEUTRAL)

Haggle 10
AC 6 **HP** 19
Str 14 (+1)
Dex 13 (+1)
Con 14 (+1)
Int 9
Wis 9
Cha 14 (+1)

Turn-Ons Cold steel and coin
Turn-Offs Prison, family

Dora, sister of Ayali, doesn't give a damn about her brother's fate. He was a jerk anyway. She is no fan of her sister either, but will work with her if gold is the prize. She hates casting spells, but is prudent enough to know when to sling magic and when to sling steel.

Spells: *Magic Missile, Sleep, Wizard Lock.*

Sword +1 (very sharp), **ring of protection** +2, **Boots of Levitation**, super hot peppers (1 dmg on contact, 1d20 peppers), 3 torches, snake jerky, mirror.



SHEELA FALOM 25 GP/DAY

4TH LEVEL HALFLING (CHAOTIC NEUTRAL)

Haggle 11 **Turn-Ons** An easy mark

AC 2 **HP** 16 **Turn-Offs** Battle

Str 12

Dex 18 (+3)

Con 13 (+1)

Int 13 (+1)

Wis 12

Cha 15 (+1)

Quiet as a mouse, fast as a snake, loyal as a scorpion. Ever ready to trick and trap to get her cut.

Dagger +2 (casts *Darkness* 1/day), potion of healing, potion of giant strength, **Cloak of Nighttime Doings** (+2 AC, 75% move silently, *Invisibility* 1/day; powers only work at night), leather armor, mirror, 1 dose class 17 poison.



OUT'LMEIK 40 GP/DAY

5TH LEVEL ILLUSIONIST (NEUTRAL GOOD)

Haggle 10 **Turn-Ons** Dark warriors

AC 3 **HP** 10 **Turn-Offs** Fair elves

Str 8 (-1)

Dex 17 (+2)

Con 7 (-1)

Int 16 (+1)

Wis 10

Cha 14 (+1)

Out'lmeik moves like a floating fog across an electric sky. They smell of lavender and whisper like a wind.

Spells: *Dancing Lights*, *Hypnotism*, *Fog Cloud*, *Hypnotic Pattern*, *Invisibility* 10'.

Coat of Many Colors (AC 5, *Color Spray* 1/day), **Magnificent Wand** (*Phantasmal Force* 1d10 charges), book of funny pictures, weird pink wine, dried grass (food), mirror, bag of salt, animated toy bat.



ROSIE RIVERBOP 15 GP/DAY

3RD LEVEL HALFLING (CHAOTIC GOOD)

Haggle 5 **Turn-Ons** Fights!

AC 3 **HP** 27 **Turn-Offs** Talking.

Str 13 (+1)

Dex 16 (+1)

Con 18 (+3)

Int 11

Wis 6 (-2)

Cha 14 (+1)

Rosie once wrestled a river raccoon (dire) until it spit out her favorite rag doll.

Stickim (+2 short sword), **Mr. Moonie** (+1 shield, +2 under quarter moon), chain mail, dagger, hatchet, raccoon jerky, wineskin, 7 weird purple balls, silk rope, 3 torches, rag doll.



FHYMY FHLHLT 18 GP/DAY

1ST LEVEL FIGHTER & THIEF (LAWFUL EVIL)

Haggle 10

Turn-Ons Easy targets

AC 7 **HP** 6

Turn-Offs Risk

Str 14 (+1)

Dex 12

Fhymy has always been a complete prick, but is capable of hiding this fact if there is profit to be gained. He will betray you if he can, but won't risk his neck to do it.

Con 13 (+1)

Int 12

Wis 12

Cha 12

+1 sword, Potion of Invisibility, Clever Lockpick

(advantage on rolls), studded leather, dagger, knife, garrot, silk rope, whiskey.



OLD MAN 1 GP/DAY

0 LEVEL HUMAN (NEUTRAL GOOD)

Haggle 8

Turn-Ons Hot oatmeal

AC 9 **HP** 3

Turn-Offs Evil portents

Str 9

Dex 9

The old man is worried about the evil and wants to urge you to quash it. He has knowledge to offer, and some magic.

Con 9

When asked about the evil, he knows something useful on a Wis check.

Int 12

Wis 13 (+1)

Cha 12

Mighty Egg of Mysticism (grants old man 50% magic resistance and +5 saving throws), Map to Evil Place, **blessed dagger to plunge into heart of evil** (the evil must save or die), odd tasting beer, staff of oak, sandals.



RANDU DOS RELL 27 GP/DAY

2ND LEVEL MAGIC-USER (NEUTRAL)

Haggle 10

Turn-Ons Arcana

AC 5 **HP** 6

Turn-Offs Conversation

Str 10

Dex 11

Randu knows strange things on a roll of 2 in 6, but rarely knows useful information about mundane matters. She has a way of intimidating people by staring at them.

Con 9

Int 17 (+2)

Wis 10

Cha 8 (-1)

Spells: *Detect Magic, Ventriloquism.*

Cloak of Protection (+4 AC, +1 saves), **Potion of Healing, Potion of Gaseous Form, Staff of Bolts** (*Magic Missile* 2/day), dagger, spellbook, quills and ink, parchment, dusty wine, suspect dried meats.



TALLUS METALCAP 3RD LEVEL CLERIC (NEUTRAL)

2 GP/DAY

Haggle 9
AC 5 **HP** 10
Str 13 (+1)
Dex 10
Con 12
Int 13 (+1)
Wis 16 (+2)
Cha 13 (+1)

Turn-Ons Salted pork
Turn-Offs The unfaithful

Tallus' skulltop was ritually removed to purify him for the clergy of The High Ones. He seeks Ultimate Understanding and opposes mental laziness.

Metalcap of Wisdom (blocks mental attacks, extends spells 10', +2 Wis). Chain mail, staff, bolas, water, nuts, grain, scrolls and books of wisdom.



MILLINKI

50 GP/DAY

4TH LEVEL THIEF (CHAOTIC NEUTRAL)

Haggle 11
AC 5 **HP** 16
Str 9
Dex 16 (+2)
Con 13 (+1)
Int 12
Wis 10
Cha 15 (+1)

Turn-Ons Danger & Gold
Turn-Offs Men

She was born to a dishwashing couple in a third-rate tavern. Spending most of her youth picking pockets, she gains Advantage on stealing stuff. And she likes it.

Bow of the Blind (+1, negates penalties for darkness or blindness), +2 **dagger**, +1 **arrow**, +1 **studded undies**, fruit chews, black pointy shoes that rock, gloves.



TWEETS MCTUSSLE

35 GP/DAY

3RD LEVEL FIGHTER (CHAOTIC GOOD)

Haggle 9
AC 8 **HP** 18
Str 12
Dex 17 (+2)
Con 10
Int 11
Wis 8 (-1)
Cha 11

Turn-Ons Aerial crawls
Turn-Offs Tight spaces

From a tall tree kingdom that was burned to the ground. Cursed to speak as a human, no longer able speak to her flying friends. Can fly without armor. Relentlessly optimistic about *killing everyone of the bastards what done her wrong*.

Hook Sword of Hooking (+1, disarms on 16+ hit), Pack of tasty worms, waterskin, leather armor, 3 daggers, diary in which she scrawls her revenge fantasies.

BLACKBIRD'S CAVE

Long ago the blackbirds ate all the seeds and the farmers called upon elder gods to curse the birds, turning them to ash and stone. But a lord of blackbirds saw this and vowed an oath of vengeance for his kind. He summoned a swarm of demonic birds that devastated the crops until they and their lord were driven down into the earth by the farmers' gods.

The cave of the lord of blackbirds, whose name is uttered as Turula, is now a cursed site in the forest near the farmlands. No one is permitted to enter it and children who play near it are harshly spanked. When fools break the law and enter the cave they never return.



TURULA

AC 3 [16]; HD 7; hp 40; Atk 2 claw/1 bite [1d8 claw, 2d6 bite]; SV F7; ML 10; AL N; Int 14. Spells usable 1/day: **Light, Darkness, Fear, Web, Mirror Image, Invisibility**. Turula cannot leave the cave until a **Remove Curse** is cast upon the opening. He may be reasoned with if this service is offered.



NAME

ALIGN

SEX

AGE

HT.

WT.

HAIR/EYES

RACE

CLASS

LEVEL

XP

BONUS

PORTRAIT/SYMBOL/NOTES

SPECIAL ABILITIES/SPELLS

ARMOR + WEAPONS

AC To HIT

9 ○

8 ○

7 ○

6 ○

5 ○

4 ○

3 ○

2 ○

1 ○

0 ○

STR ○

DEX ○

CON ○

INT ○

WIS ○

CHA ○

Breath ○

Poison/Death ○

Paralyze ○

Wands ○

Spells ○

HD ○

HP ○

AC ○

GEMS

COIN

