Doorknobs & Derring-do

Player's Handbook

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Rules & Playing The Game
Adventuring
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Doorknobs & Derring-do (codename *Sourdough Tea*) is a book of rules for role-playing a science fantasy medieval picaresque. Brewed with lots of sunlight in a glass jar with bits of sourdough, old pieces of paper copied from the best, 99% Everything from Vayra's GROG, 69% of tables from Ben Milton's Knave, 88% Phlox's Quests, Prayers, etc., 14% of Animal Races from GLOG: Many Rats on A Stick; 33% Classes from Lair of The Lamb, 45% Classes from Deus ex Parabola, Squigboss, and OSR Discorrd community at large, 1% of the Edition-That-Must-Not-Be-Named, and copies of

D&ND OOP!s AllHouseRules Rulebook

**House Rules
Edition**

and various

Goblin Laws of Gaming

11.13.20 Edition

gathered by Castle Librarian

Rules & Playing The Game

How to Roll
If you attempt something where the outcome is risky or difficult to describe, you make a "roll", which means rolling a d20 equal to or greater than a number, known as Difficulty. In this game, there are three difficulty classes: 12 (average), 18 (difficult), and 24 (heroic). If your roll is equal to or greater than the difficulty, you succeed. If not, you fail. Most DCs are Average or Hard; Heroic is only used in extreme situations.

Opposed Rolls: If the save is opposed by another character, the Difficulty is 10 plus the opponent's relevant Ability Score.

Ability Scores
Each of the six abilities are used in different circumstances.

Strength: Used for melee attacks and saves requiring physical power, like lifting gates, bending bars, etc.

Dexterity: Used for saves requiring poise, speed, and reflexes like dodging, climbing, sneaking, balancing, etc.

Constitution: Used for saves to resist poison, sickness, cold, etc. The Constitution bonus is added to healing rolls. A PC's number of item slots is always equal to their Constitution score. You can carry items beyond this limit by using your Movement Slots.

Intelligence: Used for saves requiring concentration and precision, such as wielding magic, resisting magical effects, "recalling" knowledge about things, crafting objects, tinkering with machinery, picking pockets, etc.

Wisdom: Used for ranged attacks and saves requiring perception and intuition, such as tracking, navigating, searching for secret doors, detecting illusions, etc.

Charisma: Used for saves to persuade, deceive, interrogate, charm, provoke, etc.. PCs may employ a number of hirelings equal to their Charisma bonus.

Derived Scores
Defense: Armor comes with an Armor Defense value. If you are not wearing any armor, your Defense is 11 and your Bonus is +1. Represents moving to catch a strike on your armor/shield, rolling with the punches, etc. Some forms of attacks ignore or lower one's Defense.

Hit Points: 6 Hit Points at first level, increasing every level thereafter. When your HP runs out, you are unable to defend yourself properly, and any blow is a potentially lethal one.

Movement: You have Movement Slots equal to your Dexterity + 4. Each empty Movement Slot counts for 5', and can be used instead to carry items beyond your Inventory Slot limit. You can mark these slots with the tag "MV". A party moves at the speed of its slowest character.

Skills & Languages: You have one skill, plus one for each point of INT (if positive). Skills are just a word that describes something a PC knows how to do. There are no specific rules for using them. If a roll is required as a test of your skills, add highest Ability Score you can justify plus your level.

XP & Levels
A Level is a measure of your character's power. It goes up as you gain experience. 1000 XP = 1 Level. The referee awards Experience Points (XP) to players at the end of the session. When you level up, you claim a class template and gain Hit Points, referring to the table below. You cannot have more than four class templates (A, B, C, D). You may also test to improve a stat of your choice. Declare the stat and roll 3d6. If the result is over, the stat's value increases by 1.

Hit Points by Level
Level 1: Start with 6 HP
Levels 2-5: +1d6 Hit Points each level
Levels 6-10: +2 HP each level
Levels 11+: +1 HP each level

At Level 5, and every time a PC levels up past Level 5, they may retire to safety. If they can afford it, they can buy some land, set up a shop, teach at a wizard college, work at a hospital, etc. At Level 6 and beyond, when you die, you may pass on into the afterlife, be it fighting death bitterly or finally finding peace in other realms.

Gaining XP
Typically, characters are awarded 50 XP for low risks taken, 100 XP for moderate risks, and 200 XP for high-risk accomplishments. The referee should freely notify the PCs of how much XP different objectives are worth when asked. PCs are also awarded 100 XP for showing up to the game.

Carousing/Research/Gourmandizing Purely frivolous spending of money bestows 1 XP per gold piece spent.

Letters Home Players may write of their experiences back home to their firends, relatives, or colleagues to bank some of the experience that they gain for use with a future character. Once per outing, a player may choose to send a record of their experiences to another character that has already been rolled; they can commit up to 50% of the experience that they most recently gained towards that new character.

Adventuring

Initiative and Turn Order
For Initiative, roll a d20 and add your Wisdom Bonus. You roll it at the beginning of each combat round. Those who roll higher than their opponents get to go first, those don't act afterwards, and then the round repeats with a new initiative. Play goes around the table. If one side surprised the other, they get a turn before anyone rolls intiative.

Movement & Action
On your turn, you can move up to your speed and perform an action. Once per turn you may also retrieve an item out of your fast inventory.

Movement is limited by a character's Speed (20' plus 5' for each point of Dexterity). You lose 5' for each point of Encumbrance (and for some types of Armor).

Actions may be moving, making an attack, maintaining concentration on a spell, using a held item, stabilizing a dying ally, readying an action to trigger on conditions, pulling an item out of slow inventory, or any other action deemed reasonable by the referee. Casting a spell, making a ranged attack, or drinking a potion gives a free attack to anyone in melee range of you.

Attack Rolls
To attack a target, roll a d20 and add the character's Strength bonus for a melee attack, or Wisdom bonus if it's a ranged attack. If the attack total is greater than the other's Defense, the attack hits. If not, the attack misses. On a hit, roll the weapon's damage die to determine how many Hit Points (HP) they lose. You cannot move after you attack. Touch attacks are opposed by DEX and ignore Defense. If you're flanking an enemy, ignore 2 points of Defense.

A roll of 20 is a critical hit, deals double damage, and notches the target's armor. Players may opt to make a combat maneuver instead of dealing double damage. A roll of 1 is a critical miss, gives a free attack to anyone in melee range of you, and notches your weapon.

Special Attacks
Combat Maneuver: Disarm or trip your opponent, sunder or grab an item, etc.. Make a melee attack roll with the highest of their STR, DEX, or CHA as difficulty instead of Defense. If you hit, your opponent is tripped, disarmed, the item you targeted is notched or broken, or you successfully grab an item, etc..

Grapples are opposed rolls using your Strength against the higher of your opponent's STR or DEX. If you succeed, you have successfully grabbed them and can either enter a grapple or throw them your height in any direction. If you do, they roll Dexterity or fall prone.
When grappling someone, as an action on your turn you can make another opposed Strength roll to deal damage with an unarmed strike or close quarter weapon; grab an object; move the grapple up to half your speed, or throw

them.
You can also roll Strength opposed by STR or DEX to pin your opponent. When you are pinned, you are helpless and the only action you can take is trying to escape.
Roll Strength or Dexterity opposed by Strength to escape from the grapple or a pin. If you escape being pinned, you're still grappled.

Intimidate: Opponents roll Charisma opposed by any modifier you can justify. Those who fail retreat, flee in panic, parley, or go on the defensive.

Environmental Hazards
Fire does 1d6 damage when entering or starting your turn in it. Roll Dexterity or catch fire and take an additional 1d6 damage per round until extinguished. Especially intense fires deal more damage.

Cold requires a Constitution roll every hour or inflicts 1d6 slots of Fatigue.

Drowning You can hold your breath for a number of rounds equal to your Constitution Bonus, doubled if not surprised. Past that, you drop to -1 HP and might be dead. You can't be healed until you're able to breathe.

Falling deals 1d6 damage per 10'. You can make a Dexterity roll and/or jump down intentionally to reduce damage by 1 die each. Falling more than 40 feet requires a making a Strength roll to avoid death.

Conditions
Poison: When you are exposed to poison, you take the poison damage at the end of your next round. The round after that, you must make a Constitution check. If you succeed, you take no further damage. If you fail, you take the listed damage again, and again the following turn.

Drunkenness: Each point of drunkenness expands your critical fail/success range by 1. However, every point of drunkenness grants +1 to saves against fear. This lasts until the next morning.

Prone: Can't use most weapons, count as surprised in melee combat.
Surprised: No Defense, can't make free attacks.
Helpless: As above, can be executed with an action.
Shaken: +2 difficulty until you take a minute to calm down. This is a fear effect.
Panicked: As above, and must flee source of panic.
Stunned: Surprised and can't act.
Paralyzed: As above, and helpless.
Unconscious: As above, and fall prone.

Slowed: Take only one action each turn.
Blind: Surprised, can't see, and move at half speed. Attacking while blind has an extra 50% miss chance.

Light
Bright light shows detail and color.
Dim light shows silhouettes and movement. Actions that have targets in dim light have -4 to their roll.

Darkness shows nothing. You are blind when interacting with things in darkness.

Torches last 1 hour, provide 30' bright light, +30' dim light
Lanterns provide the same light, last 3 hours per flask of oil, and are wind-proof.
Candles last 1 hour, provide 10' bright light, +10' dim light

Eating, Resting & Healing

Eat a meal and rest an hour to restore 1d6 HP plus 1 HP per level, up to twice a day.

Rest for six hours to restore your full HP if you've eaten 2 full meals, half your HP if you've eaten 1. Requires you to take off your armor and lay down, unless you don't need sleep. If you don't need food, resting is enough.

Cooking: A fire and 1 hour per Hit Die can turn game into 1d4*HD standard rations. You get +1 rations for Water, Soap, Utensils, Pots/pans, and Spices.

Fatigue

Push yourself too hard and you'll wind up fatigued. Each point of Fatigue takes up an inventory slot as if it were an item, and can only be removed by resting in a proper settlement.
For each day a mount is encumbered and has at least one slot of fatigue, roll 1d12. If you roll equal to or lower than their fatigue, they die.

Time

Combat: 1 turn = 10 seconds. 6 turns = 1 minute.
Exploration: 1 turn = 10 minutes. 6 turns = 1 hour.
Travel: 1 watch = 4 hours. 6 watches = 1 day.
For old maps: 1" = 5 ft.

Travel

Travel over long distances takes place in 4 hour intervals, which we'll call watches. Every watch, you can travel approximately 12 miles or 20 kilometers. You can travel 2 watches per day without ill effect. Gain 1d4 slots of fatigue to spend one additional watch travelling; you can do this only once per day.

Traveling through difficult terrain is at half speed. Some terrain is impassible.
Travel at half speed to forage, 1d4-1 rations per forager. Foragers with a relevant skill add their level.
Horses and roads don't let the PCs travel more quickly, but they do make the journey easier. If everyone has a mount or is on a road, they travel an additional 6 miles or 10 kilometers, double that if both.
Every hex travelled on foot fills 1 Inventory Slot with Fatigue. Traveling by road, riding a horse or in a cart negates the Fatigue gain unless the weather is terrible or the road is very rough.

Hirelings (untested)

You'll probably want to hire some people to carry all your treasure, post watches during overland travel, carry messages, and so on. A character can control a number of hirelings equal to 3 +CHA directly. Beyond that, they'll have to start delegating.
Hirelings will want either a daily or weekly wage, or a half share in any treasure found. Negotiate this when you're hiring them. Hirelings are most often "basic adventurers" with no character class, 12 in one stat related to their profession and 10 in all others, and have 4 + CON HP per HD.

Dying & Death

When you are brought to 0 HP or each time you take damage at 0 HP or lower, you must roll on the Death Table. Your negative HP counts as a penalty against the roll.
At 0 HP you're disabled, and can only take one action each turn.
From -1 to -9 HP you might be dead; Roll on the Death Table.
Below -10 HP you're dead. Some wounds aren't survivable.

Death Table

Roll a d20. Your negative HP counts as a penalty against the result.
5 or lower: Death. Whatever suffering you may endured during life, it is over now. You are dead. Rest in peace.
6-8 Mortally wounded and unconscious for 1d4 days. If you are not tended to in 1d4 rounds, you will die.
9-13 Injured. -4 to a random Ability Score for 1 week, and unconscious for 1d4 days.
14-17 Fading Wound. -2 to a random Ability Score for 1d4 days.
18-20+ You're bruised or burned, but you're gonna be fine.
Natural 20 Adrenaline Surge! Staring down death and surviving gives you a surge of adrenaline. You are restored to 1 HP before the effects of your treatment and stand up without spending an action or provoking any free attacks from nearby dangers.

Funerals

For each Silver Piece that is spent on festivities and mourning, the next new character entering the game gains that same amount of XP. This is typically applied towards the new character of the player whose character is being honored with the funeral.

Items & Weapons

Silver Standard
1 silver piece (sp) is equivalent to 10 copper coins or 1/10th of a gold piece. You can sell gear for 1/10th of its value; improved in specific cases by skills, legwork, making contacts, etc.

Tools and Gear
A torch, candle, or piece of chalk costs 1 copper piece. Common wooden tools and burlap sacks cost 1 silver, while metal tools, 50 feet of hempen rope, a flask of lamp oil, waterskin, backpack, or bedroll cost 10 to 20. A lantern, mirror, good tent, or simple cart costs about 100 silver.

Inventory & Encumbrance
You have inventory slots equal to your Constitution + 10. Of those, 3 + Dex are fast and the rest are slow. Items in fast inventory can be retrieved at any time with a move action, and anything else takes an action to extract.

Most items take up one Inventory Slot. Two-handed weapons take up two inventory slots. Armor and Shields take up a number of slots equal to their Defense bonus.

Containers do not take up inventory slots—they're not in your inventory, they are your inventory.
Weapons take up inventory slots according to their size; heavy weapons are two slots, medium weapons are one, and light weapons can be stacked 3-to-1.
Very small items (small enough to put inside your closed mouth) can be stacked ten to a slot, and coin-sized objects can be stacked three hundred to a slot.

Items carried beyond your Inventory occupy your Movement Slots. Each empty Movement Slot counts for 5', and can be used instead to carry items beyond your Inventory Slot limit. You have Movement Slots equal to your Dexterity + 4.

Notches, Quality, and Repairs
Notched weapons have +1 difficulty to hit and deal -1 damage per notch (minimum damage is 1), losing 1 Quality. At 0 Quality, the item is destroyed. Each point of quality costs 10% of the item's cost to repair.
Armor gives -1 Defense per notch—broken armor is worse than wearing nothing, since it restricts movement.

Armor
Medium armor reduces speed by 5'.
Heavy armor reduces speed by 10' and causes swimming to automatically fail.

Undressing: Take 1 round to remove each: shield, helm, or backpack. Leather or chain is 2-in-6 to remove per round. Plate requires 3 turns with help.

Shields
A held shield provides +1 Defense. Additionally, you can choose to sunder your shield to reduce incoming physical damage by 1d12 points.

Melee Weapons
Light weapons add the higher of Str or Wis to damage.
Medium weapons must be wielded in the main hand or with two hands, and adds Str to damage. If you're small, you must use two hands.
Heavy weapons must be wielded with two hands and add Str to damage. If you're small, you can't wield one.

Improvised: Break when notched.
Blunt: +1 to hit when dealing nonlethal damage.
Throatcutter: Maximum damage to surprised targets.
Swordcatcher: +1 Defense.
Spike: Ignore Defense and notch armor on hit.
Close quarter: Can deal damage in a grapple.
Crushing: Notch armor on hit.
Brace: Double damage against charging.
Chain: Ignore Defense from shields.
Splitter: Add Str and Wis both when dealing damage.
Finesse: May add Wis to damage in place of Str.
Reach: 10' range, +4 difficulty vs melee targets.
Warblade: Deals 1 damage minimum, even missed attacks.
Laser: Roll another damage die when maximum damage on a die is rolled.
Energy: Uses energy cartridges to function.

Ranged Weapons
Ranged weapons get +2 difficulty for every increment past their range. Firing into melee, a grapple, or through cover adds +4 difficulty. Missed attacks fired into melee will hit a random combatant.

Thrown weapons have a 10' range and add Str to damage.
Bows and Slings add Str to damage, and are free to reload as long as the ammunition is in fast inventory.
Crossbows ignore 1 point of Defense and notch armor on hits within range. They take varied actions to load.

Firearms notch armor on hits within range and take three actions to load.
Pistols can be fired in melee and in a grapple.
Long guns ignore Defense on targets within range.
Carbines can be wielded by small characters.

Trained Animals
Work-trained animals can be set to carry out tasks like hauling a load, guard duty, or carrying messages. Roll Charisma to persuade an animal without work training to perform a task.
Riding-trained animals will allow themselves to be used as a mount, though not in combat unless also battle-trained. Roll Charisma each round to control your mount if it isn't riding-trained.
Battle-trained animals will fight in combat alongside and can be ridden into battle. Animals without battle training will fight only to defend themselves, and flee if possible.
War dogs are too small to ride for any except small characters, and large characters like bugbears need large mounts, like heavy horses. Working dogs are too small for even small characters to ride.

Melee Weapons

Light Melee Weapons				
Name	**Cost**	**Range**	**Damage**	**Special**
Unarmed Strike	—	—	1d4	nonlethal only, close quarter
Gauntlet	100 sp	—	1d4*	blunt, close quarter, deals unarmed strike damage
Cestus (knuckle duster, sap glove, spike gauntlet, strapped mitt)	200 sp	—	1d6*	close quarter, deals unarmed strike damage, scaled up 1 die
Stick	—	10 ft	1d4	improvised, blunt
Nail, square	5 cp	—	1d4	improvised, spike, close quarter
Knife, tool	1 sp	—	1d6	improvised, close quarter
Hammer, carpenter's	2 sp	10 ft	1d4	improvised, crushing
Hatchet, tool (billhook, snathing axe)	3 sp	10 ft	1d4	improvised, splitter
Sickle, herbalist's	5 sp	—	1d4	improvised, throatcutter
Sap (blackjack)	5 sp	—	1d6	nonlethal only
Baton (billyclub, tonfa)	25 sp	—	1d6	blunt, close quarter, swordcatcher
Dagger (dirk, kris, longknife, tanto)	50 sp	10 ft	1d6	close quarter
Whip	150 sp	—	1d6	reach
Sickle, war (kama, karambit, sica)	100 sp	—	1d6	throatcutter
Stiletto (misericorde, poignard)	150 sp	—	1d6	close quarter, spike, throatcutter
Mace (morningstar)	200 sp	—	1d6	crushing
Pick, light military	250 sp	—	1d6	spike
Axe, hand (francisca, hatchet, hurlbat, throwing axe, tomahawk, wagoner's axe)	300 sp	10 ft	1d6	splitter
Sword, short (baselard, colichermarde, epee, foil, gladius, khanjali, seax, xiphos, wakizashi)	400 sp	—	1d6	warblade
Sword, laser (lightsabre) - 1 charge for 5 rounds	11,000 gp	—	2d6+	laser, energy
Energy cartridge (15 charges)	900 gp	—	—	—

Medium Melee Weapons				
Bludgeon, improvised (table leg, tree branch)	1 sp	—	1d6	improvised, blunt
Chain, short	10 sp	—	1d6	improvised, chain
Saw, hand (hacksaw, bow saw, macuahuitl)	15 sp	—	1d6	improvised, throatcutter
Axe, woodcutting	15 sp	—	1d8	improvised, splitter
Shears, clipping	20 sp	—	1d6	improvised, throatcutter, close quarter
Mattock, light	30 sp	—	1d8	improvised, crushing, splitter
Cleaver, bonechopping	50 sp	—	1d8	blunt
Club (cudgel, shillelagh)	50 sp	—	1d8	blunt
Shortspear (atlatl, assegai, javelin, lancea, verutum)	50 sp	30 ft	1d6	brace
Trident (trishula)	150 sp	10 ft	1d6	swordcatcher, brace
Cleaver, military (falcata, falx, khopesh, kukri, sickle-sword)	400 sp	—	1d8	throatcutter, splitter
Warhammer	500 sp	—	1d8	crushing, splitter
Pick, military	600 sp	—	1d8	spike
Flail	700 sp	—	1d8	chain
Waraxe (battleaxe)	800 sp	—	1d10	splitter
Sword, military (arming sword, broadsword, chokuto, cutlass, dao, jian, sabre, sashka, schiavona, scimitar, spatha, tachi, tsurugi)	1,000 sp	—	1d8	warblade
V-blade (vibroblade, sonic knife) - 1 charge = 5 rounds	7,500 gp	—	2d6	energy, 1d6 damage unpowered

Melee Weapons

Heavy Melee Weapons				
Name	**Cost**	**Range**	**Damage**	**Special**
Greatsword (changdao, claymore, falchion, flamberge, horse-killing sword, longsword, no-dachi, rhomphaia, zhanmadao, zweihander)	2,500 sp	—	2d8	warblade
Crook, shepherd's	2 sp	—	1d6	improvised, blunt, swordcatcher, reach
Hookstaff, fisherman's	20 sp	—	1d6	improvised, swordcatcher, reach
Pitchfork	30 sp	—	1d8	improvised, brace
Chain, long	40 sp	—	1d6	improvised, chain, reach
Glaive, ditch-cutting (drowning knife)	50 sp	—	1d8	improvised, swordcatcher, reach
Longstaff	75 sp	—	1d8	blunt, swordcatcher, finesse, reach
Pike (board spear, longspear)	1,000 sp	—	1d8	brace, 15' reach
Partisan (military fork, ranseur, spetum)	1,300 sp	—	1d8	swordcatcher, reach
Ravensbeak (bec de corbin, bec de faucon, chacing-staff)	1,600 sp	—	1d8	spike, reach
Polehammer (lucerne hammer)	1,800 sp	—	1d10	crushing, reach
Longaxe (bardiche, lochaber axe)	2,250 sp	—	1d10	splitter, reach
Glaive (billhook, fauchard, guandao, guisarme, naginata, palma, pudao, sovnya, voulge, warscythe, woldo)	3,000 sp	—	1d10	warblade, reach
Axe, logsplitting	45 sp	—	2d6	improvised, splitter
Estoc	1,500 sp	—	1d10	spike
Flail, heavy	1,400 sp	—	2d6	chain
Flail, threshing	35 sp	—	1d8	improvised, chain
Greataxe	1,750 sp	—	2d8	splitter
Greatclub (kanabo)	100 sp	—	1d10	blunt
Greathammer	1,200 sp	—	2d6	crushing, splitter
Halberd (pollaxe)	2,000 sp	—	1d10	swordcatcher, crushing, reach
Pole, sharpened	1 sp	—	1d8	improvised, brace
Quarterstaff (bo staff)	50 sp	—	1d8	blunt, swordcatcher, finesse
Scythe	20 sp	—	1d8	improvised, blunt
Sledgehammer (maul)	40 sp	—	2d6	improvised, crushing
Spear (angon, falarica, hasta, spiculum, soliferrum)	500 sp	10 ft	1d8	brace, crushing, reach
Staff, walking	1 sp	—	1d6	improvised, blunt, swordcatcher, finesse

Ranged Weapons

Light Ranged Weapons				
Name	Cost	Range	Damage	Special
Crossbow, hand	3,000 sp	40 ft	1d6	move action reload
Bolt, short	2 sp	—	—	—
Pistol	3,000 sp	50 ft	1d8	pistol, three action reload
Ball, pistol - 1 oz powder to load	3 sp	—	—	—
Powder, 1 oz	1 sp	—	—	—
Laser Pistol - 1 charge for 1 shot	6,500 gp	100 ft	2d10+	laser, energy, pistol
Phaser - 1 charge for 1 shot, nonlethal	2,000 gp	—	1d8	laser, energy
Energy cartridge (15 charges)	900 gp	—	—	—
Medium Ranged Weapons				
Sling	100 sp	50ft	—	free reload, one-handed
Slingshot	400 sp	70 ft	—	free reload
Staff Sling	200 sp	90 ft	—	move action reload, also a staff
Bullet	1 cp	—	1d6	—
Stone	—	—	1d4	—
Heavy Ranged Weapons				
Shortbow	750 sp	60 ft	1d6	free reload
Shortbow, recurve	4,000 sp	90 ft	1d8	free reload
Shortbow, reflex	8,000 sp	120 ft	1d10	free reload
Longbow	3,000 sp	100 ft	1d8	free reload
Longbow, composite	6,000 sp	140 ft	1d10	free reload
Arrow	1 sp	—	—	—
Crossbow, light	1,000 sp	60 ft	1d8	move action reload
Crossbow, heavy	2,000 sp	90 ft	1d10	action reload
Crossbow, siege	4,000 sp	120 ft	2d6	two action reload
Bolt	2 sp	—	—	—
Hand Cannon - 6 oz powder to load (handgonne, souchong)	2,000 sp	40 ft	1d8	carbine, three action reload
Ball, hand cannon	10 sp	—	—	—
Blunderbuss - 3 oz powder to load (shotgonne)	3,000 sp	—	—	carbine, three action reload
Shot, blunderbuss	5 sp	30ft	2d8	—
Shrapnel	3 sp	15ft	1d10	—
Caliver (carabine, short arquebus)	4,000 sp	60 ft	1d10	carbine, three action reload
Arquebus (hackbut, harquebus)	5,000 sp	80 ft	2d6	long gun, three action reload
Carbine (fusil, musket carbine)	6,000 sp	100 ft	1d10	carbine, long gun, three action reload
Musket (long musket)	8,000 sp	150ft	1d8	long gun, three action reload
Ball, musket or arquebus	3 sp	—	—	—
Rifle, laser - 3 charges for 1 shot, holds 3 cartridges	9,000 gp	60ft	3d10+	laser, energy, long gun

Armor

Name	Cost	Defense	Encumbrance
Light Armor			
Cloth (linen jack, linothorax, wrappenrock)	10 sp	1	—
Leather (buff coat, cuir bouilli, hide breastplate, leather jerkin, ratan and fish leather cuirass)	100 sp	2	1
Padded (arming doublet, gambeson, padded jack, durran taghily, 20-layer jack)	250 sp	2	—
Reinforced (kusari katabira, chilta hazar masha, coin armor, gastron, jazerant, holledoublet, studded leather, 30-layer jack)	750 sp	3	1
Chainmail (baidana, coat-of-mail, hauberk, kusari gusoku, mail shirt)	2,500 sp	4	2
Medium Armor			
Hide (layered hide armor, thick hider armor)	150 sp	3	3
Coat-of-plates/Scale (coat-of-plates, jack-of-plates, karuta or kikko katabira, lacquered leather scale armor, lorica squamata, scale mail)	1,000 sp	4	4
Lammellar (kozane-do gusoku, splint mail, tegulated mail)	1,750 sp	4	3
Banded (laminar, lorica segmentata, manica, yushman)	3,500 sp	5	5
Breastplate (brigandine, chahar-ayneh, giant clam shell breastplate, krug, mirror armor, plate cuirass, stell bib, wa tanko, zertsalo)	7,500 sp	5	4
Half-plate (almain rivet, breastplate-and-brassards, demi-plate, fusilier's plate, hemi-plate)	10,000 sp	6	6
Heavy Armor			
Wood/Fibre (wooden breasplate, wooden splint-and-rod mail, woven fibre armor)	500 sp	4	5
Plated Mail (behterets, jawasin, kalantar, karuta or kikko tatami-do, plate-and-chain, zirah bagtar)	15,000 sp	6	5
Three-quarters plate (coral armor, cuirasser's plare, panoply, dodrant-plate, gendarme plate, munition plate)	20,000 sp	7	7
Full plate (battle plate, grand plate, jousting plate, knightly plate, lord's plate, mountain plate, o-yoroi, royal plate)	25,000 sp	7	6
Helmets			
Mail coif and/or armored cap (aventail, burgonet, camail, cervelliare, morion, kabuto, sallet, skullcap, spangenhelm)	250 sp	+1	1
Full helm (armet, barbute, visor-bascinet, falling-buffe burgonet, frog-mouth helm, hounskull, mengu-kabuto, sallet-bevor)	2,000 sp	+2	2
Shields			
Buckler	500 sp	+1	1
Shield, light (adarga, heater, parma, pelta, rondache, rondel, targe)	1,000 sp	+2	2
Shield, heavy (aspis, clipeus, hoplon, kite)	1,500 sp	+3	4
Shield, tower (scutum)	2,000 sp	+4	10
Shield, laser - 10 charges, 1 Defense per charge spent	2,340 sp	up to +4	1

	Cost	Carrying Capacity	Special
Carts, Porters, and Animals			
Hireling with other job		10 Slots	—
Chicken	1 sp	—	—
Goat	10 sp	4 Slots	work-trained
Sheep	20 sp	5 Slots	—
Dog, working	250 sp	6 Slots	work-trained
Dog, war	1,500 sp	6 Slots	riding-trained, battle-trained
Onager		8 Slots	
Donkey	80 sp	12 Slots or Rider/Cart	work-trained, riding-trained
Horse, light riding	750 sp	10 Slots or Rider/Cart +1 slot	riding-trained
Horse, light war	1,500 sp	10 Slots or Rider/Cart +1 slot	riding-trained, battle-trained
Horse, heavy work	2,000 sp	20 Slots or Rider/Cart +5 slot	work-trained, riding-trained
Horse, heavy war	4,000 sp	20 Slots or Rider/Cart +5 slot	riding-trained, battle trained
Mule		20 Slots or Rider/Cart +1 slot	
Professional Porter		20 Slots	
Cart (up to two carriers)		carriers' slots x3	
Two-horse Chariot		50 Slots	
Four-horse Chariot		80 Slots	
Wagon (up to four carriers)		carriers' slots x3	
Barge (possibly horse-drawn)		Extremely large numbers	

Magic

Magic Dice
As a spellcaster, you get 1 magic die (MD) per spellcaster level. MD are rolled whenever you cast a spell, and replenished whenever you take a long rest.

Detecting Magic: Having magic dice sensitizes you to magic, and you can detect strong ambient magic automatically as long as you're not distracted. A round of close examination (touching, sniffing) allow you to tell if an item is magical or not. 10 minutes of close examination allows you to make an Intelligence check to learn more about it. If you are using a wizarding laboratory you will always successfully identify the item.

If you fail to identify a magical item, you cannot try again until you have had a chance to visit a library containing books on magic.

Casting Spells
Casting spells takes an action and requires you to be able to speak and move at least one hand. You can cast spells you have learned or an item with a spell inscribed in it. Casting a spell from an item requires a free spell slot

When you cast a spell, you can choose to roll up to as many Magic Dice (MD) as you have, with a minimum of 1. The number of dice you roll is [dice], and their total is [sum], which are often used for the power or effect of the spell. Dice that roll 3 or below are returned to your pool, and dice that roll 4 or above are expended until you get a full night's sleep, when they return to your pool. Your spellcasting is not always reliable. If you roll doubles, you roll a Mishap. If you roll triples, you gain a Doom.

Mishaps (1d6)
1. Take 1d6 damage.
2. Take +1 damage from all sources for the next hour.
3. Cannot cast spells for the next 1d4 hours.
4. Deplete one MD.
5. Take 1d4 damage and gain a painful, permanent scar in a prominent location.
6. You summon a random supernatural being as per the *summon* spell. It's not happy.

Dooms (in order)
1. Lose the ability to cast spells for a day.
2. Lose the ability to cast spells for a week.
3. Permanently lose the ability to cast spells

Items That Cast Spells
Items that cast spells have been instilled with MD and spells through preparation and labor. The MD can be used with or in place of your own when casting from the item.
Preparing an item to hold a spell costs 100 sp rare inks and exotic unguents, regardless of what it is.
Instilling MD into an item requires additional preparation and materials worth 1,000 sp, and you lose the MD until dawn.

Spell Duels
A spell duel is where one spellcaster has their spell countered by another counter, and the two proceed to throw spells until one dominates. Anyone can spell duel, even a thief reading from scrolls. Typically there are only two kinds of counterspells: "same spell (fireball used to counter fireball) and "defensive" (magic shield to counter magic missile or ice blast used to counter fireball).

To duel, casters who haven't taken their turn yet may immediately declare they are counterspelling when another character is casting a spell. The casters make opposed rolls when countering. The duel ends when there is no successful counter. The number of spells spent in the volley gets added to the winner's total, and the difference between the two scores determines the outcome of the duel, referring to the duel table below.

Duel Outcome
1. Both spells happen simultaeneously
2. Winner's spell is cast, then opposing spell
3. Both spells are mutually nullified
4-5. Winner's spell is cast, opposing spell is absorbed.
6-7. Winner's spell is cast first, opposing spell is reflected back at caster, and mishap to the opposing caster.
10+. Reflected, and doom to the opposing caster.

How to get Spells
By finding spellbooks or bargaining them from wizards. You can eat the brain of another spellcaster to move one random spell they had prepared to one of your brain.

How to get Magic Dice
You can only gain MD from any given method once, and ideally each method should only really be available once. At your DM's discretion, you may be able to start with an MD in exchange for a -5 to an ability score of your choice.
Dig up a witch's bones and eat them
Drink a ghost
Burn a blessed holy book
Make a deal with a (or The) devil
Fast for 21 days beneath a rowan tree
Eat a berry of a rare and poisonous bush - and survive
Get bitten by a vampire-elf
Spend time living with the fairies or nymphs
Get a magical tattoo
Invite a possession of a ghost

d100 Spells

In the following spells, an item is an object able to be lifted with one hand, and an object is anything up to human size. Unless otherwise noted, all spells with ongoing effects last up to [dice]*10 minute(s), and have a range of up to 40 feet. If a spell directly affects another creature, the creature may make a save to avoid it. Success reduces or negates the spell's effects, usually by half.

1. Adhere: Object is covered in extremely sticky slime.
2. Animate Object: Object obeys your commands as best it can. It can walk 15ft per round.
3. Anthropomorphize: A touched animal either gains human intelligence or human appearance for [dice] days.
4. Arcane Eye: You can see through a magical floating eyeball that flies around at your command.
5. Astral Prison: An object is frozen in time and space within an invulnerable crystal shell.
6. Attract: [dice]+1 objects are strongly magnetically attracted to each other if they come within 10 feet.
7. Auditory Illusion: You create illusory sounds that seem to come from a direction of your choice.
8. Babble: A creature must loudly and clearly repeat everything you think. It is otherwise mute.
9. Beast Form: You and your possessions transform into a mundane animal.
10. Befuddle: [dice] creatures of your choice are unable to form new short-term memories for the duration of the spell.
11. Bend Fate: Roll [dice]+1 d20s. Whenever you must roll a d20 after casting the spell, you must choose and then discard one of the rolled results until they are all gone.
12. Bird Person: Your arms turn into huge bird wings.
13. Body Swap: You switch bodies with a creature you touch. If one body dies, the other dies as well.
14. Caldethene: A figure wearing a blue robe appears until end of spell. They will obey polite, safe requests.
15. Charm: [dice] creatures treat you like a friend.
16. Command: A creature obeys a single, three-word command that does not harm it.
17. Comprehend: You become fluent in all languages.
18. Control Plants: Nearby plants and trees obey you and gain the ability to move at 5 feet per round.
19. Control Weather: You may alter the type of weather at will, but you do not otherwise control it.
20. Counterspell: Make an opposed Intelligence save against the Intelligence of the caster of a nearby spell. You may do this out of turn as a reaction, or against an ongoing magical effect. On a success, you may cancel the spell.
21. Deafen: All nearby creatures are deafened.
22. Detect Magic: You hear nearby magical auras singing. Volume and harmony signify the aura's power and refinement.

23. Disassemble: Any of your body parts may be detached and reattached at will, without causing pain or damage. You can still control them.
24. Disguise: You may alter the appearance of [dice] characters at will as long as they remain humanoid. Attempts to duplicate other characters will seem uncanny.
25. Displace: An object appears to be up to [dice]*40 ft from its actual position.
26. Earthquake: The ground begins shaking violently. Structures may be damaged or collapse.
27. Elasticity: Your body can stretch up to [dice]*10 ft.
28. Elemental Wall: A straight wall of ice or fire [dice]*40ft long and 10ft high rises from the ground.
29. Filch: [dice] visible items teleport to your hands.
30. Fog Cloud: Dense fog spreads out from you.
31. Frenzy: [dice] creatures erupt in a frenzy of violence.
32. Gate: A portal to a random plane opens.
33. Gravity Shift: You can change the direction of gravity (for yourself only) up to once per round.
34. Greed: [dice] creatures develop an overwhelming urge to possess a visible item of your choice.
35. Haste: Your movement speed is tripled.
36. Hatred: [dice] creatures develop a deep hatred of another creature or group of creatures and wish to destroy it.
37. Hear Whispers: You can hear faint sounds clearly.
38. Hover: An object hovers, frictionless, 2ft above the ground. It can hold up to [dice] humanoids.
39. Hypnotize: A creature enters a trance and will truthfully answer [dice] yes or no questions you ask it.
40. Icy Touch: A thick ice layer spreads across a touched surface, up to [dice]*40 ft in radius.
41. Illuminate: A floating light moves as you command.
42. Increase Gravity: The gravity in an area triples.
43. Invisible Tether: Two objects within 10ft of each other cannot be moved more than 10ft apart.
44. Knock: [dice] nearby mundane or magical locks unlock.
45. Leap: You can jump up to [dice]*40 ft in the air.
46. Liquid Air: The air around you becomes swimmable.
47. Magic Dampener: All nearby magical effects have their effectiveness halved.
48. Manse: A sturdy, furnished cottage appears for [dice]*4 hours. You can permit and forbid entry to it at will.
49. Marble Madness: Your pockets are full of marbles, and will refill every round.
50. Masquerade: [dice] characters' appearances and voices become identical to a touched character.
51. Miniaturize: You and [dice] other touched creatures are reduced to the size of a mouse.
52. Mirror Image: [dice] illusory duplicates of yourself appear under your control.
53. Mirrorwalk: A mirror becomes a gateway to another mirror or reflective surface that you looked into today.
54. Multiarm: You gain [dice] extra arms.

55. Night Sphere: An [dice]*40 ft wide sphere of darkness displaying the night sky appears.
56. Objectify: You become any inanimate object between the size of a grand piano and an apple.
57. Ooze Form: You become a living jelly.
58. Pacify: [dice] creatures have an aversion to violence.
59. Phantom Coach: A ghostly coach appears until end of spell. It moves unnaturally fast over any terrain, including water.
60. Phobia: [dice] creatures become terrified of an object of your choice.
61. Pit: A pit 10ft wide and L×5ft deep opens in the ground.
62. Primeval Surge: An object grows to the size of an elephant. If it is an animal, it is enraged.
63. Psychometry: The referee answers [dice] yes or no questions about a touched object.
64. Pull: An object of any size is pulled directly towards you with the strength of [dice] humans for one round.
65. Push: An object of any size is pushed directly away from you with the strength of [dice] people for one round.
66. Raise Dead: [dice] skeletons rise from the ground to serve you. They are incredibly stupid and can only obey simple orders.
67. Raise Spirit: The spirit of a dead body manifests and will answer [dice] questions.
68. Read Mind: You can hear the surface thoughts of nearby creatures.
69. Repel: [dice]+1 objects are strongly magnetically repelled from each other if they come within 10 feet.
70. Scry: You can see through the eyes of a creature you touched earlier today.
71. Sculpt Elements: All inanimate material behaves like clay in your hands.
72. Shroud: [dice] creatures are invisible until they move.
73. Shuffle: [dice] creatures instantly switch places. Determine where they end up randomly.
74. Sleep: [dice] creatures fall into a light sleep.
75. Smoke Form: Your body becomes living smoke.
76. Snail Knight: 10 minutes after casting, a knight sitting astride a giant snail rides into view. He is able to answer most questions related to quests and chivalry, and may aid you if he finds you worthy.
77. Sniff: You can smell even the faintest traces of scents.
78. Sort: Inanimate items sort themselves according to categories you set. The categories must be visually verifiable.
79. Spectacle: A clearly unreal but impressive illusion of your choice appears, under your control. It may be up to the size of a palace and has full motion and sound.80. Spellseize: Cast this as a reaction to another spell going off to make a temporary copy of it that you can cast at any time before this spell ends.
81. Spider Climb: You can climb surfaces like a spider.

82. Summon Cube: Once per second, (6 times per round) you may summon or banish a 3-foot-wide cube of earth. New cubes must be affixed to the earth or to other cubes.
83. Swarm: You become a swarm of crows, rats, or piranhas. You only take damage from area effects.
84. Telekinesis: You may mentally move [dice] items.
85. Telepathy: [dice]+1 creatures can hear each other's thoughts, no matter how far apart they move.
86. Teleport: An object disappears and reappears on the ground in a visible, clear area up to L×40ft away.
87. Thaumaturgic Anchor: Object becomes the target of every spell cast near it.
88. Thicket: A thicket of trees and dense brush up to [dice]*40ft wide suddenly sprouts up.
89. Time Jump: An object disappears as it jumps [dice]*10 minutes into the future. When it returns, it appears in the unoccupied area nearest to where it left.
90. Summon Idol: A carved stone statue the size of a four poster bed rises from the ground.
91. Time Rush: Time in a 40ft bubble starts moving 10 times faster.
92. Time Slow: Time in a 40ft bubble slows to 10%.
93. True Sight: You see through all nearby illusions.
94. Upwell: A spring of seawater appears, gushing 20 gallons per round.
95. Vision: You completely control what a creature sees.
96. Visual Illusion: A silent, immobile, illusion of your choice appears, up to the size of a bedroom.
97. Ward: A silver circle 40ft across appears on the ground. Choose one thing that cannot cross it: Living creatures, dead creatures, projectiles or metal.
98. Web: Your wrists can shoot thick webbing.
99. Wizard Mark: Your finger can shoot a stream of colored paint. This paint is only visible to you, and can be seen at any distance, even through solid objects.
100. X-Ray Vision: You gain X-Ray vision.

Spells

Outside of finding an actual spellbook, spells are taught to you by masters in various locales and monasteries scattered throughout the land. Some teachers merely want payment, others demand steps on the path of ambition (a quest).
Learning additional spells costs 3000 GP and a month of training, or twice the money and twice the time for someone learning a spell from a new list.

List of Spell Lists
Arcana
Celestial
Demonic
Elemental
Fey
Necromancy

Arcana
Arcana spells are drawn from the very spirits of magic itself.

Cantrip: If you spend 1 minute touching, smelling, and tasting an object, you can determine whether it is magical. If you spend 10 minutes, you can determine the general nature of the magical effect.
Drawback: You cannot bathe more than once per month or consume hot liquids (above room temperature). If you do, you cannot cast spells for a day afterwards.

Spell List:

1. Detect Magic
2. Magic Missile
3. Mage Hand
4. Unseen Servant
5. Floating Disk
6. Magic Stone
7. Animate Object
8. Find Familiar
9. Wall of Force
10. Werelight
11. Forcecage
12. Summon

Mishaps:
1. Take 1d6 damage.
2. Take +1 damage from all sources for the next hour.
3. Cannot cast spells for the next 1d4 hours. 4. Deplete one MD.

5. Take 1d4 damage and gain a painful, permanent scar in a prominent location.
6. You summon a random supernatural being as per the *summon* spell. It's not happy.

Dooms:
1. Lose the ability to cast spells for a day.
2. Lose the ability to cast spells for a week.
3. Permanently lose the ability to cast spells.

Celestial
Celestial spells are drawn from the horrors which crowd around the walls of the world.

Cantrip: Your eyes glow with a faint light - not enough to see detail or explore thoroughly with, but enough to see a few feet ahead with. This light only barely shines through your eyelids, but never goes out.
Drawback: You only regain MD when you sleep beneath the stars.

Spell List:

1. Dancing Lights
2. Starlight Lance
3. Bane
4. Hex
5. Moonbeam
6. Blindness/Deafness
7. Hideous Laughter
8. Bestow Curse
9. Crown of Madness
10. Wall of Light
11. Crown of Stars
12. Summon Starspawn

Mishaps:
1. Take 1d6 damage.
2. Take +1 damage from all sources for the next hour.
3. Glow brightly for 1d6 hours.
4. Laugh uncontrollably for 1d6 rounds.
5. Blinded for 1d4 hours.
6. You summon a random abomination as per the *summon starspawn* spell. It's not happy.

Dooms:
1. 1d6 moon beasts (HD 2) appear and attempt to drag you to the moon.
2. 2d4 star spawn (HD 3) appear and attempt to drown you.
3. A pillar of light descends from

above, paralyzes you, and pulls you up into the sky.

Demonic
Demonic spells are drawn from the insidious creatures which tempt humanity as they strive for its destruction.

Cantrip: You can light and extinguish small fires with a touch. Your hands and fingers are hard, blackened, cracked, and relatively impervious to heat and cold.
Drawback: If you're exposed to holy symbols, your skin begins to smoke and your eyes water. If you're directly touched by a holy symbol, you must Save vs Magic or become incapacitated with pain.

Spell List:

1. Scorching Ray
2. Ray of Frost
3. Darkness
4. Hoarfrost Hauberk
5. Imp Familiar
6. Magic Weapon
7. Wall of Ice
8. Darkvision
9. Cone of Cold
10. Consuming Shadows
11. Fireball
12. Summon Demon

Mishaps
1. Take 1d6 damage.
2. Take +1 damage from all sources for the next hour.
3. Cloaked in impenetrable darkness and paralyzed for 1d6 rounds.
4. Hands are enclosed in ice, useless for 1d4 hours.
5. Feet are burned severely, can't walk for 1d6 hours.
6. You summon a random demon as per the *summon demon* spell. It's not happy.

Dooms
1. Your body is taken over by a lesser demon for an hour.
2. Your body is taken over by a greater demon for a day
3. Your body is permanently taken over by a demon prince. Your soul is rent and devoured.

Elemental

Elemental spells are drawn from the primal forces of nature in their great majesty and power.

Cantrip: You can identify when a natural place is the home of an elemental, and you know the immediate desires of an elemental when you meet one.
Drawback: If you offend an elemental, you cannot cast spells involving that element until you regain their favor. You cannot take more templates in this class if you've offended elementals and not made it up to them.

Spell List:

1. Speak with Elements
2. Produce Flame
3. Control Water
4. Mold Earth
5. Elemental Familiar
6. Gust of Wind
7. Acid Splash
8. Wall of Stone
9. Catapult Element
10. Chain Lightning
11. Hurricane
12. Summon Elemental

Mishaps:

1. Take 1d6 damage.
2. Take +1 damage from all sources for the next hour.
3. The earth rises up and restrains you for 1d4 rounds.
4. The air flees your lungs. Incapacitated 1d6 rounds.
5. Lightning strikes you. 3d6 damage, Save for half.
6. You summon a random elemental as per the *summon elemental* spell. It's not happy.

Dooms:
1. 1 random element (not air) rebels against you and attacks you whenever it can for the next hour.
2. 3 random elements (not air) rebel against you and attack you whenever they can for the next day.
3. All the elements rebel against you and attack you whenever they can for the rest of your life. Good luck breathing.

Fey

Fey spells are drawn from those inscrutable, mysterious, playful, and harsh creatures of wood and earth, the fairies.

Cantrip: You can see in any natural light as if it were full sunlight, and know the size and shape of any underground space you're in.
Drawback: You cannot cast spells while you have any iron, steel, or salt on your person. If you cross a magical abjuration (i.e. a salt circle) or break the laws of hospitality, you lose all your prepared spells.

Spell List:

1. Charm Person
2. Illusion
3. Enthrall
4. Wild Shape
5. Silent Image
6. Command
7. Polymorph
8. Bestow Curse
9. Detect Thoughts
10. Phantasmal Force
11. Fear
12. Cloak of Darkness

Mishaps:

1. Take 1d6 damage.
2. Take +1 damage from all sources for the next hour.
3. You're surrounded by swirling illusions. Incapacitated for 1d6 rounds.
4. Become mute for 1d4 hours.
5. Become charmed by the first creature you see for 1d6 rounds.
6. Turn into a frog for 1d6 hours.

Dooms:
1. A great fey (15 HD) appears to you and strongly cautions you to stop causing issues (casting fey spells).
2. The same great fey abducts you for 24 hours as a warning. You return on 0 hitpoints.
3. The fey are hunting you with all their might. Say goodbye to your loved ones.

Necromancy

Necromancy spells are drawn from the souls of the dead and those ineffable creatures which prey on them.

Cantrip: You can kill any plant or animal chicken-sized or smaller with a touch (your DM may impose restrictions on this).
Drawback: If you touch running water, you must Save or take damage equal to your maximum number of MD. Being immersed in running water deals this much damage per round.

Spell List:

1. Speak With Dead
2. Animate Dead
3. Blindness/Deafness
4. Ray of Sickness
5. Feign Death
6. Inflict Wounds
7. Vampiric Touch
8. Blight
9. Circle of Death
10. Word of Pain
11. Ritual of Lichdom
12. Word of Death

Mishaps:

1. Take 1d6 damage.
2. Take +1 damage from all sources for the next hour.
3. All water within 50 feet becomes noxious and poisonous.
4. The ghosts of those you've troubled arise around you. Incapacitated for 1d4 rounds.
5. Every human corpse within 50 feet arises as a zombie or skeleton and attacks you for 1d4 rounds.
6. Your arm attacks you for 1d4 hours.

Dooms:
1. Your flesh withers with unholy energies. Lose 2 points from all physical stats.
2. Whenever you cast a necromancer spell, you must Save or have your skeleton seize control of your body for an hour. What are its motives? Who knows.
3. Your blood turns to glass. If your heart is still trying to pump, it all shatters and shreds you from the inside.

Animate Dead

Casting Time: 1 minute
Duration: Indefinite
Range: 10'
You raise [dice] humanoid corpses as either 1 HD zombies or 1 HD skeletons under your control, depending on how decayed they are. They remain under your control until you allow the spell to lapse or until they are destroyed. In combat, they act on your initiative. They only do what you directly command, and cannot perform complex or dexterous actions. All dice committed to this spell are automatically expended no matter their roll, and cannot be regained until the spell ends.

Acid Splash

Casting Time: 1 action
Duration: [dice] * 2 rounds
Range: 60'
All creatures within 5' of a point within range must Save vs Magic or take [sum] damage, and take [dice] damage on each subsequent round for the duration unless they wash the acid off.

Animate Objects

Casting Time: 1 minute
Duration: [sum] minutes
Range: 10'
You animate [dice] * 2 mundane objects no heavier than 10 lbs. These objects, while animated, can fly, and have 1 HD. They can attack for 1d4 damage, or for 1d8 if they are weapons. They remain animated and under your control while the duration of the spell lasts. In combat, they act on your initiative. They only do what you directly command, and cannot perform complex or dexterous actions, or actions that are unfeasible given their form. Objects can autonomously perform their intended action while animated (i.e. a broomstick can sweep and a spindle can spin).

Bane

Casting Time: 1 action
Duration: [sum] days
Range: 30'
[dice] + 2 creatures in range must Save vs Magic or have a -1d6 penalty to their rolls on a d20 for the duration.

Bestow Curse

Casting Time: 1 action
Duration: [dice] years
Range: Touch
A creature in range must Save vs Magic or become cursed for the duration. Choose one of the following options: 1. They can only speak in rhymes, 2. They can only walk backwards, 3. Animals will either run from them or attack them on sight while yowling loudly, 4. They become infertile, 5. They're always in shadow, even if they're standing outside on a sunny day, 6. Any product of their profession has a 3-in-6 chance of being non-functional or spoiled. If you cast the spell with at least 4 MD, it lasts indefinitely.

Blight

Casting Time: 1 action
Duration: 0
Range: 30'
A creature or plant in range must Save vs Magic or take [sum] damage. If the target is a sentient plant, it takes double damage. If the target is a mundane plant, it immediately sickens and dies.

Blindness/Deafness

Casting Time: 1 action
Duration: [dice] minutes
Range: 30'
[dice] creatures in range must Save vs Magic or become either blind or deaf (your choice) for the duration.

Catapult Element

Casting Time: 1 action
Duration: 0
Range: 120'
You fling a significant amount of any element other than air or lightning towards a target within range. The target must Save vs Magic or take [sum] damage and suffer an additional effect based on the element you flung. Water: Target is stunned for [dice] rounds. Earth: Target is winded and has disadvantage on all rolls for [sum] rounds. Fire: Target is burned and takes +1 damage from all sources for [sum] days. Wood: Splinters strike all adjacent creatures for [dice] damage. Metal: Target takes [sum] additional damage. Acid: Target is covered in acid and takes [dice] damage at the start of each subsequent round for [dice] rounds unless they wash the acid off.

Chain Lightning

Casting Time: 1 action
Duration: [dice] minutes
Range: 60'
[dice] + 1 creatures are struck by a bolt of lightning hopping from one to the next, the first of whom must be within range, and all the others of whom must be within 30' of the creature prior to them, must Save vs Magic. On a failed Save, each creature [sum] damage.

Charm Animal

Casting Time: 1 action
Duration: [dice] hours
Range: 30'
[dice] animals in range must Save vs Magic or become extremely friendly to you for the duration. If you invest at least 4 dice into the spell, it lasts indefinitely.

Charm Person

Casting Time: 1 action
Duration: [dice] hours
Range: 30'
A person in range must Save vs Magic or regard you as a close friend for the duration. If you invest at least 4 dice into the spell, it lasts indefinitely.

Circle of Death

Casting Time: 10 minutes
Duration: Indefinite
Range: 0
You inscribe a large rune (at least 1' across) on a surface. Any creature, except for any you designate to be immune (who must be present when you cast the spell), that comes within 5' of the rune must Save vs Magic. On a failure, if they have less than [dice] HD, they die, and if they have more than [dice] HD, they take [sum] * 2 damage. Once the spell has killed or dealt damage [dice] times, the rune disappears and the spell ends. In order to cast this spell, you must have [dice] * 50 d. worth of silver dust, 10 d. worth of chalk, a cypress twig, and an animal sacrifice of at least a chicken.

Clairvoyance

Casting Time: 1 action
Duration: [dice] rounds
Range: 120'
You create an invisible magical sensor at any point within range. You don't have to be able to see this point, but the spell fails if the sensor is within a solid object. For the duration of the spell, you can see, hear, and smell as if you were at the sensor, but you cannot see, hear, or smell your surroundings. You can end the spell prematurely if you wish.

Cloak of Darkness

Casting Time: 1 minute
Duration: [dice] hours
Range: 5'
The area within 5' of you becomes shrouded in magical shadows. You can see out of this darkness, but only to a distance of 30'. Any creatures outside the darkness when it was cast must Save vs Magic to even notice its presence. If they do succeed the save, they still only perceive a sphere of darkness. If a creature comes within the area of the darkness after it was cast, if they failed their Save they only notice a chill and unsettling sensation. All creatures who were within the darkness when it was cast can perceive the darkness and move at double normal speed while still within the darkness. Non-magical light cannot penetrate this darkness, and magical light can only penetrate it if it is from an effect with more MD than this spell was cast with (DM's discretion for non-spell magic).

Command

Casting Time: 1 action
Duration: 0
Range: 60'
[dice] creatures in range who can hear and understand you must Save vs Magic or immediately obey your [dice]-words command to the best of their ability. If in combat, they carry this out on their next available turn.

Commune

Casting Time: 10 minutes
Duration: 0
Range: [dice] miles while above ground, [dice] * 100 feet while underground
You commune with the world and learn 1 of the following things about the area within range: 1. The names (in the local language) and locations of all major terrain features, 2. The location of a creature who's name you know, 3. The location of the highest HD monster, 4. The location of the most powerful spellcaster, 5. The location of the most politically and socially influential creature, 6. The location of the largest concentration of sentient creatures.

Cone of Cold

Casting Time: 1 action
Duration: [dice] minutes
Range: 30' cone
All creatures in range must Save vs

Magic or take [sum] damage and be slowed by [dice] * 5' for the duration. All water in the area is frozen over.

Consuming Shadows

Casting Time: 1 action
Duration: [sum] rounds
Range: 60'
You create a sphere of complete magical darkness within range, with a radius of [dice] * 5'. Every round a creature starts in the darkness, they must Save vs Magic or take [dice] damage and gain a -1 cumulative penalty to all rolls for 1d4 days. Non-magical light cannot penetrate this darkness, but any magical light can.

Control Rain

Casting Time: 1 hour
Duration: [sum] hours
Range: [dice] miles
For the duration of the spell, you can make the weather within range one of the following: 1. Clear, 2. Overcast, 3. Drizzling, 3. Gently Raining, 4. Raining, 5. Pouring, 6. Severe storm. Casting the spell requires burning 20 * [dice] p. of incense and an animal sacrifice of at least a chicken. If the area is in the grip of a particularly severe drought or period of inundation, you only have a [dice]-in-6 chance of successfully changing the weather.

Control Water

Casting Time: 1 action
Duration: 0
Range: 30'
You can ~~waterbend~~ control any water within range that is not inside a creature. You can freeze, melt, or move up to [dice] ^ 3 cubic feet of water or ice (hitting somebody with this water is Save vs Magic or [sum] damage, freezing them in place is a Save vs Magic to avoid getting trapped and a Save vs Magic each round to escape), or turn [dice] ^ 3 cubic feet of water into ([dice] ^ 3) * 5 cubic feet of fog.

Crown of Madness

Casting Time: 1 action
Duration: [sum] rounds
Range: 60'
A creature in range goes mad as a crown of iron wraps itself around their head. For the duration, they must Save vs Magic at the start of each round. On a success, they can act normally. On a failure, they move to the nearest creature and melee attack it.

Crown of Stars

Casting Time: 1 action
Duration: [dice] hours
Range: 120'
[dice] * 2 small stars appear circling your head. You can, as an action, fire a star at a creature within range, which must Save vs Magic or take [sum] / 2 damage. You cast light in a radius of 10' times the number of stars remaining.

Cure Disease

Casting Time: 1 minute
Duration: 0
Range: Touch
A creature within range who is currently diseased makes an additional Save vs Disease with a [dice] bonus. They suffer none of the usual ill effects on a failed save.

Dancing Lights

Casting Time: 1 action
Duration: [sum] minutes
Range: 60'
You summon [dice] * 4 balls of light, each of which can be any color of your choice, each at a point of your choice within range. For the duration, these balls cast light within 10', and you can move them 30' per round so long as they remain within range.

Darkness

Casting Time: 1 action
Duration: [dice] minutes
Range: 60'
You create a sphere of complete magical darkness within range, with a radius of [dice] * 10'. Non-magical light cannot penetrate this darkness, and magical light can only penetrate it if it is from an effect with more MD than this spell was cast with (DM's discretion for non-spell magic).

Darkvision

Casting Time: 1 action
Duration: [sum] minutes
Range: 0
For the duration, you can see through both non-magical and magical darkness.

Detect Magic

Casting Time: 1 action
Duration: [dice] minutes
Range: Self
For the duration, you can see any magical effects within sight. You know the class of the spellcaster who created the effect, if applicable, and may Save vs Magic to gain a general

sense of what the magic does. Some effects may be obvious, such as a divination sensor (as clairvoyance or scrying) or an invisible creature. You can also tell whether a creature is a spellcaster by staring into their eyes.

Detect Thoughts
Casting Time: 1 action
Duration: [dice] minutes
Range: 30'
[dice] creatures within range must Save vs Magic. On a failure, you can read their thoughts. You know their location, their surface thoughts, and what they're about to say or do. In combat, they have disadvantage on attacks against you, and you have advantage on attacks against them and saves you must make because of their actions. If you probe deeper, you can learn their emotional state and may gain some insight into their motivations, but they will immediately know you're rooting around in their mind. You do not have to be able to see a creature to target it with this spell.

Elemental Familiar
Casting Time: 8 hours
Duration: 0
Range: 0
You summon an elemental spirit with [dice] HD. This spirit is intelligent, speaks the languages you do, and will do your bidding, but it may have its own agenda as well. This spirit can be of one of the base 4 elements (air, water, earth, fire) at 1 MD, of those, wood, or metal at 2 MD, or of those, acid, or lightning at 3 MD. At 4 MD, you can pick 2 elements. Casting this spell requires [dice] * 10 d. of silver dust, an animal sacrifice of at least a chicken, and an environment containing a significant amount of the chosen element.

Entangle
Casting Time: 1 action
Duration: [sum] rounds
Range: 60'
Plants sprout in a [dice] * 5' radius circle around a point in range. Creatures within this area must Save vs Paralysis or become restrained. Whenever a creature first enters the area, they must also save. Restrained creatures cannot move. At the end of their turns, restrain creatures may save again, freeing themselves on a success. Once a creature has freed

itself, they still move at half speed within the area.

Enthrall
Casting Time: 1 action
Duration: [dice] minutes
Range: 60'
[dice] creatures of your choice within range who can see you must Save vs Magic or become enthralled for the duration. While they are enthralled, the only creature they can perceive is you, and they must successfully Save vs Magic in order to attack you every time they wish to do so. If they are harmed or affected by another creature, they are no longer enthralled.

Fear
Casting Time: 1 action
Duration: [sum] rounds
Range: 60'
[sum] creatures of your choice within range who can see you must Save vs Magic or flee from you in fear. While afraid, they have disadvantage on all rolls and must use all of their movement to get away from you. Once they are no longer in your line of sight, they may Save vs Magic at the end of each round, ending the effect on a success.

Feign Death
Casting Time: 1 action
Duration: [sum] hours
Range: 0
[dice] willing or unconscious creatures you touch fall unconscious if they were not already and appear completely and entirely dead, even to magical detection, for the duration.

Find Familiar
Casting Time: 8 hours
Duration: 0
Range: 0
You summon a spirit in the form of an animal with no more than [dice] HD. This spirit is intelligent, speaks the languages you do, and will do your bidding, but it may have its own agenda as well. You can also bind a creature of no more than [dice] HD you already have a close bond with to you with this spell. This creature does not become intelligent, but it becomes able to understand you in the languages you speak and will do your bidding. Casting this spell requires [dice] * 10 d. of silver dust and an animal sacrifice of at least a chicken.

Find the Path
Casting Time: 10 minutes
Duration: [dice] hours
Range: Self
For the duration, you know the shortest and most direct route to a fixed location of your choice. You also know how far you are from it in a direct line and the exact direction it is in.

Fireball
Casting Time: 1 action
Duration: 0
Range: 90'
All creatures within 20' of a point in range must Save vs Magic or take [sum] damage. All flammable objects within the area are set on fire.

Floating Disk
Casting Time: 1 minute
Duration: [sum] hours
Range: 0
You create a floating disk of magical energy, which follows 10' behind you. It can carry [dice] * 10 slots worth of items.

Forcecage
Casting Time: 1 action
Duration: [sum] hours
Range: 60'
You can create a cage of almost invisible, impenetrable magical energy enclosing [sum] creatures. These creatures can Save vs Magic to escape the cage when it first appears. Creatures attempting to teleport into or out of the cage must first Save vs Magic. The cage cannot be damaged by non-magical means, and has [dice] * 4 HD.

Gust of Wind
Casting Time: 1 action
Duration: 0
Range: 30'
You create a strong wind 5' wide and [dice] * 30' long at a point in range. All loose objects weighing less than [sum] * 50 lbs are thrown to the end of the wind, and all creatures in the area must Save vs Magic or be thrown to the end of the wind as well. If the thrown objects and creatures hit a solid object as they are thrown, they take 1d6 damage per 10' they are moved before hitting. You can also use this spell when you are hit by a ranged attack to negate [sum] damage. If you negate all of the damage, the attack is redirected to its source.

Hex

Casting Time: 1 action
Duration: [sum] rounds
Range: 60'
A creature within range takes an additional [dice] damage whenever it takes damage for the duration. Whenever you directly deal damage to it (with a weapon attack or a spell, for example), instead of dealing [dice] additional damage, you deal [sum] additional damage. The creature must Save vs Magic or have disadvantage on attack rolls against you.

Hideous Laughter

Casting Time: 1 action
Duration: [dice] minutes
Range: 60'
A creature within range must Save vs Magic or laugh uncontrollably for the duration. While laughing, they are incapacitated and rolling on the ground, unable to do anything. If cast with at least 4 dice, the duration is permanent (until the creature dies of thirst or hunger).

Hoarfrost Hauberk

Casting Time: 1 action
Duration: [dice] hours
Range: 0
You sheathe yourself in a spiked cuirass of ice. This cuirass has [sum] hitpoints, which take damage that would otherwise have damaged you. If an enemy hits you with a melee attack while any of these hitpoints still remain, they take [dice] damage.

Hurricane

Casting Time: 1 hour
Duration: [dice] hours
Range: [dice] miles
You summon an enormous swirling storm around yourself. [dice] * 20% of the buildings, developed land, and vegetated areas within range are devastated or destroyed by flooding and high winds over the course of the spell. There is a calm area within 100' of where you cast the spell. While in the area of the storm, no ranged attacks can be made and movement speed is halved due to winds, there may be dangerous flooding or landslides, and the strength of all magical wind and lightning effects is doubled. Casting this spell requires [dice] * 100 d. of fine wine and a sacrifice of at least a chicken (1 MD), a pig (2 MD), a cow (3 MD), or a human (4 MD).

Illusion

Casting Time: 1 action
Duration: [sum] minutes
Range: 60'
An illusion no larger than a [dice] * 5' cube affecting [dice] senses of your choice appears within range. You can choose the exact way in which it affects those senses (i.e. exact appearance, exact texture, exact smell). Creatures can Save vs Magic to notice it is an illusion if they have reason to suspect it, and they will notice it is an illusion automatically if it is clearly proven. The illusion can cast light up to 30' away and can smell awful enough to inflict disadvantage on all d20 rolls by creatures in the area. It can be dismissed at any time.

Inflict Wounds

Casting Time: 1 action
Duration: 0
Range: Touch
A creature in range must Save vs Magic or take [sum] + [dice] damage. If the target is undead, this spell instead acts as an invigorate spell against them.

Insect Swarm

Casting Time: 1 action
Duration: [sum] rounds
Range: 30'
You summon a swarm of various flying insects at a point within range. It has [dice] HD and can hit for 1d6 damage. Targets it hits must Save vs Poison or take an additional [dice] damage. In combat, it acts on your initiative. It will only do what you specifically command, and cannot perform complex or dexterous actions. As is usual for a swarm, it only takes 1 damage from non-area effects but takes double damage from area effects. It remains under your control until destroyed or until the duration ends, at which point it dissipates.

Invigorate

Casting Time: 1 action
Duration: [dice] minutes
Range: Touch
A creature within range regains [sum] + [dice] hitpoints. If target is undead, this spell instead acts as an inflict wounds spell against them.

Imp Familiar

Casting Time: 8 hours
Duration: 0
Range: 0
You summon an imp with [dice] HD.

This imp is intelligent, speaks the languages you do, and will follow your commands precisely to the word, but it may have its own agenda as well. The imp has [dice] / 2 MD (round down), which are expended on any use and regenerate over a week, not a day, and knows [dice] random Demonic Mage spells. Casting this spell requires [dice] * 20 d. of silver dust and a sacrifice of at least a chicken (1 MD), a pig (2 MD), a cow (3 MD), or a human (4 MD).

Kulning

Casting Time: 1 minute
Duration: [dice] minutes
Range: [dice] * 100'
All domesticated ungulates within range gather to you and follow you around for the duration. If you choose, instead of affecting all domesticated ungulates within range, you can affect up to [dice] specific domesticated animals of any kind you can see. As you are singing for the duration, you produce a significant amount of noise. You can end the spell at any point.

Locate Object

Casting Time: 1 hour
Duration: 0
Range: [dice] * 50 miles
You learn the location of a single specific object or living thing you know the name of. If there are multiples of this specific thing within range, you learn the locations of the nearest [dice] of them. The quality of the location information is up to the DM, but should be exact enough to allow relatively straightforwards navigation to it. If at least 4 dice are invested, the range of this spell is indefinitely large.

Mage Hand

Casting Time: 1 action
Duration: [dice] minutes
Range: 60'
You create a spectral floating hand at a point within range. The hand is under your direct control. It can move 30' in a round, and can lift at most [dice] * 5 lbs. If wielding a one-weapon, it deals 1d6 damage with a to-hit bonus of 1 + the weapon's to-hit bonus. The hand has 1 HD and an AC of 13.

Magic Missile

Casting Time: 1 action
Duration: 0
Range: 60'

You create [sum] arrows of magical energy, which each hit a target of your choice within range (you can hit a single target more than once if you wish), dealing [dice] damage.

Magic Stone
Casting Time: 1 action
Duration: [dice] hours
Range: 0
You touch [sum] small stones and turn them into +1 magic weapons. Rocks are base -2 grapple weapons with -1 thrown 20/60, and the stones can also be used as ammunition for a sling.

Magic Weapon
Casting Time: 1 action
Duration: [sum] rounds/minutes/hours/days
Range: 0
A weapon you touch is turned into a +1 magic weapon for the duration. If you cast this spell with 4 MD and also expend rowan ash, tea tree oil, salt, iron filings, and 100 s. of silver and gold dust, it is permanent.

Mending
Casting Time: 1 minute
Duration: 0
Range: Touch
You repair a broken object within range that is no larger than a [dice]' cube or [dice] objects no larger than a 1' cube. You cannot repair magical items with this spell.

Mold Earth
Casting Time: 1 action
Duration: [dice] minutes
Range: 0
For the duration, you can shape the earth with your bare hands. Each round, you can displace [dice]^3 * 125 cubic feet of earth, or [dice]^3 cubic feet of stone.

Moonbeam
Casting Time: 1 action
Duration: [sum] rounds
Range: 60'
A 10' radius circle around a point within range is filled with moonlight. Any creature beginning their turn in this area must Save vs Magic or take [sum] damage. Shapechangers do not get a save against this spell, take maximum damage from it, and are forced to revert to their original shape while within the area.

Pass Without Trace
Casting Time: 1 minute
Duration: [dice] * 2 hours
Range: 20'
All creatures of your choice within range leave no tracks and cannot be tracked by nonmagical methods. None of these creatures can be found while attempting to be stealthy in a natural area.

Phantasmal Force
Casting Time: 1 action
Duration: [sum] rounds
Range: 60'
You create an illusory creature at a point within range. This illusion appears differently to all of your enemies, looking like their worst fear. The illusion acts on your initiative in combat and can only attack. It can hit for 1d10 damage. If a creature is hit by the illusion, that target must Save vs Illusion. On a success, they see through the illusion and can no longer hit it or be hit by it. On a failure, they become frightened for the duration. If any creature who believes in the illusion hits it (AC 12), it is destroyed.

Polymorph
Casting Time: 1 action
Duration: [dice] hours
Range: 30'
A creature within range must Save vs Magic or be turned into an animal of your choice with no greater HD than their level. The creature can deliberately fail their save if they wish to. The creature gains no benefit from any of their special abilities unless they can be sensibly used by their new form, but does gain the abilities of their new form. All damage and injuries are reflected between your original form and your polymorphed form at the beginning and end of the spell. You can end the spell at any time you wish. If you invest at least four dice, this spell lasts indefinitely.

Produce Flame
Casting Time: 1 action
Duration: [dice] hours
Range: Self
You summon a flame in your hand for the duration. It casts light as a torch. You can, as an action, throw this flame at a target within 60'. They must Save vs Magic or take [sum] damage. Throwing the flame ends the spell.

Ray of Frost
Casting Time: 1 action
Duration: [dice] rounds
Range: 90'
You shoot a ray of cold at a target within range. The target must Save vs Magic or take [sum] damage and suffer a debuff based on hit location for the duration. 1d4: 1. Head, -[dice] on Saves. 2. Torso, lose 1 HD permanently. 3. Arms, -[dice] on attack rolls. 4. Legs, -[dice] * 10' movement speed.

Ray of Sickness
Casting Time: 1 action
Duration: [dice] rounds
Range: 90'
You shoot [dice] rays of sickening energy at [dice] targets in range. Each target must Save vs Magic or take [dice] damage and become sickened for the duration. The target receives a -1 to-hit and AC penalty each round they are sickened (the penalty lasts for [sum] days), and may Save vs Magic at the end of each round to end the effect.

Remove Curse
Casting Time: 1 minute
Duration: 0
Range: Touch
You remove a harmful magical effect from a creature within range. If the effect was cast with more dice than this spell is cast with or is particularly powerful, you must Save vs Magic or fail to remove the effect. Some extremely powerful curses cannot be removed with this spell or may require this spell as well as further magical rituals to remove. This spell requires burning 10 * [dice] p. of incense and an animal sacrifice of at least a chicken.

Restoration
Casting Time: 1 minute
Duration: 0
Range: Touch
You remove a negative effect from a creature within range. The type of effect that can be removed depends on the dice you invest in the spell as follows: 1 die for blindness, deafness, or paralysis; 2 dice for charm or petrification; 3 dice for hit point maximum reduction or to heal [sum] ability score damage; 4 or more dice for experience drain. This spell requires burning 10 * [dice] p. of incense.

Ritual of Lichdom
Casting Time: 24 hours

Duration: 0
Range: 0
You must cast this spell with at least 4 MD. You take [sum] damage and automatically trigger a Necromancer Doom. When you trigger the final Necromancer Doom, instead of dying as you normally would, you become a lich. Casting this spell requires a stone altar, a ritual circle of sycamore ash and at least 1000 d. of silver dust, a dagger worth at least 1000 d., and at least 100 human sacrifices. In addition, for the final casting of this spell to be successful, someone must let your blood with the dagger upon the altar as you cast the spell and you must have a phylactery worth at least 5000 d.

Sanctuary
Casting Time: 1 action
Duration: [dice] hours
Range: Touch
[dice] creatures within range becomes magically protected. Any creature wishing to harm the targets in any way must first Save vs Magic. On a failure, they are unable to harm the targets, even indirectly, for the duration of the spell. The first time a creature succeeds on its save, the spell ends.

Scorching Ray
Casting Time: 1 action
Duration: 0
Range: 90'
You shoot [dice] rays of heat at [dice] targets within range. Each target must Save vs Magic or take [sum] damage. If you target a flammable object, it instantly bursts into flame.

Scrying
Casting Time: 1 minute
Duration: [dice] hours
Range: [dice] * 100 miles
You pick a creature who's name you know within range. You create an invisible sensor watching them for the duration. You must invest at least 3 dice in order to hear through the sensor as well. If you don't have a body part (at least a fingernail clipping or strand of hair) from the target, you only have a [dice]-in-6 chance of successfully scrying on them. Scrying requires a reflective surface or crystal ball, on which the image is shown, and either [dice] * 10 p. of silver dust or moonlight. You can end the spell at any time

Silent Image
Casting Time: 1 action
Duration: [dice] hours
Range: 60'
You create a visual illusion within range that is no larger a than [dice] * 5' cube or a [dice] * 10' square. Creatures can Save vs Magic to notice it is an illusion if they have reason to suspect it, and they will notice it is an illusion automatically if it is clearly proven. The illusion can cast light up to 30' away. You can cause the illusion to change while you can see it and with considerable concentration. It can be dismissed at any time.

Slow Poison
Casting Time: 1 action
Duration: [dice] hours
Range: Touch
[dice] poisoned creatures within range can make an additional Save vs Poison, suffering no ill effects on a failed save. In addition, the action of the poison within them is halted for the duration.

Speak with Animal
Casting Time: 1 action
Duration: [dice] hours
Range: Self
For the duration, you choose [dice] classes of animals (in the taxonomic sense, i.e. mammals, birds, insects, arachnids, or cephalopods) to speak with. You can talk to these animals and they will understand you, and you will be able to understand their communications as if they were speaking. Their intelligence is not increased and they are not automatically friendly to you.

Speak with Dead
Casting Time: 1 action
Duration: [dice] minutes
Range: Touch
You can converse with a humanoid corpse in range. The corpse may or may not be particularly cooperative or helpful, and certainly won't be too inclined to help you if you killed it. You can, however, force the corpse to answer [dice] questions. Casting this spell requires cypress ash and 10 * [dice] p. of silver dust.

Speak With Elements
Casting Time: 1 action
Duration: [dice] minutes
Range: 0
For the duration, you can speak to [dice] elements of your choice: air, water (including ice), earth (including stone or magma), fire, acid, lightning, wood, and metal. These elements may not be friendly or helpful, but they remember everything which has happened in their vicinity for as long as they have been in their current form and state of matter.

Starlight Lance
Casting Time: 1 action
Duration: [sum] rounds
Range: 120'
You launch a javelin of hard light at a target within range. The target must Save vs Magic or take [sum] damage and be launched backwards [dice] * 10' to the ground or until they hit a wall, where they are fixed in place for the duration. Each round they are fixed in place they may Save vs Magic, escaping once they have succeeded [dice] times. The javelin casts light in a 10' radius.

Summon [creature type]
Casting Time: 10 minutes
Duration: 0
Range: 0
You summon a random [creature type]. The creature has HD determined by dice invested: 1 die for 1d6 HD, 2 dice for 1d8 + 1 HD, 3 dice for 1d10 + 3 HD, and four or more dice for 1d12 + [dice] HD. If you know the true name of a specific [creature type], you can instead summon it directly, as long as the dice you invested allow a creature of that HD to be summoned. The creature makes a reaction roll to determine its feeling about being summoned, unless it would clearly feel a specific way about it already. As part of casting this spell, you can expend 100 d. of silver dust or salt, 10 d. of chalk, 5 candles, and the blood of a freshly killed humanoid to create a magical circle. If you do so, the summoned creature is trapped within the circle until you release it. You may banish the summoned creature at any time while you can see it, although if it is unwilling to be banished you must first Save vs Magic. If you fail the save, you cannot banish the creature.

Unseen Servant
Casting Time: 1 minute
Duration: [sum] hours
Range: [dice] * 60'
You summon an invisible, intangible

servant. It will do your bidding and can perform any and all unskilled mundane tasks at the speed a human could perform them. It cannot take harmful action and cannot go further than the range of the spell away from the location where the spell was cast.

Vampiric Touch
Casting Time: 1 action
Duration: 0
Range: 0
One creature you can touch must Save vs Magic or take [sum] damage. You regain hitpoints equal to the damage dealt.

Wall of Force
Casting Time: 1 action
Duration: [sum] minutes
Range: 60'
You create an almost invisible, impenetrable wall of magic within range. This wall can be in any shape with an area of [dice] * [dice] * 100 square feet. It cannot intersect any creature, but may intersect and go through inanimate objects. If you enclose a creature, they can Save vs Magic to escape. This wall cannot be damaged by non-magical means, and it has [dice] * 3 HD.

Wall of Ice
Casting Time: 1 action
Duration: Indefinite
Range: 60'
You create a thick wall of ice within range. This wall can be in any shape with an area of [dice] * [dice] * 200 square feet, and it is [dice] * 5' thick. It cannot intersect any creature. If you enclose a creature, they can Save vs Magic to escape. Each 5' by 5' pillar of ice has 5 HD. The wall lasts until it melts.

Wall of Light
Casting Time: 1 action
Duration: [sum] minutes
Range: 60'
You create a wall of blinding light in a color of your choice within range, which casts light 30'. This wall can be in any shape with an area of [dice] * [dice] * 100 square feet. It cannot intersect any creature, but may intersect and go through inanimate objects. If you enclose a creature, they can Save vs Magic to escape. Physical objects and magical effects can pass through this wall. If a creature passes through the wall, they

are blinded for [dice] rounds and must Save vs Magic or take [dice] damage.

Wall of Stone
Casting Time: 1 action
Duration: Indefinite
Range: 60'
You create a wall of stone within range. This wall can be in any shape with an area of [dice] * [dice] * 50 square feet, and it is 2' thick. It cannot intersect any creature. If you enclose a creature, they can Save vs Magic to escape. Each 5' section of wall has 7 HD and can't be damaged by martial weaponry. Pickaxes deal 1d6 damage.

Werelight
Casting Time: 1 action
Duration: [dice] hours
Range: [dice] * 10'
You create a light which hovers over your shoulder. It casts light within range, although you may dim it to cast light within a smaller radius of your choice at will, as well as brightening it up to its maximum radius.

Wild Shape
Casting Time: 1 action
Duration: [dice] hours
Range: Self
You turn into an animal of no more HD than [dice]. You keep your mind, but you can only use class abilities that make sense for the animal form you assume. You can only speak languages that your original form and your wild shaped form share. All damage and injuries are reflected between your original and wild shaped forms at the beginning and end of the spell. You can end the spell at any time you wish.

Word of Death
Casting Time: 1 action
Duration: 0
Range: 60'
A creature within range who can hear you and has no more HD than [dice] must Save vs Magic or die.

Prayers & Powers

The world is full of powers and entities, few of which fit the conventional mold of gods. Just as you can speak with anything if you know its language, so too can you bargain with them and ask things far more powerful than you for favors.

Prayer
Anyone can pray for aid, and any power may listen. To pray, name what you pray to, make all your preparations, then the GM secretly rolls a d100. If it's equal to or below the % success chance, it succeeds. Augury and Blessings take a 10 minute turn each. Success chances start at 0%, and increase in a variety of ways. Don't bother a power by demanding the same thing over and over again. They're capricious and petty, especially if they pretend not to be.

Augury
Ask a question. The power will show approval, disapproval, or a fell omen of disaster. Success gets a true answer, failure gets a random one. A priest may coax out more detailed answers or even portents.

Blessings and Curses
The power will provide aid that's within its purview (like getting a temporary background, temporarily learning a spell, or a free success on a specific type of roll), or hinder someone likewise. Blessings last until you displease the power or the end of the adventure; curses on your enemies last until they atone or the end of the adventure. If you're working at cross purposes to the power you're petitioning, you'll get cursed instead. Powers are smart; trying to game their intentions is like playing dice against the dice themselves.

Oath
Swear a binding oath enforced by the power. If swearing on a holy symbol, +50%. On a success, all who swear will be cursed if they break it. You can also swear an oath of devotion to a power. Devotion breaks on terms the power decides – including making an oath bound by or of devotion to another power. Your GM won't tell you if it's been successful. Why would you want to swear an oath? You wouldn't. You'd want others to swear oaths so you can trust their word, and you might swear one in return.

Calling and Binding
Every connection is a two-way street. While powers are far stronger than you, you can wield what little leverage you have to demand, instead of asking. This lets you get a piece of the power to do what you want it to do, pissing it off commensurately. Think of that piece as a demon, a spirit, a subprocess (to use crude computer analogies) that acts independently under both your command and in accordance with the power's personality, will, and aims.

Make a prayer roll to call such an entity. On a success, it comes. It'll do things for you until it gets bored, hurt, or the power needs it back. The more powerful it is, the more likely its services will be recalled swiftly. If your needs conflict with the power's, make a roll under the original calling roll to see who it'll listen to (success: you, failure: the power).

At any time, if you've called an entity, you may make another prayer roll to Bind it. On a success, your further rolls to call it are made at +50%. On a failure, it departs.

Minor, like a bird, a sword, a familiar. Base chance 0%. Calling takes hours, and it'll help you for a few days.
Major, like a person, a demon, an angel. Base chance -50%. Calling takes days, and it'll help you for a few hours.
Total. Bring the full nature of the thing into the world. Reality distorts around you in accordance with its will. Base chance -100%. Calling takes weeks, and it will perform one service for you.

If you know an entity's true name, the calling only takes the time it takes to say the name. This can still fail, and *will* annoy both it and its parent power: imagine someone shouting your name over and over again until you did them a favor, how would you like it? However, the true name will also let you win any conflicting interest rolls. The bill, of course, will one day come due.

Mortals don't have true names until they die, at which point their true name becomes the name(s) they knew themself most closely by. Calling ghosts is possible, though their parent power might not be at all what you expect.

Intervention
In direst straits, facing imminent death, you can pray for salvation. Divide all bonus %s by 10. You may make oaths of devotion or promises of future sacrifice in this moment to increase your chances. If you succeed on the intervention roll, you will be saved, and all oaths sworn in the frenzied pressure of the moment are binding.

Bonuses
If a **priest** performs the ritual, +10%. Might not literally be a priest, depending on the nature of the power; that's just shorthand for someone who's gone above and beyond in their service or worship of it. An incredibly rich man may count as a priest for the power of Profit; a berzerker in the midst of their blood-frenzy for War. A player character can become a priest by satisfying certain conditions set by the Power, which are not easy to revoke or take back.

If you're **devoted** to the power, +10%. It takes successfully swearing an oath to devote yourself, and you can only be devoted to one power. Devoting yourself to another will get you cursed, or hunted, or worse (Powers are jealous, especially when they say they aren't).

Certain items like **holy symbols** may provide bonuses (usually +5-10%). Holy books, vestments, incenses, saints' knucklebones, etc.

At a **holy site** like a shrine, +10%. You can build one in an Explore turn unless the area is desecrated. Holy sites only count if they're dedicated to the power you're praying to.
At a temple or church, any gathering place for worship, +25%.
At a uniquely wondrous site, like Uluru or the Kaaba, +50%.

Make a **sacrifice**. If the power has reason to especially favor the specific sacrifice, double the bonus. Can't make multiple sacrifices of the same level for the same prayer.
Minor, like a bottle of good wine: +10%.
Major, like a cow: +25%.
Epic, like the leader of an enemy army: +50%.

CLIMBING

When do you roll?

Specialists shouldn't have to roll for simple stuff. If everything is calm and they have an hour or more to think, plan and set up ropes, then unskilled characters shouldn't have to roll for abseils, 45° climbs or rope-assisted 90° climbs. Of course in the case of a rope assisted 90° climb they would still need someone to go ahead and set up the ropes. The best climber can roll themselves to go ahead and rig a route so no-one else has to roll. Only those with specialist skills should be allowed to attempt horizontal and superhuman climbs and they should always be rolled for.

You must be able to see the WHOLE route you will climb. If you cannot see the entire route, or if the nature of the route changes unexpectedly, or if you can only see one part of it and enter an unseen section, you must pause and roll again. f a lantern only shows 30 feet and a climb is 60 feet, then you can stand on the ground and study the first 30 feet freely, but once you are on the climb and have gone beyond that distance you must decide whether to stop and study the next 30 feet, and if so, for how long.

You must roll again If combat breaks out, the environment changes, time becomes a factor, or if the nature of a climb changes unexpectedly in any way.

Climbing Table

Time taken to study the route, and roll required on 1d6:

≤ 1 Round = 1 in 6
≤ 1 Minute = 2 in 6
≤ 10 Minutes = 3 in 6
≤ 1 Hour = 4 in 6
1 Hour = 5 in 6

For each slot of encumbrance, characters have -1 in 6 penalty to their roll. Someone studying their route for an hour or more only needs to roll a 5 or below on 1d6, but if they are carrying two more items than they should, then they need to roll a 3 or less. This can bring a value down to zero. If an encumbered character has a round or less to study a route and has to make a climb roll, they simply fall.

There are six levels of difficulty. The simplest way to think about which table to roll on is to ask what incline you are climbing. Imagine a tiny person climbing round the inside of a diagram. Are you abseiling down the first vertical, climbing at 45°, climbing a vertical wall, climbing an overhang, upside-down on a ceiling or trying a reverse-overhang from above? The Referee may wish to move the level of difficulty up or down depending on the circumstances and the nature of the surface.

A simple d6 Climb roll is made with no modifiers. Specialists roll a second d6 and take the better result. If the roll is failed, each type of climb has its own failure chart. The charts show results for a 1d20 roll which is checked against each stat in sequence. Failing the Constitution roll means all other failures

are cumulative. If the Constitution roll is passed, only the first failure counts; the rest are ignored.

1. ABSEILING

Moving down a vertical pitch with assistance and ropes (doing this without ropes is more like a 'hard' climb).
Constitution: All further fails cumulative.
Strength: Tired. Can't climb back or help others. Act as 1 level lower for one Turn.
Dexterity: Slip 10 feet on rope.
Intelligence: Not enough rope – it ends 10 feet from bottom.
Wisdom: You abseil happily right off the end of the rope.
Charisma: Your flailing dislodges someone else; they roll too.

2. SLOPING CLIMB

Moving up or down a slope somewhere between 45° and 90°, up a very easy broken climb with ledges, or up a lesser slope under very difficult conditions (Ice, Water, Combat).
Constitution: All further fails cumulative.
Strength: You slide to the bottom. Take falling damage for one third of the vertical distance
Dexterity Scramble and spin, now facing wrong way. If slid, save versus Death or be knocked out for 1d6 rounds.
Intelligence: Tangled up with your pack, you will need help to free yourself.
Wisdom: Disco leg: you freeze and need help to go on.
Charisma: Your flailing dislodges someone else; they must roll on this table. You must choose who you dislodge.

*A climber under stress will sometimes feel their thigh muscle quivering and feel as if it is about to give out. They often freeze. This is called 'Disco Leg' or 'Washing Machine Leg'.

3. HARD CLIMB

This is the standard 90° specialist-only climb up dungeon walls or rock. No-one encumbered can try this.
Constitution: All further fails cumulative.
Strength: # Shaking: must rest on your foot holds for 1d20 seconds, then roll again to go on.
Dexterity: Feet slipping. Will lose foot holds in 1d6 seconds. Must pull to upwards hold, then roll again to go on.
Intelligence: No upwards holds. Must go back down. Can try again from bottom.
Wisdom: Downward holds are lost and your ropes are poorly placed. Must go up. Cannot assist others with this climb. They must roll separately.
Charisma: # You drop a random item. It hits someone below. (If you fall then you hit them. Share falling damage equally.)

*If you roll an impossible situation or incompatible result then you will fall. So if, on a hard test, you fail on Constitution, Dexterity and Intelligence, then the Dexterity fail requires you to pull to an upwards hold and the Intelligence fail means there are no upwards holds.
You fall from your current position. If you fail on Constitution, Strength and Dexterity you must roll 1d6 to see how long your foot holds last, then 1d20 to see how long you need to rest. If the result of the d20 is above the d6, you fall.

4. VERY HARD CLIMB

This is for overhangs and very difficult walls. For expert climbers or desperate people.
Constitution: All further fails cumulative.

Strength: Grip failing in 1d6 seconds, must dyno forward to get out of it.
Dexterity: Fingertip grip only. Can't dyno forward. Roll again to go back safely.
Intelligence: No way forward or back. Must grip on for 1d20 seconds to think, then dyno sideways.
Wisdom: Fully extended. Can't dyno, must grip and move forward within 1d10 seconds.
Charisma: Shameful flailing. If someone has you roped, they either let you go or fall themselves. Their choice. No one observing you will trust your choice of route.

*Again, incompatible results mean a fall. So any combination of Strength, Dexterity, Intelligence and Wisdom results in a fall. A 'dyno' is a dynamic leap, fully out of contact with the rock, to a better position. This requires another climbing roll. Failure is a fall.
(At the Referee's discretion, succeeding with a dyno in front of observing NPCs may give a PC +1 Charisma with those individuals. It looks cool as fuck.)

5. HUMAN LIMIT
Hanging upside down, transiting the roof of a cavern. This is Olympic or exceptional climbing, at the limit of real-world ability. No one who is not a Specialist can even attempt this, no matter how long they think about it.
Constitution: All further fails cumulative.
Strength: Fall. If you live, too weak to act for 1d20 rounds.
Dexterity: Fall. Land on spine. If you live, crippled till magically healed.
Intelligence: Fall. No way forward. This climb may not be attempted again.
Wisdom: Fall. You scream as you go. Referee may trigger an encounter.
Charisma: Impossible situation and compounded poor choices cause you to lose all confidence and self-will. Your muscles spasm and you fall from shame. Observers test morale. Retainers may flee. PCs must fight at -1 level for a day.

6. ALMOST SUPER-HUMAN
A reverse-overhang or other exceptionally difficult piece of work. Almost impossible in 'real-life'.
Constitution: All further fails cumulative.
Strength: Fall. Exhausted. Save versus Paralysis or pass out for 1d20 hours.
Dexterity: Fall. Spin in air. Land on head. Save versus Poison or die.
Intelligence: Fall. Execute perfect move into non-existent hold. If you survive, you no longer trust yourself. All climbs one level harder till you gain a level.
Widsom: Fall, dislodging chunks. Roll 1d6 attacks against anyone standing below, doing 1d6 damage each and the Referee may roll encounter die.
Charisma: Total mental breakdown leading to world-famous fuckup. You fall. If any NPC observes this it becomes appended to your name in life or death.

ROPE-WORK
Zip lines and rope-assistance always work. If PCs are making use of ropes set up by another member of the group and the situation changes enough to warrant a roll, they can use the Climb skill of the person who set up the ropes. If they fail, use whichever failure chart matches the difficulty of the climb without ropes.

CATCHING SOME IDIOT
If someone falls or has to jump, and if you are in a position to do so, then you can try to catch them. So long as it is physically feasible, you will always succeed at this. Roll falling damage as normal but share it equally between both the PC falling and whomever is catching them. No more than five people can work together to catch onefalling person. Those trying to catch the faller should roll to hit with their best attack bonus; either mêlée or ranged is acceptable. They are trying to hit the unmodified Armour of the faller. Anyone who succeeds can reduce the amount of damage they take by the amount of their success. If they are feeling generous, they can choose to share this reduction in damage equally with the person falling.

THE SIMPLE LIST
How hard does it look?
Ask for a 1d6 roll.
If it fails, roll on the relevant chart.
Go on from there.
Remember, everything takes time and light.
Remind players how long their decisions will take to pan out, how many Lumes it will take and don't forget to roll encounters.

FALLING DAMAGE
This is longer and more annoying than the standard falling damage chart, and harder to use. But it is a more consequential, and less predictable system which makes falling both more dangerous for high level characters and also possibly-survivable for low level ones.

FEET FALLEN = DAMAGE
10 = 1d6
20 = 1d6 x 1d4
30 = 1d6 x 1d6
40 = 1d6 x 1d8
50 = 1d6 x 1d10
60 = 1d6 x 1d12
70 = 1d6 x 1d20
80 = 1d6 x 1d50
90 = 1d6 x 1d100