

Spiked Goblin Punch



A GLOG Hack by Skerples

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Credits

Core GLOG rules and a fair number of classes based on Arnold K's version: goblinpunch.blogspot.com/2016/05/the-glog.html

Classes credited at the bottom of the page where necessary.

Core Rules

Spiked Goblin Punch is based on Arnold K.'s "Goblin Laws of Gaming" homebrew, also known as the GLOG.

This rules set is designed for old-school D&D-like games. It is broadly compatible with most published Old School Revival (OSR) products (i.e. equally incompatible with all of them). The main goal is to create a system that is:

1. Intuitive for new players.
2. Adaptable and hackable.
3. Compact.

This PDF assumes you know what an RPG is, what dice are, and the basics of OSR games, and how to adjudicate rules on the fly. Rather than a complete system, this hack is designed to allow experience GMs to run games for experienced players.

In short, there are bits missing. Read another, much more complete OSR system, then fill in the missing bits.

GM Guidance

Only roll or call for a roll if both success and failure are interesting. If failure is inevitable because of the fiction, don't roll. A PC can't test Strength to flap their arms and fly to the moon. If failure is boring, don't roll. If the PCs fail to pick a simple mundane lock, and they have all the time in the world, they'll just keep rolling until they succeed. Just let them open it or apply a time penalty. If the PCs not spotting something means they'll never see it, just tell them what they see. No rolls required.

Failed rolls have consequences. The most obvious one is time. Wasted time means more chances for bad things to happen to the PCs.

Roll sparingly. Because stats are randomly generated and assigned, it's possible two PCs in the same party will have vastly different chances of performing the same task. Minimize this by using Attack and Save (which are the same for most PCs at the same level), automatic failures, and automatic successes.

From a player's point of view, a roll is a risk. Testing Strength to leap across a chasm is risky. Putting a ladder across a chasm and climbing across is less risky and does not require a roll. Fighting is a risk. Avoiding the fight entirely may not require a roll.

The Core Mechanic

Almost everything is based on rolling a d20. If you roll equal to or under a target number, you succeed. Roll over, and you fail.

Throughout the text, whenever you see "Roll under...", it means "Roll equal to or under..." It's just a pain to write that out every single time.

Skills

Skills are just a word that describes something a PC knows how to do. There are no specific rules for using them. You may call for rolls under Intelligence or another stat, but in general, just let the PC with the skill do the thing the skill describes.

Stat	Bonus	Stat	Bonus	Stat	Bonus
1	-3	9	0	17	2
2	-3	10	0	18	3
3	-2	11	0	19	3
4	-2	12	1	20	3
5	-2	13	1	21	4
6	-1	14	1	22	4
7	-1	15	2	23	4
8	-1	16	2	24	5

Stats

Characters have 6 stats. Each stat has a "bonus", which is a sort of shorthand condensation of a stat. Don't add the bonus to rolls.

Strength: Roll under Strength to open doors, tear apart chains, or climb a cliff. The number of items a character can carry is determined by their Strength score. The damage a character inflicts in melee combat is modified by their Strength bonus.

Dexterity: Roll under Dexterity to dodge traps, leap over obstacles, or perform delicate tasks under pressure. A character's Defense, Movement, and Stealth are modified by their dexterity bonus.

Constitution: Roll under Constitution to resist cold, disease, fatigue, drowning, and poison. A character's Hit Points are based on their Constitution.

Intelligence: Roll under Intelligence to solve difficult puzzles, read obscure texts, or identify items and treasure.

Wisdom: Roll under Wisdom to see through lies, spot hidden dangers, and avoid mind-altering spells. Characters will also use Wisdom to determine the order of combat.

Charisma: Roll under Charisma to flatter, beguile, or barter. A character's Save is modified by their Charisma bonus.

Associated Numbers

Attack: Starts at 11. Increases with level. Roll under Attack, opposed by the enemy's Defense, to hit.

Defense: 10 + Dex. Bonus or bonus from armour. Leather is +2, Chain is +4, Plate is +6, a shield is +1.

Movement: 12 + Dex. Bonus. How fast a character can move. Penalized by armour (-0 for leather, -2 for Chain, -4 for Plate).

Stealth: 5 + Dex. Bonus. Applied as a penalty to opponents. Roll under Wisdom to see if a character is noticed. Penalized by armour (-0 for leather, -2 for Chain, -4 for Plate).

Save: 5 + Cha. Bonus. Increases with level. If an effect, attack, or challenge doesn't fall under any of the other stats or values, roll Save. This represents a character's luck and determination to resist the cruel hand of fate.

Opposed Rolls

A character or NPC must roll equal to or under their stat, modified by 10-[the relevant stat of their opponent].

E.g. Shoving. The PC has 11 Strength, the orc has 14 Strength. The PC needs to roll a 7 or less to succeed (11 + [10-14]).

Chess. The PC has a Intelligence of 6, the goblin has an Intelligence of 4. The PC needs to roll a 12 or less to succeed.

Racing. The PC has a Movement of 12, the gladiator has a Movement of 14. The PC must roll under 8 to thoroughly beat the gladiator in a race.

Adjudicating Rolls

A -4 penalty is approximately the same as "reroll and take the worse of the two results." A +4 bonus is approximately the same as "reroll and take the better result."

Apply bonuses or penalties to rolls as needed. Go as far as you need to go, bearing in mind that if you're adding enough bonuses or penalties rolling may be pointless.

Combat

Combat

Switch to combat rounds when it looks like someone might get hurt.

If someone (or a group) attacks by surprise, they get to act before any Initiatives are rolled for the round. Once all ambushers have acted, everyone rolls for Initiative.

Initiative

Each round of combat, a PC must roll under their Wisdom. If they succeed, they act before their enemies. If they fail, they act afterwards. They act in order of their rolls, lowest to highest. Some particularly quick enemies might impose a penalty on PCs' Wisdom, or act twice in each round.

On Their Turn

A PC or enemy can do one of the following:

- Make an Attack roll against a target.
- Run about 50'+Movement (or 60').
- Make a charge attack against a target (Move 20'+Movement and then make an Attack roll).
- Cast a spell or activate a magic item.
- Retrieve an item from a non-quickdraw slot.
- Reload a crossbow, etc.
- Try to trip, shove, or push a target.
- Attempt to remove a Fatal Wound from a dying ally.

In addition, a PC or enemy can move 20'+Movement (or 30').

Talking, shouting, or dropping an item can be done freely, and possibly even in other peoples' turns. Basically, you can do one big thing a turn, plus move a bit.

Attack Rolls

Roll under Attack, opposed by the enemy's Defense, to hit.

E.g. A 1st-level Thief with Attack 11 tries to hit a goblin with no armour. The Thief has to roll under 11.

A 1st-level Thief with Attack 11 tries to hit a very nimble tiger (armour as chain). The Thief has to roll under 7 (11+ [10-14]).

Other effects (drunkenness, fog, being on fire, etc.) may impose penalties to Attack.

Ranged weapons get -1 to Attack for every 10' beyond their listed range.

Most spells do not require an Attack roll. If a spell does require one, it will be noted in the spell's description. Touching an unwilling target always requires an Attack roll.

Critical Successes and Failures

On an unmodified Attack roll of 1, the attack deals double damage (roll twice the number of dice and add any bonuses twice).

On an unmodified Attack roll of 20, the attack automatically misses. Further penalties may apply if the situation is risky. A critical failure in a one-on-one fight in a clear meadow might just be a miss. A critical failure in a tight corridor, with allies and enemies jostling together, might result in an ally being hit, a weapon being dropped, or the attacker falling prone.

Damage

- **Light weapons** (daggers) deal 1d6 + Strength bonus damage.
- **Medium weapons** (swords) deal 1d8 + Strength bonus damage if wielded in one hand or 1d10 + Strength bonus damage if wielded in both hands.
- **Heavy weapons** (hammers) deal 1d12 + Strength bonus damage but must be wielded in both hands.
- **Thrown light weapons** deal 1d6 damage.
- **Bows** and **Slings** deal 1d6 damage.
- **Crossbows** deal 1d12 damage.

Hit Points

The danger a character can resist before taking injury is quantified by Hit Points (HP). They are better thought of as "Don't Get Hit" Points. There are no mechanical effects for being reduced to 0 HP. Any damage in excess of this (i.e. negative HP) is known as Lethal Damage, which always incurs a roll on the Death and Dismemberment Table.

PCs have a maximum HP of 20. Enemies have variable HP base on their Hit Dice (HD). A hit dice is a d8. Roll the number of HD listed and add the numbers together. An enemy with surprisingly low HP might be sickly or wounded. An enemy with high HP might be a champion (or two enemies).

Healing

1. Lunch heals a character for 1d6+Level HP. Lunch takes 1 hour, requires a safe place, and consumes 1 ration.

2. A Good Night's Rest. Restores all HP. Requires 8 hours of rest, a safe place, a fire or heat source, and consumes 1 ration.

3. Magical Healing. Some spells or potions restore HP. Others can heal Injuries.

If a character has negative HP (i.e. has taken Lethal Damage), the next Lunch or Good Night's Rest heals them to 0 and not over 0.

Weapon Proficiency

All classes are proficient with daggers. A PC is also proficient with any weapons they gain from a class or background. A PC has -4 to Attack with a weapon until they gain proficiency by landing 8 successful hits in combat.

Reaction & Morale Rolls

When encountering monsters, roll 2d6 + the Charisma bonus of the most visible party member.

2d6+	Result	Notes
2 or less	Immediate Attack	Offended or disgusted.
3-7	Unfavourable	May attack if victory likely.
8-11	Favourable	Parley or bargaining.
12 or more	Very Favourable	May choose to cooperate.

Monsters (or hirelings) may try to run away or surrender if combat turns against them. Monsters have a Morale value listed from 2 (craven) to 12 (unbreakable). Check Morale when:

1. The side (PCs or monsters) takes their first death.
2. When half the side has been incapacitated or killed.
3. If some particularly frightening or spectacular effect occurs.

Roll 2d6. If the result is over the creatures' Morale score, the creature attempts to retreat, surrenders, or panics. Morale can be adjusted (unless 2 or 12) by situational bonuses.

Death & Dismemberment Table

Death and Dismemberment Roll

1d12+ Lethal Damage + Number of Current Injuries

The effects are cumulative. If a PC with -8 HP and no current Injuries rolls a 10 on a d12, to the leg, $X = 10+8+0 = 18$. They gain 4 Fatal Wounds, the leg is Mangled, and also Disabled for 18 days.

If they took a further 1 point of damage (-9 HP), they would roll $1d12 + 9$ (Lethal Damage) + 1 (Mangled) + 1 (Disabled) for $1d12+11$.

If required, roll 1d6 for hit location.

Result	1. Arm	2. Leg	3-4. Torso	5-6. Head
1+	Disabled X Days	Disabled X Days	Cracked Ribs X Days	Concussed X Days
11+	1 Fatal Wound Mangled	1 Fatal Wound Mangled	1 Fatal Wound Crushed	1 Fatal Wound Skullcracked
16+	X-15 Fatal Wounds	X-15 Fatal Wounds	X-15 Fatal Wounds	X-15 Fatal Wounds

Result	Acid, Fire / Cold, Ice	Lightning	Venom / Toxin	Magic
1+	Scorched / Frostbite X Days	Burned X Days	Sickened X Days	Anathema X Days
11+	1 Fatal Wound Burned / Frozen	1 Fatal Wound Fried	1 Fatal Wound Wracked	1 Fatal Wound Marked
16+	X-15 Fatal Wounds	X-15 Fatal Wounds	X-15 Fatal Wounds	X-15 Fatal Wounds

Fatal Wounds

A PC has 3 rounds to clear all their Fatal Wounds or they die. They can attempt to remove a Fatal Wound on their turn by rolling 1 on a d6. PCs with Fatal Wounds are unconscious. This does not mean they are quiet or asleep (they can be screaming and holding a stump), but it means they cannot take conscious or deliberate actions. Remove oldest Fatal Wounds first. You may want to use different coloured d6s to represent Fatal Wounds acquired on different rounds.

Up to two adjacent allies can try to remove Fatal Wounds from a dying character by spending their turn doctoring the wounded PC and then rolling under $\frac{1}{2}$ Intelligence (unless they have a useful skill).

Injuries

Some injuries on this list aren't on the Death and Dismemberment table. They can be accumulated by other means, GM choice, or deliberate actions.

Anathema: Cannot benefit from magical healing or be the target of beneficial magic.

Blind: Cannot see. -8 to Attack and Defense. Automatically hit by area-of-effect attacks.

Burned / Frozen: Save. If failed, roll on the table below. If passed, lose 1d6 digits (roll randomly using a d20) and reduce all future damage of the appropriate type (acid, fire, ice, etc.) by 2.

1. Lose 2d6 digits.
2. Lose all but 1 digit.
3. Lose both hands.
4. Lose both feet.
5. Lose both hands, both feet, and nose. -2 Charisma.
6. Lose both hands, both feet, nose, and both eyes. Blind. -2 Charisma.

Cracked Ribs: The PC's maximum HP is reduced by 4 (to a minimum of 1).

Crushed: Save. If failed, roll on the table below. If passed, gain an Interesting Scar.

1. Permanently lose 1 Strength.
2. Permanently lose 1 Dexterity.
3. Permanently lose 1 Constitution.
4. Crushed Throat. Cannot speak louder than a whisper.
5. Crushed Guts. Constitution is 4 for the purposes of holding your breath. Cannot swim or dive.
6. Broken Spine. Paralyzed from the neck down. Save to recover after 1d6 days. If failed, Save again after 1d6 weeks. If both Saves are failed, the PC is permanently paralyzed.

Concussed: The PC's Wisdom becomes 4 for Initiative.

Deaf: Cannot hear. If ambushed, always act last.

Disabled: The injured limb becomes unusable. A Disabled arm cannot hold anything; held items are dropped. A Disabled leg cannot support the PC's weight. A PC with two working arms but no working legs can move at $\frac{1}{20}$ th their normal Movement.

Fried: Save. If failed, roll on the table below. If passed, reduce all future lightning damage by 2 and gain an Interesting Scar.

1. Deaf.
2. Left eye lost. -1 to range attacks. If both eyes lost, Blind.
3. Right eye lost. -1 to range attacks. If both eyes lost, Blind.
4. All items carried lost. Permanently lose 1 from a random stat.
5. Palsied. Permanent -2 to Attack and Defense.
6. Lose one hand, one foot, and both eyes. Blind. -2 Charisma.

Mangled: Save. If failed, lose the limb. If passed, Save again. If failed, lose 1 digit. If passed, gain an Interesting Scar.

Marked: Save. If failed, any magical attack against the PC automatically deals double damage or applies a -4 penalty to Save. If passed, the PC has a permanent -2 to Save against magic, but reduces all incoming magic damage by 2. They also gain an Interesting Scar (known as a curse-mark).

Scorched / Frostbite: Cannot wear armour. Difficulty gripping or climbing.

Skullcracked: Save. If failed, roll on the table below. If passed, gain an Interesting Scar.

1. Permanently lose 1 Intelligence.
2. Permanently lose 1 Wisdom.
3. Permanently lose 1 Charisma.
4. Left eye lost. -1 to range attacks. If both eyes lost, Blind.
5. Right eye lost. -1 to range attacks. If both eyes lost, Blind.
6. Coma. Unconscious. Save to recover after 1d6 days. If failed, Save again after 1d6 weeks. If both Saves are failed, the PC is permanently unconscious.

Wracked: Save. If failed, roll on the table below. If passed, reduce all future poison / toxin damage from the same or similar sources by 2 and gain an Interesting Scar.

1. Permanently lose 1 from a random stat.
2. Permanently lose 1 from all stats.
3. Lose a random limb and one eye. -1 to range attacks. If both eyes lost, Blind.
4. Lose 2 from Strength and Constitution. Gain +1 to Intelligence and Wisdom.
5. Enfeebled. Take double damage from ingested poisons or rotten food.
6. Heart Pain. Cannot run.

Interesting Scars

The scar must be a mangled, twisted, gnarled thing, a worm of flesh buried under the skin. It provides a +2 bonus to Charisma while interacting with people who appreciate a good scar and a good story (barbarians, barber-surgeons, knights, suitors, poets, etc.)

Inventory & Items

Inventory Slots

PCs have a number of Inventory Slots equal to their Strength. Only items carried count towards this limit. Horses, hirelings, and carts do not count. Clothing, minor non-magical jewellery, and other cosmetic items do not take up inventory slots unless they are particularly bulky.

An Inventory Slot can contain:

- 3 Light Weapons (daggers)
- 1 Medium Weapon (sword)
- 0.5 Heavy Weapons (hammers)
- 1 Bow
- 20 Arrows
- 3 Bottles or Flasks
- 1 Lantern
- 3 Books
- 3 Rations

The first 3 Inventory Slots are Quick-Draw Slots, and can be accessed at any time. It takes 1 round to retrieve an item from any other Inventory Slot.

Inventory management is crucial. Selecting and tracking problem-solving tools is a player skill.

Encumbrance

Any items in excess of a character's Inventory Slots (Strength) gain 1 point of Encumbrance per slot. Each point of Encumbrance imposes a -1 penalty to Stealth, Movement, and Defense.

With 6 or more points of Encumbrance, moving quickly is impossible. With 10 or more points of Encumbrance, moving beyond a crawl is exhausting.

Fatigue

Sprinting repeatedly, outdoor travel without rest, or excessively tiring activities inflict Fatigue. Each level of Fatigue takes up 1 Inventory Slot. It is usually removed by resting.

Armour

- **Leather** armour takes up 0 Inventory Slots and provides +2 to Defense.
- **Chain** armour takes up 2 Inventory Slots and provides a +4 bonus to Defense. It also imposes a -2 penalty to Movement and Stealth.
- **Plate** armour takes up 4 Inventory Slots and provides a +6 bonus to Defense. It also imposes a -4 penalty to Movement and Stealth.
- **Shields** take up 1 Inventory Slot and provide a +1 bonus to Defense. A PC can sunder their shield to reduce incoming damage by 1d12. The shield is broken afterwards.

Melee Weapons

- **Light weapons** (daggers) take up 1/3rd of an Inventory Slot and deal 1d6 + Strength bonus damage in melee.
- **Medium weapons** (swords) take up 1 Inventory Slot and deal 1d8 + Strength bonus damage if wielded in one hand or 1d10 + Strength bonus damage if wielded in both hands.
- **Heavy weapons** (hammers) deal 1d12 + Strength bonus damage but must be wielded in both hands.

Ranged Weapons

Ranged weapons get -1 to Attack for every 10' beyond their listed range.

- Thrown **light weapons** (daggers) take up 1/3rd of an Inventory Slot and deal 1d6 damage and have a 20' range.
- **Slings** take up 1 inventory slot. They deal 1d6 damage and have a 20' range.
- **Bows** take up 1 inventory slot. They deal 1d6 damage and have a 30' range.
- **Crossbows** take up 1 inventory slot. They deal 1d12 damage and have a 30' range. A crossbow takes 1 round to reload.

Both bows and crossbows use arrows. One Inventory Slot can contain 20 arrows. After combat, arrows can be recovered. 50% will be usable.

Light Sources

Outside of the listed light range, light sources illuminate shadows. Vague shapes, movement, and reflective surfaces will be visible in shadows, but no details can be distinguished.

Light Source	Radius	Duration
Torch	20' light, 20' shadows	1 hour
Lantern	30' light, 30' shadows	3 hours / flask of oil.
Candle	5' light, 10' shadows	1 hour

Lighting a torch or lantern takes 1 round. PCs are assumed to be carrying basic firestarting gear. Magic or cantrips may ignite a light source immediately.

Hirelings

Hired at a fixed rate (see the price list). Dangerous work may require bonuses. Generic hirelings have 10 in all stats, 5 HP, and no skills outside their profession.

PCs can have up to 2+their Charisma bonus hirelings without any issues. Characters from the Second Estate can have up to 6+their Charisma bonus. Extra hirelings can be acquired, but may be disloyal, cunning, or poor quality.

Above any items required for their job, a hireling can carry 3 Inventory Slots worth of items for the PC.

Dungeon & Wilderness Procedures

Dungeon Procedures

Time tracking is critical. I use minutes and hours.

Movement

PCs can cautiously move 20 10' squares (200') in 10 minutes. Round up to the nearest 10 minutes. PCs moving cautiously spot signs of all traps. The fun part isn't noticing the trap, it's how to disarm it. No skills. Use common sense and inventory items.

PCs can quickly move 60 10' squares (600') in 10 minutes. PCs moving incautiously *may* get a chance to roll under Wisdom to notice a trap (GM's discretion). Otherwise, they find traps via HP and hirelings.

If you want to modify these movement rates based on Movement, use 20'+the lowest Movement in the group for cautious movement and 3x that value for rapid movement. In practice, it rarely seems to matter.

Searching

- A cursory search of a 20'x20' room takes 1 minute and reveals only the most obvious information.
- A proper search takes 30 minutes and reveals most hidden information.
- A detailed search takes 1 hour and reveals all hidden information.
- Multiple PCs can combine their efforts to search a larger room in the same time or a smaller room in less time.

Random Encounters

Roll for a Random Encounter every 30 minutes or whenever a loud noise occurs. Usually, that's a 1 on a d6. Some people use an overloaded/hazard dice, where results of 2-6 do anything from ticking down light sources to providing clues. I don't bother. Time tracking works just as well.

If the PCs are moving cautiously, they get the Omen before the encounter. If they are moving quickly or incautiously, they don't get the Omen.

Roll 2d6 for Morale. If the result is equal to or under Morale, the creature is hostile. If over, positive or uncertain. Modify Morale by anything from +4 to -4 depending on circumstances.

Light

Review the Light rules. Lanterns illuminate 30' clearly and provide dim outlines and shadows for a further 30'. In the dark, light sources are visible miles away.

Other Activities

- Picking a mundane lock takes 10 minutes.
- Identifying a magic item takes 10 minutes.
- Deciphering an inscription, reading a book, or sorting through items takes 30 minutes.
- Lunch takes 1 hour. Test for random encounters twice.
- There are about 6 combat rounds in 1 minute. Don't worry about the exact number of rounds. Just assume combat, a breather afterwards, and looting take about 10 minutes.
- Eyeball other activities based on real-life experience. Round up a bit.

Wilderness Procedures

Hexes are 6 hours across. Not miles, hours. If miles are needed, the PCs can travel 30 miles a day. Horses don't let the PCs travel more quickly, but they do make the journey easier.

Every hex travelled on foot fills 1 Inventory Slot with Fatigue. Riding a horse or a cart negates the Fatigue gain unless the weather is terrible or the road is very rough.

Hexes contain an obvious feature (something the PCs will encounter) and a Hidden Feature (something the PCs might encounter if they search the hex, spend time there, or visit multiple times).

Test for a random encounter every 6 hours or whenever the PCs make a lot of noise or do something that's likely to attract attention. Usually, that's a 1 on a d6.

Roll for the weather each day.

Most activities takes 1 hour.

PCs can safely travel for 12 hours per day (2 hexes), or push their luck with 18 hours (3 hexes), losing the benefits of resting and having lunch.

In Civilized Parts, villages and peasants are everywhere. In wilderness areas, roads may not exist. All land is owned, even trackless wastes.

Introduction for New Players

There are elements of chance.

Ever played cops and robbers or any other made-up games? Did you ever meet the one kid who said "Nuh uh, you didn't hit me, I have a bulletproof vest!" In this game of make-believe, there are a few rules to help decide who hits who, and how hard, and other things like that.

Your characters are also going to have some random numbers assigned to them. Sometimes the numbers will be good, and sometimes they'll be bad, and there's not much you can do about it. In this game the numbers aren't that important. Sometimes, a character will have terrible stats and survive for ages, while a character with brilliant stats dies in the first hour of game.

There are elements of skill.

In Settlers of Catan, the rules are fixed and solid and balanced. You can't go "Hey Steve, I'll take my Knights and you take your Knights and we'll go pillage that Sheep tile." That's not in the rules. And that's fine. But in a game like this, you can come up with any plans you want to. In that way the game is like a real world, and the people in it are like real people. Nobody minds too much if you go around smashing pottery and looting houses in a video game, but in this game, that sort of thing has real consequences. Similarly, you can't lure Bowser out of his castle with a delicious meal in the video game because cooking wasn't coded into the game.

Coming up with a good plan and executing that plan is important. Be smart. Pay attention. Think of solutions that the rules don't cover.

In Character vs Out of Character

You don't have to do silly voices or wear costumes. You'll figure out how comfortable you are acting as your character as we go along. The main thing, right now, is to remember that your character knows things you don't know, and that you know things your character doesn't know.

Your character knows things about the world that you, as a player, don't know. They know how to ride a horse or make poison or identify magic runes. If there's a situation where that applies, I'll just tell you what your character knows. If I'm not sure, I might make you roll for it.

Similarly, there are things you know that your characters don't know. The main one is reason. We live in a logical age; the characters you're playing don't. They don't have the benefit of a post-Enlightenment education. They might not even be literate. You aren't afraid of the weather because you understand what weather is. Your characters don't. They might not understand things that we take for granted, and they might act on motives that we'd find archaic or ridiculous.

You, the player, might know things about other characters or the world that your character doesn't. You might know a secret about another character's past, or the best way to kill a vampire. But remember, your character can only act on knowledge they have in the game. We'll discuss this more as it comes up.

Your characters are going to die.

Did you ever play Super Mario Bros? Mario died a lot in that game. Sometimes he died because you made a mistake. Sometimes it was chance, or luck, or you were distracted, or you didn't understand how an enemy worked. This game is like that, except in the video game, Mario comes back again and again. In this game, each time you get a new character.

Having a character die doesn't mean you made a mistake or failed. It's part of the learning process. Sometimes it's just random chance.

You get to make a new character, and I'll find a way to introduce them to the group. You start at Level 1 again but it's not a big deal. A Level 1 character is just as useful as a Level 4 character almost every way. You'll never be completely outclassed.

Leveling

You level up and improve your character by looting treasure. Imagine a dragon and its hoard. Kill the dragon and you get 0 XP. Steal the treasure, by force or stealth, and it counts. You have to get it out of the dungeon and take it somewhere safe, but once it's safe - buried, spent, invested, or donated - it counts.

The Social Contract

If you like this game and you're having fun, show up on time, or tell me in advance if you can't make it. If you don't like this game, let me know and we'll make changes. If anything about this game makes you uncomfortable, bring it up immediately. If you don't feel comfortable doing that, or it only occurs to you later, you can always email me.

Please don't bring out your phones during game unless there's something urgent. Ideally this is the most interesting thing going on. In the same vein, understand that there are 5 other people in the room, so don't deliberately waste time.

The setting of this game is semi-medieval. That means that terrible things happen on a regular basis. It would feel like I was whitewashing or disneyfying the past if I said that this setting doesn't include things like misogyny, racism, sexual violence, etc. These things happen in the real world. It'd be strange to have a fictional world without them. That being said, they won't form a major part of this game.

Gender is also much more important in this game than it is in the modern world, but possibly less important than you might fear. At the very high end of society, you can get away with breaking gender norms by wealth, power, law, and ability. At the very low end, nobody cares. It's only the middle classes and the Church who obsess over propriety and station. It probably won't be an important part of most sessions.

The Rules

Are always available for you to read. They aren't secret. If you find inconsistencies or errors, let me know, but the rules aren't the law. As the GM, what I say goes, and if need be, what I say, went. If you think you've found a loophole, but the results of that loophole don't make any sense, it will stop working immediately.

Questions

If you have questions, let me know. Some example questions include:

"Can I hit him with an arrow at this distance?"

"What does X taste like?"

"Does my character know anything about X?"

"How much damage does a longsword do if I throw it at someone?"

Before we start, do you have any questions right now?

Character Generation

1. Choose or roll for your **Race**. Your character's Race will grant them a Perk, a Drawback, and one Stat they can reroll.
2. Roll your **Stats**. 3d6 in order. You may reroll the Stat given by your Race and pick the higher result.
3. Choose or roll for your **Class**. Gain the first template (A) and any other items and bonuses.
4. Roll for any skills or items requested by your class.
5. Gain 1d10cp. If the entire group is level 1, all PCs also gain a blanket (1 slot) and 3 rations (1 slot).

The Base Adventurer

A newly created PC without any class templates is expected to be reasonably competent in most areas but not specialized in any one direction. The GLOG is not about classes. Classes are just a set of extra tools to do things. Classes are significantly less important than What You Do Around The Table.

Ultra-Core Classes

The basic, balanced, and entirely sensible classes. Suitable for new players, uncertain players, or small groups.

- Fighter, Thief, and Wizard (Orthodox).

Core Classes

The nine classes listed here have been tested in multiple combinations and function reasonably well.

- Fighter, Barbarian, Knight.
- Thief, Hunter, Monk.
- Wizard, Sorcerer, Summoner.

Novelty Classes

The classes listed here require unusual playstyles, GM adjudication, or a specific kind of setting.

- Cannoneer
- Exorcist
- Inventor Necromancer
- Goblin
- Many Goblins
- Paladin of the Word

Extra

Extra classes cannot be taken as a first template. They are odd, obscure, and strange. Adapt them if someone wants to level as a Vampire or something.

- Surly Gnome
- Cannibal Gourmet

Templates & Multiclassing

Each class has 4 Templates. Templates are gained sequentially (A, then B, then C, then D). To multiclass, simply pick the lowest template from another class. E.g. A level 4 character could pick Fighter A, Wizard A, Monk A, and Fighter B.

Multiclassing should make sense. Multiclassing for optimization or mechanical reasons should be strongly discouraged by the GM. The game is not about the mechanics or having the biggest numbers. Bigger numbers will not save you.

1d10	Core Classes	1d6	Novelty Classes
1	Fighter	1	Cannoneer
2	Barbarian	2	Exorcist
3	Knight	3	Inventor Necromancer
4	Thief	4	Goblin
5	Hunter	5	Many Goblins
6	Monk	6	Paladin of the Word
7	Wizard		
8	Sorcerer		
9	Summoner		
10	[Reroll] or Novelty		

1d12	Wizard Schools		
1	Animist (Outlawed)	7	Geometer (Chartered)
2	Biomancer (Outlawed)	8	Illusionist (Chartered)
3	Curse-Eater (Outlawed)	9	Necromancer (Outlaw)
4	Drowned (Outsider)	10	Orthodox (Chartered)
5	Elementalist (Chartered)	11	Spider (Outsider)
6	Elf (Outsider) or Garden (Chartered)	12	White Hand (Chartered)

Leveling Up

PCs gain experience points (XP) by looting stuff. Wages don't count. The loot must be taken to a place of safety and divided or assigned to the PCs to become XP. Items or equipment used by the characters and not sold don't count for XP purposes. Players should track a PC's XP (the total amount of treasure they have accumulated) along with their current cash. Purely frivolous spending converts 10% of the money spent into XP.

Whenever a PC levels, increase their HP, Attack, and base Save (before their Charisma bonus is added). A PC can also test to improve a stat of their choice. Declare the stat and roll 3d6. If the result is over, the stat's value increases by 1.

Level	XP	HP (20 Max)	Class Templates	Attack	Base Save
1	-	Con - 4	1	11	6
2	200	Con - 2	2	12	7
3	400	Con	3	12	7
4	700	Con + 2	4	13	7
5	1,000	Con + 4	-	13	8
6	1,400	Con + 6	-	14	8
7	1,800	Con + 7	-	14	8
8	2,200	Con + 8	-	15	9
9	2,600	Con + 9	-	15	9
10	3,000	Con + 10	-	15	10
+1	+500	+1	-	15	10

At Level 5, and every time a PC levels up past Level 5, they can retire to safety. The GM cannot torment them anymore. If they can afford it, they can buy some land, set up a shop, teach at a wizard college, or beg in the gutter. At Level 10 and beyond, a PC who dies can fight death. If they succeed, they can return to life. All future Saves to avoid death will be at a penalty, but they gain a second chance.

Stat	Bonus	Stat	Bonus	Stat	Bonus
1,2	-3	9,10,11	0	18,19,20	3
3,4,5	-2	12,13,14	1	21,22,23	4
6,7,8	-1	15,16,17	2	24+	5

Table of Races

1d50	Race	Reroll	Bonus	Weakness
1-10	Human <i>The "hu" was a small, pink, avaricious, ugly little mole-like creature that the humans exterminated out of shame.</i>	Choice	+1 to Strength for Inventory Slots. Gain a random item.	-4 to Save against being mutated or transformed.
11-12	Elf <i>Elves are improved, polished, and upgraded humans. The High Elves keep them as servants or pets. They are better than you. They are better than everyone.</i>	CHA	Do not require a Ration to heal at Lunch.	Save when you see ugly things or shun them,
13	Gnome <i>Border-raiders, wilderness fighters, and mean bastards. Wearer of the 'bloodkap'.</i>	INT	Become invisible if you close eyes, hold breath, don't move.	-2 to Movement.
14	Spiderling <i>Outcast and shunned. Practitioners of a religion outside the Church. Weavers, money-lenders, scholars, doctors, and poor farmers.</i>	DEX	Can secrete 30' of rope per day.	Cannot see anything more than 30' away.
15	Magpieling <i>Terrible and mostly undeserved reputation for petty crime and occasional acts of violence.</i>	DEX	Always know the approximate value of mundane items.	Must Save or pick up shiny objects.
16	Eelling <i>Marsh-farmers, trader, and roving doctors.</i>	INT	Can instantly strand up from prone.	Cannot see anything nearer than 1'.
17	Antling <i>Live in matriarchal town-like colonies of hundreds. Deeply religious, though somewhat naïve. Secretive.</i>	CON	+2 to Strength for Inventory Slots.	Save vs Fear when alone.
18	Hedgehogling <i>A surprising number of minor saints are hedgehoglings.</i>	WIS	+2 Defense.	Cannot wear armour on chest or limbs.
19	Deerling <i>Rather offended by the idea that they all live timid pastoral lives in the forest. A few families are excellent bankers.</i>	CHA	Antlers (as a light weapon, bludgeoning).	When afraid, will run instead of staying still.
20	Slothling <i>An ancient line from untouched forests. Laughably poor warriors, according to popular tales.</i>	STR	Automatically pass Saves vs Fear.	-2 to Wisdom for Initiative. Can never act in Surprise rounds.
21	Mouseling <i>Raised in humility and duty, mouselings are frequently members of the First Estate.</i>	WIS	Can very convincingly play dead.	-2 to Strength for Inventory Slots.
22	Boarling <i>Strong military tradition in many families. Often among the nobility.</i>	CON	Tusks (as a light weapon, piercing).	Constant snuffing. -2 Stealth.
23	Hawking <i>Frequently members of the Second Estate. Raised in a culture of boldness.</i>	INT	Can see detail at a great distance.	Must eat uncooked food. Rations spoil in 2 days.
24	Houndling <i>Jowly. Found throughout Creation, but rarely in positions of power.</i>	CHA	Can track a creature by smell.	Save to avoid obeying direct commands for 1 round.
25	Beetleling <i>Either solitary hermits or from tight-knit town-based families.</i>	STR	+1 Defense, take ½ fall damage.	Cannot wear armour on chest or limbs.
26	Fishling <i>Urban or rural, fishlings have vast families and great ambitions.</i>	CON	Can hold breath for 10 minutes.	Drink twice as much water.
27	Swanling <i>Legend says swanlings are cursed to die beautifully.</i>	DEX	Can shout and sing incredibly well.	Cursed. -2 to Save.
28	Owling <i>Rumour that wisdom accumulates in one member of a family, sparing all the others.</i>	WIS	Can rotate head 180 degrees.	Cough up disgusting pellets after every meal.
29	Slugling <i>Renowned as farmers, orchard-keepers. Hermaphroditic, which is conveniently ignored by society and the Church.</i>	STR	Cannot be pushed in combat.	Salt deals 1d4 damage / round to you.
30	Flying <i>Farmers and merchants. Half don't mind being seen as dung-eaters, half frantically try to "improve" their reputation.</i>	DEX	Can eat rotten food as rations.	Will not notice details unless they move.
31	Rabbitling <i>Good solid farmers, emergency peasant leavies, and fools.</i>	DEX	Jump twice as high.	When afraid, will freeze instead of running.
32	Gooseling <i>Notorious for elaborate weddings. Strong tradition of carefully organized community vengeance on outsiders.</i>	CON	Prehensile neck, can fit head through small spaces.	When afraid, Save or attack enemy.
33	Ravenling <i>Reputation, possibly inflated, for wisdom, dark magic, and low cunning.</i>	CHA	Can eat rotten food as rations.	Must Save or pick up shiny objects.
34	Weaseling <i>Often boatmen, coastal sailors, and sappers. Frequently fussy over their fur.</i>	STR	Can crawl through narrow spaces.	Must eat uncooked food. Rations spoil in 2 days.
35	Frogling <i>Widely dispersed through society. Traditional rivalry with Toadlings.</i>	CHA	Prehensile tongue (as a whip, 10', 1d4 damage).	Drink twice as much water.
36	Toadling <i>Widely dispersed through society. Less prosperous than their traditional rivals, the Froglings.</i>	STR	Jump twice as high.	Contagious warts.
37	Ratling <i>Acts of bravery in war have redeemed the ratling in the eyes of many.</i>	INT	Can crawl through narrow spaces.	Save vs Fear when alone.
38	Goatling <i>Popular poets, balladeers, and destroyers of community moral standards. Some become famous theologians.</i>	DEX	No penalties to Movement for rough terrain.	Pervasive, unique stink. -2 to Stealth.
39	Foxling <i>The life of any party. Traditionally barred from the clergy, save for exceptional circumstances.</i>	WIS	Can hear as accurately as sight at 20'.	Cannot tell the direct, blunt truth.
40	Wormling <i>Very few wormlings become scholars. Notoriously accident prone.</i>	INT	Can shrink or grow by 25% in 1 round.	-2 to Strength for Inventory Slots.
41	Flealing <i>Widely despised. Constant utterly groundless rumours of child abduction, murder, and treachery.</i>	STR	Can drink blood as rations.	Cannot wear armour on chest or limbs.
42	Batling <i>Rumoured to be theatrical and slightly eccentric. Prefer to work at night, adding to sinister tales.</i>	WIS	Can roll Wis to "hear" walls and major features in the dark.	Will never notice details unless they move.
43	Mothling <i>Often dressed in dozens of layers of clothing. Frequently solitary and studious.</i>	WIS	Can produce 1 cubic foot of rags per day.	Save or stare at bright lights for 1 round.
44	Badgerling <i>Popular fiction describes them as solitary and violent, though they sometimes rise to leadership positions.</i>	STR	Can dig or excavate as if you have 2 shovels.	Incredibly surly. Save to suffer fools gladly.
45	Newtling <i>Rare, brightly coloured, and furtive. Frequently from marshy areas. Known for strong family pride.</i>	CHA	Cannot be tied up or entangled in rope.	Heat of the noonday sun deals 1d4 damage / round to you.
46	Duckling <i>Bright and swaggering males, dun and cunning females, or so public opinion goes.</i>	CON	Can hold breath for 10 minutes.	Cannot whisper.
47	Moleling <i>Raised in a culture of modesty and caution.</i>	INT	Can track a creature by smell.	Cannot see anything more than 30' away.
48	Cricketing <i>Natural musicians, but primarily farmers in fertile plains.</i>	STR	Can jump twice as high.	Constant musical rasping. -2 Stealth.
49	Sparrowling <i>Notoriously nervous and prone to gossip, sparrowlings travel in small groups as mercenaries or pilgrims.</i>	WIS	Climb as fast as you can run.	When afraid, will run instead of staying still.
50	Goblin <i>Universally loathed. Made of leftovers. Goblinism is contagious.</i>	DEX	Can see/smell 20' in the dark.	½ starting HP and Int. Speak in words of 2 syllables or fewer.

In a medieval setting it's hard to get players to care about the petty regional feuds between people from not-Wessex and not-Sussex, but they "get" the local

friction between froglings vs flyings. The world is full of small factions. Everything in italics is a lie or an oversimplification and can probably be ignored.

The Setting

Bottom Up View

There is a pattern to the world. A sense of organization. Everything in its place, and put there for a reason. The Third Estate supports the weight of the social order. From rich merchants to starving farmers, nearly everyone belongs to this Estate, and knows their place in the world. The Second Estate, or the nobility, live by the sword. Warfare is their profession. In theory, they protect the other Estates from heathens and criminals. In practice, they are all too often the source of sorrow, conflict, and misery. The First Estate, or the clergy, worships the Authority and maintains the Church. They see to spiritual matters. The rising class of merchants and the suspicious orders of wizards are lumped into the Third Estate. Anyone outside this social order is an Outlaw, unprotected but also unburdened by feudal society. Around Here, the world makes sense but is slowly falling into disorder. In Foreign Parts, anything goes.

You live in a town, city, or village inside a barony. Your baron maintains knights and other lesser nobles and answers to a Count or Duke. The Counts and Dukes in turn answer to the King. Everything is inherited; changing your status is next to impossible. But the times are disordered and the rule of law is breaking down. The Plague stalks the land. The War grows ever more desperate. Famine looms. Death is certain. The world is small and mysterious. Forget your modern certainty. Rainbows, eclipses, meteors, lightning strikes, dead fish and living stones; all are signs of the Authority's power or His displeasure. Books are extremely rare, literacy is limited, and expert knowledge is a mix of superstition, ritual, custom, and guesswork. Rationality has no place here.

The default setting for this hack is a mix of 10th-14th century France, Italy, England, Scotland, and Germany, with a few traces of countries further afield. The Church helps hold the world together with dogma, literacy, training, and diplomacy.

Top Down View

In the beginning, the Authority created everything. The Authority is omnipotent, but cannot change His own laws, lest Creation unravel. He is omniscient, but he cannot see the future, lest time itself grind to a halt. He created the stars, the sun, the moon, and Creation. It is possible he did this accidentally (by creating hydrogen and gravity and time). In any case, the Authority seems to have goals and plans for life. His first few attempts at living creatures produced angels, devils, spells, spirits, and souls, all of which are pretty much the same thing. His initial attempts at physical matter produced elementals. He later began fusing the ethereal soulmatter to more common matter, producing life. The first few attempts at life were more robust than intended. There are vast strata of compressed trolls beneath the continents, squeezed into a thick but still living oil, and above them, strata of fossilized vampires. The Authority had to invent plate tectonics to fix a few errors.

The soul controls the body, and not the other way around. Normally the body's death results in the soul's dissipation or judgement, but some particularly willful creatures can remain alive without a fully living body, returning as ghosts, undead, or stranger creatures. Virtuous souls are collected and taken to Heaven, a floating city high above the world, for their eternal reward. Corrupt souls are collected by the Adversary instead. The first of the Authority's creations, the Adversary was given the task of tempting mortals from the path of righteousness, or so it is believed. The Adversary is not a rebel or a traitor, but instead a useful member of the divine order. Though widely feared, demons serve only to draw mortals away from the righteous path. The rewards they offer are bait to ensnare the greedy, the foolish, or the corrupt. There are no other planes or parallel worlds. You could reach heaven with a very tall ladder or hell with a very deep mine. Both, according to myth, have happened.

Overview of the Estates

1. The First Estate
The Church. The clergy.
2. The Second Estate
The Nobility. Knights and feudal lords.
3. The Third Estate
Almost everyone else.

The Monarch and his immediate family in theory sit outside the Estates, but in practice, they can be treated as very high ranked members of the Second Estate. Outlaws and criminals sit outside the Estates and the entire feudal structure. People from Foreign Parts are assumed to fit into the structure as well. Mind-bending leaps of logic may be required, but if you are from Foreign Parts and an ally, someone will try to figure out where you should sit. If you have an impressive title and act like a noble, you'll be treated as a member of the Second Estate. If you don't have an impressive title but you have a lot of money, you'll be treated as a high-ranking member of the Third Estate. Otherwise, you are somewhere between the lower Third Estate and Outlaw status.

Imagine you are a warlord. You lead a vast and squabbling nation and take over a bunch of land. You want to keep your lieutenants happy and loyal. To keep them on your side, you grant them land in your name. Your lieutenants have followers, and to keep them happy, they grant their followers land in the lieutenant's name, and so on, in a vast pyramid of land and titles and loyalty. You owe the guy who gave you land military service and rent. He owes his lord military service and rent. The King doesn't owe anybody anything but most of the time he's given away a lot of his land. Fast forward a few centuries and you have feudalism.

In disordered parts of the world, feudalism bends under the weight of money. Mercenary armies clash and duel, bought and paid for by wealthy towns. Merchants, guilds, and even republics throw off feudal obligations and rule vast regions in their own right, fighting the Church and warlords for supremacy.

The First Estate

Rank	Title	
13	Archpriest	
	-	
11	Cardinal	
	-	
10	Patriarch (in Foreign Parts)	
	-	
9	Metropolitan / Archbishop	
	-	
9-2	Bishop [Rank]x100gp / month	Abbott / Abbess 5gp / month or [Rank]x100gp
0	Priest -4gp / month	Monk / Nun 0gp / month or 5gp / month
0	Deacon -1gp / month	Initiate 0gp / month

Ranks listed are equivalent to Ranks in the Second Estate. A Cardinal, as a "Prince of the Church" ranks equal to or slightly higher than a secular prince. Income for some ranks depends on degree of corruption and debauchery.

Anyone can enter the First Estate at Rank 0. If you are a **Deacon**, you need to be male, or present as male. You have been ordained by your Bishop. Your bishop is your lord in the feudal sense. You owe them rent, service, and obedience. In return, they will protect you, guide you, and promote you. You can perform minor services and assist a priest in major services.

If you are an **Initiate**, you have taken holy orders. You promise to obey your Abbot or Abbess, but you do not swear fealty to them. You are not an ordained priest and cannot perform services. You have chosen to separate yourself from the world. Since cloistered retreat makes for poor gaming and group collaboration, you are, for some reason, out in the world. Maybe you were dispatched on a mission. Maybe you ran away.

Benefits of the First Estate

- Reasonably well respected.
- Immune to civil justice. Can only be tried by a bishop or council of bishops.
- Literate.
- No upper limit on promotion provided you are politically savvy.
- If ordained, can sell Indulgences.

Restrictions of the First Estate

- Expected to perform spiritual labour.
- Expected to remain celibate and chaste.

Indulgences

Indulgences cancel the usual penance (fasting, vigils, and prayers) required for certain acts. They do not cancel out the secular consequences for your sins. If you commit murder, you can purchase an indulgence to protect your soul, but you can't protect your neck from the hangman's noose.

Spending money on Indulgences counts as frivolous spending. 10% of the money spent counts as bonus XP.

Offense	1d20 1d50	Indulgence (Speculated)	Indulgence (Committed)
Adultery	1	5cp	11 1gp / year
Fornication	2	-	12 1sp / act
Perversion (Heterosexual)	3	5cp / act	13 5sp / act
Perversion (Homosexual)	4	1sp / act	14 1gp / act
Perversion (Other)	5	5cp / act	15 5sp / act
Vanity (Mild)	6	5cp	16 1sp
Missing Church Service	7	1cp	17 5cp
Holiday Exemption	8	-	18 1sp
Blasphemy	9	1cp	19 5cp
Slander (3 rd Estate)	10	-	20 5cp
Slander (Monarchy)	21	1sp	36 10gp
Slander (1 st Estate)	22	5cp	37 5gp
Slander (2 nd Estate)	23	5cp	38 5gp
Vanity (Extraordinary)	24	1sp	39 1gp
Concubinage	25	5cp	40 6gp / year
Violence (1 st Estate)	26	5sp	41 5gp
Violence (3 rd Estate)	27	5cp	42 5sp
Murder (Outlaw)	28	2cp	43 5sp
Murder (Blood Relative)	29	5sp	44 10gp
Murder (Stranger)	30	2sp	45 1gp
Murder (for Profit)	31	5sp	46 10gp
Perversion (Astonishing)	32	8sp / act	47 2gp / act
Forbidden Magic	33	5cp / spell	48 5sp / spll
Perjury	34	5sp	49 10gp
Theft	35	1sp	50 1/10 th value

Generic Services

The day-to-day activities of the First Estate can also be assigned fixed fees. "General Services" are 2 hour standard service with singing or miracles. "Perpetual Services" are usually bought near death and involve weekly services for the dead noble's soul.

Event or Service	Cost
Baptism	1sp
Wedding (2 nd Estate)	[Sum of Noble Ranks]x10gp
Wedding (3 rd Estate)	1sp
Funeral (2 nd Estate)	[Sum of Noble Ranks]x15gp
Funeral (3 rd Estate)	3sp
General Service	5cp
Perpetual Service	[Noble Rank]x100gp
Creation of Holy Water	2gp / flask
Consecrating an Area	5sp / 10' square

The Second Estate

Rank	Title	Monthly Expenses
12	King	180gp
11	Sovereign Prince	168gp
11	Prince	156gp
10	Sovereign Duke	156gp
10	Duke	144gp
9	Marquis / Earl	132gp
8	Count	120gp
7	Viscount	108gp
6	Baron (Large Barony)	96gp
6	Baron (Medium Barony)	84gp
6	Baron (Small Barony)	72gp
5	Baronet / Knight Bannerette	60gp
4	Lord / Manorial Knight	48gp
3	Courtier / Household Knight	36gp
2	Gentleman	24gp
1	Provincial Gentleman	12gp

Ranks listed are equivalent to Ranks in the Second Estate. A Cardinal, as a "Prince of the Church" ranks equal to or slightly higher than a secular prince. Income for some ranks depends on degree of corruption and debauchery.

Knights enter the First Estate at Rank 1. To move up the ranks, find feudal overlords to promote you or take over territory and make aggressive declarations.

- Lords (Rank 4 and above) can make Knights and Courtiers (Rank 3 and below).
- Counts (Rank 8 and above) can make Barons (Rank 6 and below).
- Dukes (Rank 10 and above) can make Counts (Rank 8 and below), though they will probably need to get their monarch involved.
- Kings and the king's heirs (Rank 11 and 12) can create any rank or revoke any title.

When a character enters the Second Estate, they are required to swear fealty to their lord. Your terms of service, expectations, and duties are also set. This also applies when you inherit a title or become eligible to inherit a title. Around Here, most of the time, only men can be given titles and land. In Foreign Parts, anything goes.

The function of the Second Estate is warfare. You cannot work, you rarely study, and you maintain a strict separation from the concerns and behaviours of the Third Estate.

Benefits of the Second Estate

- In charge of everything.
- Civil justice heavily biased in your favour.
- Instantly know your place in the world.
- Can openly carry weapons, lead groups of people, and cause trouble without anyone questioning it.

Restrictions of the Second Estate

- Expected to serve your overlord.
- Expected to uphold chivalric ideals (not really).
- Expected to avoid working for a living.

Barony Revenue

Values listed here are post-tax, -tithes, -expenses, and -conversion fees. The barony's owner still needs to pay the Monthly Expenses for their Rank.

Baronial Hex	Revenue (per month)	Revenue (per year)
Core	75gp	900gp
Developed	50gp	600gp
Undeveloped	30gp	360gp
Wasteland	10gp	120gp
City	75gp	900gp
Town	20gp	240gp

County and Duchy Revenue

Counts and Dukes have revenue equal to their core Barony and any other Baronies they own directly, plus a set amount from each hex in their County or Duchy. Hexes owned by the Church or the King directly are not counted.

County/Duchy Hex	Revenue (per month)	Revenue (per year)
Core	1gp	12gp
Developed	0.5gp	6gp
Undeveloped	0gp	0gp
Wasteland	0gp	0gp

Fighter

Starting Equipment: leather armor, sword, bow, 20 arrows
Starting Skill: Roll on adjacent table.

- A:** Parry, +1 attack per round
B: Notches
C: Quick Learner, +2 Attack stat
D: Impress, Cleave

You gain +1 HP for each Fighter template you possess.

A: Parry

Once per day you can reduce incoming damage by 1d12 points. If you also choose to sunder your shield, you can reduce the damage by 12 points instead of 1d12.

B: Notches

Each time you attain a total of 10, 20, 30, and 50 kills with a weapon type (such as 10 kills with a dagger), you unlock a new ability for that weapon, chosen from the list below. Keep track of your kills and special abilities on the back of your character sheet.

- +1 Damage
 - Expanded critical range (+1)
 - Special ability (negotiated with GM, one per weapon).
- Examples: ability to draw the weapon from any slot, knock a target prone on a critical, wield a two-handed weapon in one hand, gain a bonus to use the weapon as a tool, etc.

For example, a Fighter with 50 flail kills (4 notches) could have +1 damage, a critical range of (1-3), and the ability to stun an opponent for one round on a critical hit. The GM decides what counts as a kill.

C: Quick Learner

You can become proficient with a new weapon after 4 successful hits (instead of 8). If your first attack is a critical hit, you immediately become proficient.

D: Impress

Whenever you win a fight against challenging foes, people who don't like you make a new reaction roll with a +4 bonus. This even works on people you just defeated in combat, unless you caused them undeserved or disproportionate harm. Hirelings get a +2 to Morale or a new Save vs Fear.

D: Cleave

Whenever you reduce a creature to 0 HP with an attack, you can make another attack with the same weapon against a target within 5'. You can only cleave an number of targets equal to your Level in a single round.

Who Are You?

You are probably a member of the Third Estate. In Civilised Parts, you theoretically owe service to a lord. Carrying a sword is probably illegal, everything you do is taxed, and changing your station in life is almost impossible. If there's a war on, all the usual rules stop applying. You might be a soldier from a levied army seeking an independent fortune, a mercenary with grand plans, or an unscrupulous highway robber. You're likely to be practical, worldly-wise, and skeptical. Most fighters Around Here are male. There are many exceptions.

1d3	1d6	Male Fighter Skills
1 Farmer		
1	1	You were forcibly conscripted, in violation of your few rights, by an unscrupulous lord. Your farm was siezed in your absence.
	2	You are the [1d10+2]th son of a poor farmer. You needed to leave or risk starvation. If your siblings die you inherit the farm.
	3	Your farm and village were burned during a war. The only profession you can find other than begging is warfare.
	4	You hoarded your money carefully but it was not enough to save your farm from pillagers. Gain 1gp.
	5	Years of practice have made you a deadly shot. Gain 20 extra arrows and one entertaining trick shot.
	6	You abandoned your family and your land to seek wealth, glory, and a better position. Gain 2 rations and lingering guilt.
2 Soldier		
1	1	You've served across the seas and over the mountains. Make up 1d6 ludicrous lies and gain the "Foreign Parts" skill.
	2	Your mercenary service has not been well rewarded. You're seeking your fortune elsewhere.
	3	You are a professional outlaw and lawless brigand. Start with 20 extra arrows, 3 rations, and many enemies.
	4	You served in a mercenary band that was disbanded and scattered. Start with 2gp and 1 camp follower.
	5	You were free with your money and accumulated 1d4+1 camp followers. You may have a reputation as a generous soldier.
	6	Your skill with your weapon of choice has brought you fame as a sellsword and bodyguard. Start with an insufferable swagger.
3 Sailor		
1	1	You can swim, even in leather armour. You learned this at great cost. Roll on the Table of Professions and gain the skill listed.
	2	You served aboard a galley. You are immune to exhaustion from heat. You sometimes have nightmares of drumming and waves.
	3	Your ship was wrecked in a storm. You may reroll reaction rolls when interacting with water or lightning elementals.
	4	You saw a sea monster once. Gain a +2 to Save vs Fear against creatures larger than a cottage.
	5	You can eat anything. Save to reroll negative effects from spoiled food, dungeon meat, etc.
	6	You fought many battles on the decks of ships. You can stand up from prone and attack or move in the same round.
1d3 1d6 Female Fighter Skills		
1 Frontier		
1	1	You lived on the edge of civilization, in the unmapped hills and mountains. Gain a +2 to Save vs Fear and an extra ration.
	2	Your parents were new arrivals, seeking a better life in a newly conquered area. It didn't go well.
	3	You were a street rat or a wilderness child. Replace your bow and arrows a sling and 20 rocks.
	4	Your village was so small and isolated that you and 1d6 of your sisters were trained in archery and swordfighting.
	5	Your parents were barbarian mercenaries. You have a slightly exotic look. You can fire a bow from horseback without penalty.
	6	You escaped from a nunnery and took up arms to defend yourself. Gain the "Religion" skill and an old habit.
2 Soldier		
1	1	You followed your husband or lover to war but returned alone. Gain a wheelbarrow, 50' of rope, and a bundle of rags.
	2	The war became desperate. Surrounded and in great danger, you took up arms. Gain an Interesting Scar and +1 HP.
	3	You were the leader of a group of irreverent brigands. Start with 1d4+1 camp followers.
	4	You suffered through a long siege. You do not need to eat a ration at lunch to heal. You still need to rest.
	5	You served in a noble court and were secretly trained by a sergeant-at-arms. Gain the "Courtesy" skill.
	6	You took up arms to revenge a monstrous wrong. Gain +2 to Save vs Fear.
3 Unusual (Gain the skill listed.)		
1	1	Your parents, maddened by grief at the death of their only son, insisted you replace him. Gain the "Disguise" skill.
	2	You have a letter that proves you were a soldier transformed by a spell or curse. 10% chance this is true. Gain the "Law" skill.
	3	You were taken as a squire by a lecherous, poor, eccentric, or nearsighted knight. Gain the "Horses" skill.
	4	You'll try your hand at anything. Roll twice on the Table of Professions, gaining both skills listed.
	5	You were part of the retinue of a powerful mercenary captain. Gain 1gp and the "Courtesy" skill.
	6	You were raised in a mercenary camp. Your manners are shocking. Gain 2 daggers and 5sp.

Barbarian

Starting Equipment: heavy weapon, leather armour.
Starting Skill: Foreign Parts. Also, roll on adjacent table.

A: Rage
B: Danger Sense, A Taste of Home
C: Feat of Strength, Die Hard
D: Tough

You gain +2 HP for each Barbarian template you possess. You get +1 Stealth if you possess 2 or more Barbarian templates.

A: Rage

You can choose to enter a rage at the start of your turn, or in response to taking damage. You might froth, or stare in battle-focus, or merely let a facade drop and give in to your ancient urges, brutal warrior training, or religious fanaticism.

While in a rage:

- You gain +4 to Wisdom for Initiative purposes. You act before all other PCs in a round.
- You gain +1 attack per round.
- All your melee attacks inflict +1 damage.
- You can only cast damaging spells. All your spells deal +2 damage (if single target) or +1 damage (if multiple targets).
- You are immune to pain and fear.
- You cannot do anything defensive, curative, or tactical with your allies. All you can do is attempt to kill things.

You cannot stop fighting until you kill, subdue, or drive off all enemies. If an ally has injured you this fight, they count as an enemy. To stop raging, Save at the start of your turn.

B: Danger Sense

If you are surprised, you have a 50% chance to act in the surprise round anyway. If you encounter a creature no one in the group has seen before, you can roll under Intelligence to remember a detail or weakness, provided the creature is not unique.

B: A Taste of Home

You can consume a special ration to regain 1d6+1 HP. This takes 1 round. Roll on the Table of Barbarian Delicacies. One "dose" costs 1gp and can be purchased in any trading city. 3 doses fit in a single inventory slot. You cannot eat while raging, but you can immediately enter a rage after eating the ration. If you have any Lethal Damage, you instead heal to 0 HP. If an ally waves the ration under your nose, you can roll under Constitution to wake up.

C: Feat of Strength

Once per day, you have 22 Strength for 1 round. Your Strength bonus is +4.

C: Die Hard

You have 4 rounds instead of 3 to remove all your Fatal Wounds.

D: Tough

Reduce all incoming damage by 1 point. Gain +2 to Save vs. Mind Altering Effects.

Where Are You From?

You are from Foreign Parts. The language of people Around Here is strange to you; their customs are sometimes amusing and sometimes disgusting. You might worship the Authority as they do, but you might be from a heretical sect or cult. You are probably a member of the Third Estate or an Outlaw. Barbarians can be male or female. You carry your own law and customs.

1d6	1d6	Barbarian Skills
1	Mountaineer (You cannot wear chain or plate armour.)	
	1	You lived in the high alpine passes, feuding with your neighbours. Gain a set of winter clothes and 1 goat.
	2	You lived on the back of a great glacier or a trackless snowfield. Each morning, if above ground, Save to predict the weather.
	3	You were a noble in a minor nation in the mountains. Gain the "Courtesy" skill and a Noble Rank of 1 (upkeep 12gp/month).
	4	You were a great skirmisher and high-pass fighter. Gain 50' of rope, a grappling hook, and a weather-worn face.
	5	You were a mercenary and a guide. Sometimes you lead armies to their death. Gain 1gp and a sword.
	6	You searched the mountains for rare beasts. Gain fur robes worth 20gp that you won't sell even if threatened with death.
2	Raider (You cannot wear plate armour.)	
	1	Your appearance is so outlandish that people stare at you. Gain a situational +2 or -2 bonus to Reaction rolls.
	2	Your culture rewards glorious death in battle. You must Save to retreat from a fight. Gain a +2 to Save vs Fear.
	3	You were an expert looter. You can evaluate the worth of looted treasure (as a Thief). Gain a brightly coloured silk cloak.
	4	You must spend at least 1 round chanting and painting your face before entering a rage. This may force your enemies to take a Morale check or Save vs Fear. Gain a pot of war paint.
	5	You are an expert slave-catcher. If you grapple a human-sized target, you can make an Attack roll to disarm them.
	6	You travelled here to join or start a mercenary company. Storms claimed all but 1 camp follower.
3	Horses (You cannot wear plate armour.)	
	1	You are completely at ease in the saddle of a horse. Gain a bow and 20 arrows, but no horse (it died recently).
	2	Gain a riding animal of an unusual breed (a six-legged horse, a camel, a giant centipede). Its is identical to a horse mechanically and too weird to sell. Replacements cost 200gp.
	3	You can instantly evaluate a horse's condition and worth just by inspecting it. If you sell a horse, you always get a good price.
	4	You are part of a vast warrior nation that lurks just beyond the horizon. Gain a horse and a ceremonial dagger.
	5	You are an expert on riding over rough terrain. Gain a horse. While riding, you never need to make checks for terrain.
	6	You were a horse-thief and roving trader. Gain a horse, 1gp, and a long list of enemies.
4	Soldier	
	1	You were part of a mercenary army brought here for a war. When the war ended, you were left behind. Gain a shield.
	2	You were born into a mercenary family and know no other life. Gain 1gp and 1 camp follower.
	3	You were an expert night-raider. You can see as well in dim light above ground as most people can see in daylight.
	4	Your battle-rage is terrifying. If you kill an enemy, you can spend the subsequent round ritually defiling the corpse to force your enemies to take a Morale check or Save vs Fear.
	5	You brawl indiscriminately. Thrown improvised weapons deal 1d6+Strength bonus damage (instead of 1d4).
	6	You have fists like stones. Your unarmed attacks deal 1d6+Strength Bonus damage (instead of 1d4+Strength bonus).
5	Sailor (You cannot wear chain or plate armour.)	
	1	You can swim, even in leather armour. You can hold your breath for twice as long as normal.
	2	Your ship was half wrecked in a storm and you drifted for months. Make up 1d6 ludicrous lies about Foreign Parts.
	3	You kissed a mermaid once. The first time you would die from drowning, you instead wash up with 0 HP.
	4	You raided a monastery but underwent a miraculous conversion. You will not harm any monk or nun. Start in the First Estate.
	5	You guarded a merchant who died on a sea voyage. Start with 1d10gp. You speak small fragments of a dozen languages.
	6	The horrifying things you saw at sea convinced you dry land was safer. Gain +2 to Save vs Fear.
6	Unusual (Gain the skill listed.)	
	1	You were a holy warrior fighting for an obscure cause. Gain the "Religion" skill and a small religious icon.
	2	You know a secret ritual. Gain the 1 st Necromancer cantrip. You can use it once per day. Gain the "History" skill.
	3	You have hardened your soul. Gain a +2 bonus to Save vs all spells and the "Religion" skill.
	4	You are a natural leader. Your hirelings can reroll failed Morale checks or Saves vs Fear. Gain the "Speechmaker" skill.
	5	Once (ever), if a suitably dramatic event occurs, you can declare "the prophecy is fulfilled" and gain a +2 to all rolls for the rest of the encounter. Gain the "Farmer" skill.
	6	You cannot lie under any circumstances. Your oaths are iron. Start with the "Law" skill.

Knight

Starting Equipment: chainmail, shield, sword, horse, 5sp.
Starting Skill: Courtesy. Also, roll on adjacent table.

- A: Challenge, Champion
- B: Bodyguard
- C: Dragon Slayer, Parry
- D: Aura of Courage, Inspire

You gain +2 to Save vs Fear for each Knight template you possess.

A: Challenge

This ability only works on creatures that can understand you and are capable of being offended. If you challenge a creature outside combat, they must Save or accept your challenge. In civilized areas, this could mean a duel, a joust, or a brawl. The challenged party can set conditions for the duel. Leaders may send out champions.

In combat, you can challenge one creature each turn as a free action. The creature must Save. If they fail they must attack you. This ability cannot force an enemy to make major tactical errors.

A: Champion

After all enemies have completed their turns in a combat round, select one enemy that only targeted you with attacks, and that you targeted with your attack. Make a second attack against that enemy. Effectively, this gives you two attacks per round if you are fighting an enemy one-on-one.

B: Bodyguard

Once per round, if an adjacent ally would take damage from a physical attack, you may make an Attack roll. If you succeed, you take the damage instead.

C: Dragon Slayer

Once per day, you may add +X damage to one of your physical attacks, where X is the HD of the most powerful monster killed by you or your party. Keep track of this. If you miss, this ability is not expended.

C: Parry

Once per day you can reduce incoming damage by 1d12 points. If you also choose to sunder your shield, you can reduce the damage by 12 points instead of 1d12.

D: Aura of Courage

Allies who can see and hear you can use your Save vs Fear instead of their own. This ability has no effect if you are currently afraid.

D: Inspire

Once per day, allies who can see and hear you heal 1d4 HP. If they were at full HP, they instead gain +2 to their next Attack roll.

Who Are You?

You are a member of the Second Estate, an armour-clad warrior on horseback. Knights from Around Here are universally male or must appear as male. Anything goes in Foreign Parts. You lend legitimacy to any group. You may be granted titles, gifts of land, or castles. Everyone else has to work furiously to get into your social class. People respect you.

If you are from Around Here your weapon of choice is the sword and you ride a horse. In Foreign Parts, knights might use bows and ride lizards, but Foreign Parts are disreputable. Honour and chivalry are ideals often disregarded in practice.

1d3	1d6	Knight Skills
1 Farmer		
1	1	You never attend formal court unless summoned. In high-pressure situations, you follow shiny and confident people.
	2	2d6 squabbling tenant families write you frequent letters asking for advice or informing on their treasonous neighbours.
	3	Your armour is dented, your horse is used to the plough, and your sword is rusty. Other knights laugh at you... for now.
	4	Your family is on the decline. Given half the chance, you'll slip out of the Second Estate entirely.
	5	You migrated here, invented a tale, and assumed the garb of a knight. Gain the "Foreign Parts" skill.
	6	You are deeply pious (or pretend to be so). You pray to a patron saint, quote holy texts, and protect relics and churches.
2 Soldier		
1	1	To you, honour is everything. Maintaining your image as a chivalric paragon often clashes with the realities of life.
	2	You love to fight. You read reports of battles and tournaments with glee. New weapons or fighting styles fill you with joy.
	3	You distinguished yourself in several tournaments. Other nobles might recognize your heraldry or colours.
	4	A famous ancestor distinguished themselves in battle. You are expected to do the same or die trying.
	5	Your relatives continually write to you insisting you marry. They suggest alarming brides with alarming regularity.
	6	You love brightly coloured silks, long pointed shoes, fancy hawks, and rare spices.
3 Unusual (Gain the skill listed.)		
1	1	You are the bastard son of a noble. You've fought in half a dozen wars to earn his attention. Gain the "Siege Warfare" skill.
	2	Gain the "Foreign Parts" skill and a riding animal of an unusual breed (a six-legged horse, a camel, a giant centipede). Its is identical to a horse mechanically and too weird to sell. Replacements cost 200gp.
	3	You are the bastard son of a noble, and a real mean bastard too. Gain the "Poison" skill and a small vial of deadly poison.
	4	Your family is so large they more-or-less forgot about you. Gain the "History" skill.
	5	You fight with an unusual weapon. Gain a heavy weapon (if Strength >12) or a dagger (if <12) and the "Horses" skill.
	6	You fell in love with a noble lady. Her family did not approve. Gain the "Poetry" skill and a memento of her love.

The Second Estate

Your starting Noble Rank is 1. Your expenses are 12gp/month. Roll on the table below to see how you are supported.

The highest rank you can possibly inherit is 1d6+2. This might be your father's uncle's title or something equally remote. This might require divine intervention, a plague, or a most dreadful amount of killing. If you are a bastard, you cannot inherit unless you are legitimized by a higher noble (usually a King).

1d3	Knightly Support	
1	Large Farm	You hold a prosperous farm and a minor title. You have 1d6 tenants (total, not families), a small house, and no prestige. The farm pays 12gp per month.
2	Dubious Stipend	Your family is prosperous, but you are a minor son of a minor branch. Your stipend pays 12gp per month, but each month roll 1d10. On a 10 it stops forever.
3	No Support	You are a knight without land or support. There is a 50% chance you are a bastard. If you fail to pay your expenses you will drop out of the Second Estate.

1d10	Heraldry Generator	Field (Base Colour)	Division (Overlay)	Charge (Decoration)
1	Argent (Silver)	Fess (top/bottom)	Escutcheon (shield)	
2	Or (Gold)	Pale (left/right)	Lozenge (diamond)	
3	Azure (Blue)	Bend (diagonal S)	Roundel (circle)	
4	Gules (Red)	Bend sinister (diag. Z)	Billet (vert. rectangle)	
5	Very (Green)	Saltire (quart. X)	Mullet (star)	
6	Indigo	Cross (quart. +)	Crescent (moon)	
7	Vilette (Violet)	Chevron (half ^)	Cross	
8	Sable (Black)	Pall (split Y)	Angel	
9	Sanguine (Blood)	Wavy (half ~)	Lion	
10	Tenne (Tawny)	Dancetty (half ~~~~~)	Sword	

Roll at least once for Field. If 1 or 2 is rolled, next result must be 3-8. Roll once for Division, designating sections as different Field colours. Roll 1d4 times for Charges, with 1d4 copies of each charge. Muck around with the idea a bit. This generator will infuriate students of heraldry. Deal with it.

Thief

Starting Equipment: leather armour, lockpicks, dagger.
Starting Skill: Locksmith and Pickpocket. Also, roll on the adjacent table. You may roll on the Table of Professions for a cover story. Gain the item but not the skill listed.

- A:** Always Prepared, Evaluate, Wall Crawler
B: Lucky, Quick Draw
C: Backstab
D: Great Escape, Very Lucky

You gain +1 to Stealth for each Thief template you possess.

A: Always Prepared

In town, you may spend any amount of money to buy an Unlabelled Package. When the package is unwrapped, you declare what it contains, as long as the contents comprise the appropriate number of Inventory Slots, don't cost more than you originally paid, and are available in town. You can put multiple items inside a large Unlabelled Package, including smaller Unlabelled Packages. You can have up to two Unlabelled Packages at a time.

A: Evaluate

You automatically know the worth of mundane items. Unique items may require you to roll under Intelligence.

A: Wall Crawler

You can climb as well without climbing gear as most people can with climbing gear. Simple climbs do not require a test. You can attempt impossible climbs.

B: Lucky

You may reroll 1 d20 roll per day.

B: Quick Draw

Gain an additional 3 Quick Draw Slots.

C: Backstab

Whenever you have a situational bonus to an Attack roll, attacks that hit deal +1d6 damage.

D: Great Escape

Once per day, you can automatically escape from something that is restraining you and that you could plausibly escape from. This includes grapples, lynchings, pit traps, and awkward social situations, but not sealed coffins.

D: Very Lucky

You may use your Lucky ability twice per day. An adjacent ally can use one of your rerolls, provided you could have plausibly assisted them.

What Did You Do?

You are a member of the Third Estate or an Outlaw. You blend in with society or slide around it, seeking opportunities for wealth and status. You don't dress like a thief. There are no guilds of thieves. If you are caught you will be maimed, hanged, or worse. Nobody cares about your gender; everyone cares about your crimes, or your potential usefulness in their schemes.

Based on the Thief by Oorlof:

thethingswedoforx.blogspot.com/2019/10/glog-classes-scoundrel-and-thief.html

1d6	1d6	Thief Skills
1 Bandit		
1		You were an archer in a band of wild and unruly mercenaries. Gain a bow and 20 arrows.
2		You specialized in ambushing merchant caravans. Gain a red silk cloak and fur hat worth 5sp.
3		You've roamed the world, free of morality and law. Start with the "Foreign Parts" skill. Make up 1d6 ludicrous lies.
4		You specialized in killing heavily armoured knights with a dagger to the joints. In melee, plate armour counts as chain to you.
5		After acquiring 100gp, your fellow bandits agreed to split it in a very odd and unfair way. Gain 1gp and the "Logic" skill.
6		You raided castles and fortified houses by night. Gain 30' of rope and a grappling hook.
2 Soldier		
1		You were recruited for a war but caught looting a church, against your lord's command. Gain a bow and 20 arrows.
2		You were part of a mercenary company and a respectable fence, brawler, and leader. Gain 1d4 camp followers.
3		You worked as a kidnapper, targeting valuable citizens. Gain manacles and 1gp.
4		You were a sapper and a tunnel rat. Gain a shovel and no fear of enclosed or underground spaces.
5		Your pay never arrived. You turned to petty crime in retaliation. Gain 2cp and a travelling cloak.
6		Violence is sometimes the answer. Gain a heavy weapon, a saucy grin, and a willingness to break kneecaps.
3 Farmer		
1		You stole something minor and inconsequential (a loaf of bread, a ribbon, eggs, etc.). The guilt of that theft haunts you forever.
2		You believe you are cursed. One year, the crops failed, your friends fled, and your cattle died. The world is against you.
3		While pretending to be a simple farmer, you are in fact an agent of a foreign power. Gain the "Spy" skill. You can read and write.
4		You were branded and exiled for theft. Gain a thief-mark brand on your hand. You may desire revenge.
5		You abandoned your family and land to seek wealth and glory. Gain 2 extra rations and a lingering sense of guilt.
6		You stole cattle in a lawless border region. Gain 30' of rope and a black cloak.
4 Frontier		
1		The region where you grew up was very poor. Iron was a rarity. Gain +15% XP for frivolous purchases (instead of +10%).
2		You were hired to protect a village. If you betrayed them, gain 5sp. If you helped them, gain 3 rations and a goat.
3		You raided from horseback, stealing and then fleeing into the hills. Gain a horse.
4		You are very, very acquisitive. Gain any number of mundane items you can write down <i>now</i> before the GM rolls a 6 on a d6.
5		You sometimes dropped trees on travellers, trapping them or knocking over their horses. Gain a saw.
6		You lived in the trackless wilderness, retreating to inhospitable areas when threatened. Gain a waterproof floppy hat.
5 Scum (Gain the skill listed.)		
1		You sold your body, or assisted others in the same trade. Gain the "Prostitute" skill and a makeup (disguise) kit.
2		You sold false relics and indulgences. Gain the "Religion" skill and 3 trinkets worth 1sp to the credulous.
3		You earned a reputation in a famous city. Gain the "Poison" skill and a small vial of deadly poison.
4		Greed, a secret vice, or tragedy lead you astray. Roll on the Table of Professions and gain the skill listed.
5		You earned a living by blackmail. Make up a rumour about every other PC. Players vote if the rumour is true or false. Roll on the Table of Professions and gain the skill listed.
6		You were a pirate or a sea-raider. Gain the "Sailor" skill and the ability to swim.
6 Unusual (Gain the skill listed.)		
1		You are a failed apprentice wizard. Gain a random cantrip from a random wizard school and the "Literature" skill.
2		A divine vision commanded you to roam the world and make adjustments, or so you claim. Gain the "Religion" skill.
3		The life of an outlaw attracted you for unusual reasons. Gain the "Poetry" skill and a book of verse.
4		You committed a terrible crime but were saved by legal chicanery. Gain the "Law" skill.
5		Fire erases many sins. Gain the "Carpenter" skill, a lantern, and 3 flasks of lamp oil. Lose your eyebrows.
6		You stole silver from a mine. Gain the "Miner" skill, a pickaxe, and 5sp.

Hunter

Starting Equipment: bow, 40 arrows, dagger, leather armour.
Starting Skill: Wilderness. Also, roll on adjacent table.

- A:** Rangefinder, Wilderness Sense
B: Crippling Shot, Precision
C: True Caution
D: Impossible Shot, Vanish

You gain +1 to Stealth for each Hunter template you possess.

A: Rangefinder

You get -1 to attack with ranged weapons for every 20' past the listed range, instead of every 10'.

A: Wilderness Sense

After the GM gives you the Omen for an encounter, you can choose to reroll the encounter and get a different Omen. You must accept the new result. You have a 50% chance to act in surprise rounds.

B: Crippling Shot

If you hit an enemy with a ranged weapon, you can choose to deal 1 damage instead of rolling for damage. The next attack made by the enemy deals ½ normal damage.

B: Precision

When you gain this template, choose either Strength or Dexterity. Add the chosen stat's bonus to damage rolls made with ranged weapons (bows, crossbows, thrown daggers, etc.)

C: True Caution

After the GM gives you the Omen for an encounter, you can choose to reroll the encounter and get a different Omen. You can choose between the two Omens (and Encounters). You can always act in a surprise round.

D: Impossible Shot

Once per combat, you can make an impossible shot with a ranged weapon. The attack automatically hits the target, provided it is within 2x the weapon's listed range. The attack can bounce around corners, cut a coin in half, or part a single hair on a target's head.

D: Vanish

If you are in dense forests, hills, caves, or other terrain with abundant line-of-sight-blocking features, you can choose to vanish. While vanished, you cannot affect the world or be affected by it. This ability is limited by plausibility. You can reappear at any time by climbing down a tree, walking over a hill, emerging from a shrub, etc.

Who Are You?

You are a member of the Third Estate or an Outlaw. You are a hunter, either of beasts or people. You use ranged weapons (traditionally a bow) with exceptional skill. When danger threatens, you retreat, study, plan, and strike. In a dangerous world your hard-earned skills are valuable.

1d6 1d6 Hunter Skills

1d6	1d6	Hunter Skills
1	Farmer	
1		Your farm was constantly under threat from beasts from the woods. Gain a wolf pelt cloak worth 1sp.
2		You kept herds of goats in the hills. You really, really hate goats. Gain 30' of rope.
3		You patrolled the estates of a great noble to protect their interests from poachers. Gain a grey cloak and cap.
4		You fled your farm after committing an infamous crime. Replace your bow with a crossbow.
5		A hideous monster slaughtered your family. You lost its trail, but revenge still burns in your heart. Gain a sword.
6		You are the 3d6th child of a poor family. You must seek your fortune elsewhere in the world. Gain a bag of 5 apples.
2	Soldier	
1		You travelled here to join a mercenary band. Gain 1 camp follower.
2		Your army was routed, your friends slaughtered or scattered. Gain a warm woollen cloak.
3		You served in a defeated army. Replace your bow with a crossbow. Gain an Interesting Scar.
4		You served in a victorious army. Replace your bow with a crossbow. Gain 1gp and 3 bottles of wine.
5		You helped acquire provisions for a mercenary band. Gain 3 rations and an inaccurate map.
6		You scouted enemy camps. Gain 2 different sets of livery in the colours of 2 different mercenary bands.
3	Frontier	
1		A small band of mercenaries burned your homestead. You've been tracking them for months. Revenge will be yours.
2		You hunt the most dangerous game... man. Or your own race. Gain +1 critical range for attacks that target your own race.
3		You hunt the most dangerous game... owlbears. Gain an owlbear talon dagger worth 5sp.
4		You play the most dangerous game... chess. Gain a chessboard with wood pieces worth 5sp.
5		You cut a dashing figure. Gain a cap, cloak, and boots of a color of your choice.
6		You lived above the treeline. Gain a pair of bone snow goggles and a fur coat.
4	Bandit	
1		You were forced to prove your skills in an archery contest. Gain 1gp and 3 rations. Lose all heirs.
2		During a raid, you shot a noble in the eye. Partially blinded, they have vowed revenge. Gain 2sp and a powerful enemy.
3		You poached with the aid of well-trained dogs. Only one managed to escape with you. Gain a small but vicious dog.
4		You ambushed scouts and lone travellers. Gain monk robes and 1gp.
5		Look at all these chickens you stole. Gain 1d6 chickens. If 6, gain 6x1d6x1d6 chickens instead. Do not gain any way to store, feed, or corral these chickens.
6		You robbed from the rich and gave to the poor, sometimes on purpose. You have a reputation in a nearby city or town.
5	Scum (Gain the skill listed.)	
1		You lured someone to the woods to kill them. Unfortunately, you became rather attached. Gain a random camp follower and the "Poison" skill.
2		You fled a town after spectacularly failing at a profession. Roll on the Table of Professions and gain the skill listed.
3		You tracked another PC. Make up 1d6 rumours about them. Players vote if the rumour is true or false. Gain the "Spy" skill.
4		You prefer finishing off your quarry up close. Gain a heavy weapon and the "Butcher" skill.
5		You hunt at close range with thrown weapons. Replace your bow and arrows with 9 daggers. Gain the "Juggler" skill.
6		You hunt rats and wild dogs, dye their fur, and sell it as ermine and mink. Gain the "Dyer" skill and a patchy fur coat worth 1sp.
6	Unusual (Gain the skill listed.)	
1		You are completely at ease in the saddle of a horse. Gain the "Foreign Parts" skill and a battle-scarred horse.
2		You have a charm made from a wizard's skull. Gain a random cantrip from a random wizard school and the "History" skill.
3		You wanted to be a hermit but people kept bothering you. Gain the "Religion" skill.
4		You trained your body to resist snakebites. You are immune to most venom, though it still hurts. Gain the "Snakes" skill.
5		You hunt unnatural creatures of the night. Gain 10 silver-tipped arrows, the "Cults" skill, and a tragic backstory.
6		You hunt ghosts. Gain 20 salt-tipped arrows, 1 flask of holy water, the "Religion" skill, and pure white hair.

Monk / Nun

Starting Equipment: robes, holy book.
Starting Skill: Religion. Also, roll on adjacent table.

- A: Literacy, Restrictions of your Order, Unarmed Strike
- B: Flighty, Stunning Fist
- C: Evasion, Obscure Knowledge
- D: Improved Dodge, Pronouncement

A: Literacy

You can read and write exceptionally well. Your letters allow for Charisma tests at a distance. You can roll to see the intentions of an author, the delicate themes of a poem, and inconsistencies in a contract. To most people this is sorcery.

A: Restrictions of your Order

You can wear armour, but it takes up 2 additional Inventory Slots. You are expected to avoid the use of violence and magic, practice celibacy, and live righteously. Make up at least 2 other behavioural restrictions. In practice, do what you want, as long as you don't get caught.

A: Unarmed Strike

You do not start with proficiency in any weapons, even daggers. (You have -4 to Attack with a weapon until you gain proficiency by landing 8 successful hits in combat.) On a successful Attack roll you deal a maximum of 1 damage. If you gain a template in a fighter-type class, this restriction no longer applies.

B: Flighty

If you choose to Act Defensively instead of attacking in a combat round, you count as wearing plate armour (16 Defence).

B: Stunning Fist

If you hit a target with an attack on the first round of combat and the target wasn't expecting it, you deal normal damage (1+Strength Bonus for a punch, 1d6+Strength Bonus for a dagger, etc.). If the target had total trust in your non-violent ways, they must also Save or be Stunned for 1 round.

C: Evasion

You can never be pinned in a corner by difficult topics or arguments. You can always retreat to authority, throw up textual obstacles, or deploy dogma. No one can make you admit something in conversation that you did not intend to admit; any accidental disclosures are retroactively fixed, if possible.

C: Obscure Knowledge

Once per session, you can declare something is to be true because you read it in a book. The base chance of the thing actually being true is 50%. There has to be a plausible way you could know about it from reading books (new discoveries, minor details, and personal secrets are unlikely). You don't know whether or not it is true right away; the GM will roll when it matters. You might only be partially correct, but you will never be catastrophically wrong. If you have access to a library of 50 books, the base chance increases to 80%.

D: Improved Dodge

Once per session, you can declare that an attack that hit you missed you instead. This won't save you from falls or landslides, but traps will fail and spells will turn away.

D: Pronouncement

You can speak for up to 3 hours without pause on a given topic. No tests required. Peasants, nobles, and other sensible people will hear you out politely, unless they've got something better to do. Monsters will still devour you, dragons might argue with you.

Who Are You?

You are a member of the First Estate. You start at Religious Rank 1: Initiate. If male, you are a Monk. If female, you are a Nun. You answer to an Abbot or Abbess, and they answer to a Bishop or Archbishop. You don't have to be pious or devout to be a monk or a nun. You are expected to retreat from the world to a life of spiritual labour. Prayer, devotion, instruction, and solitude are your only goals. Expectation and reality rarely meet. For some reason you have left your holy retreat, perhaps permanently, and now wander the rest of the world.

1d3	1d6	Monk Skills
1 History		
1	1	You have read about fallen empires, lost kingdoms, and ancient cultures. Gain a book of history and a sense of wistful nostalgia.
	2	You keenly understand the recent political history of the local region. Gain an inaccurate map.
	3	You read a book from Foreign Parts. The desire to travel gnaws at you. Gain a leather bag full of dried peas.
	4	You identify with an ancient saint. Once per session, you can reroll one d20 roll by explaining how your patron saint met with and overcame a similar situation. The link can be tenuous.
	5	Your study of history has left you melancholy. You know all the local famous defeats, deaths, and tragedies. Gain a black robe.
	6	You paid very close attention to the accounts of treasure hauls. You can roll under Int. to evaluate mundane items (as a Thief).
2 Literature		
	1	You memorized large chunks of beautiful prose. You are sentimental. Gain a basket of flowers.
	2	You memorized endless passages of invective, abuse, and slander. You are bitter. Gain a wheelbarrow.
	3	You memorized thousands of stanzas of poetry. Start with 1 camp follower. They remind you of an embarrassing love.
	4	You read a very controversial piece of courtly literature. You either support or mock chivalric romance.
	5	You have remarkable handwriting. Your script is used as a template for other initiates. Gain 1sp, a quill, and a blank book.
	6	You have literary aspirations. Gain 2d10 unfinished drafts and parchment scraps in a leather bag.
3 Medicine		
	1	You tended to the mad or the slow-witted. Gain an iron bell and unshakeable patience.
	2	You were often at the bedside of the dying, ready with words of comfort. Gain a white cloth.
	3	You studied herbs, polices, and infusions. Gain the "Plants" skill and a cloth bag of useless but good-smelling herbs.
	4	You have read all the books of ancient medicine. You will always provide a diagnosis and treatment, even if you fail a test, for any disease or condition. Your suggestions might be dangerous.
	5	You are used to treating battlefield wounds. If you successfully remove a Fatal Wound from a dying person, you can roll again (under ½ Int.) to immediately remove a second Fatal Wound.
	6	You have read books of unorthodox medicine from Foreign Parts. If you roll an unmodified 20 on a Medicine skill check, your treatment is instantly successful. If you roll an unmodified 1, your patient must Save or Die, and you may become a laughingstock or an outlaw.

Wizard

Starting Equipment: varies by Wizard School. Select a school or roll for one on the adjacent table.

Starting Skill: Roll on the appropriate adjacent table for the school's status (Chartered, Outsider, or Outlaw).

A: Spellcasting, +1 MD, +1 Spell Slot, +2 Spells (1-6)

B: +1 MD, +1 Spell Slot, +1 Spell (1-8), Book Casting

C: +1 MD, +1 Spell Slot, +1 Spell (1-10), Friendly Spell

D: +1 MD, +1 Spell Slot, Choose 4 spells.

Spellcasting

Spells are living creatures. Spells, enchantments, ghosts, and souls are all more or less the same. A wizard's spells range in intelligence from pond scum to ferrets. A spellbook is a menagerie-prison. A well-trained brain is a mind-gun loaded with spell-bullets. Minor spells, called cantrips, infest a wizard's soul and bind to it. It takes 1hr to move any number of spells between a spell slot in your brain and a spellbook, scroll, or wand.

To cast a spell, select a number of Magic Dice (MD) you wish to invest, roll them, and add the numbers together. As a Wizard, you get +1 MD per Wizard template. Most spells depend on the number of [dice] invested and the [sum] they show. Doubles generate Mishaps; triples generate Dooms. Casting a spell from a scroll provides +1 MD as the scroll burns.

Dice that roll 1-3 return to your casting pool and can be used again that day. Dice that roll 4-6 are removed from your casting pool for the day. Your spells return at sunrise to last location they were imprisoned, when the octarine light of the sun touches the world and infuses Creation with an extra boost of raw magic. Your MD return if you get a good night's sleep. If you didn't sleep well, you can Save for each MD to have them return to your pool anyway.

When you gain Template A, roll 2 d6s and gain the spells listed. Template B, roll 1d8. Template C, roll 1d10. Template D, choose 4 spells from the list. If a duplicate spell is rolled, you may choose to keep it or reroll.

You can try to bodge together a spell-like effect appropriate to your school by pouring any number of MD into a target and hoping for the best. Effects are adjudicated by the GM, but are usually haphazard and dangerous. Mishaps and Dooms apply.

You can detect strong ambient magic if you are not distracted. To learn details about spells or magic items, roll under Intelligence.

B: Book Casting

You can cast from a scroll or a spellbook in a way that does not consume the scroll. This allows you to cast directly from your spellbook without loading the spell into your brain first. You do not gain the bonus MD that consuming a scroll generates. You must declare you are casting a spell from a book before initiatives are rolled for the turn. You automatically go last in the initiative round, and you automatically fumble the spell if you take any damage during the round. The spell vanishes from the scroll or book and returns the next morning.

C: Friendly Spell

Apply a random mutation to a spell you frequently cast.

Who Are You?

You are a member of the Third Estate or an Outlaw. You might be a respectable wizard in recognisable robes, a member of an ancient tradition, radical sect, or curious group of explorers, or you might use forbidden magic to bend the world to your will. You are both useful and a liability.

1d12 Wizard Schools

1	Animist (Outlawed)	7	Geometer (Chartered)
2	Biomancer (Outlawed)	8	Illusionist (Chartered)
3	Curse-Eater (Outlawed)	9	Necromancer (Outlaw)
4	Drowned (Outsider)	10	Orthodox (Chartered)
5	Elementalist (Chartered)	11	Spider (Outsider)
6	Elf (Outsider) or Garden (Chartered)	12	White Hand (Chartered)

Chartered Wizards

Some schools of magic have royal charters. They are protected by law in many kingdoms. Their pedigree is established, their students (while raucous and troublesome), are predictable, and their utility in war or in peace is undeniable. However grudgingly, they are allowed a place in the order of the world. Chartered schools also charge ruinous tuition, requiring the use of Wizard Student Loans. Graduates of these schools must pay back 10,000gp + 1d1000gp, in monthly instalments of 20gp or more. Magic items, strange spells, and ancient books dragged out of dungeons and tombs are accepted in lieu of gold; that's the whole point of the Wizard Student Loans.

1d6 Chartered Wizard Skills

- You were a founding, given to a chartered college as part of a town's ancient agreement. Gain the "History" skill and a college-based name (e.g. "Peter Purplestripe" for Purplestripe College for "Gertrude Tower" for the White Tower of Elderstone).
- You are the child of a prosperous merchant. Roll on the Table of Professions and gain the skill and item listed. Your parents are disappointing in you no matter what you do.
- Your village scraped together enough money to send you, the cleverest child in generations, to school. Gain the "Farmer" skill. Your studies were progressing well, but you suffered a terrible setback.
- Gain the "Literature" skill, an Interesting Scar and a fear of some innocuous event, item, or circumstance.
- You have just agreed to become a War Wizard (also known as a Wizard Ordinary) to a local baron, mercenary captain, or civil leader. Gain the "Poetry" skill and an inaccurate map.
- A local noble or warlord sponsored your studies. Your Wizard Student Loans will be paid as long as you work for your sponsor in whatever capacity they had planned. Gain the "History" skill.

Outsider Wizards

Some wizards are neither within the law nor opposed by it. They are strange, ancient schools, forgotten by most, or simply ignored by society at large.

1d6 Outsider Wizard Skills

- You were tutored in a small group by a wise wizard. You know 1d4 other students from the school and can write them letters. Roll on the Table of Professions and gain the skill and item listed.
- You were inducted into an ancient, secretive tradition. Gain the "Poison" and "Painter" skills and a secret handshake or signal.
- You were exiled from your home for openly practicing magic. Gain the "Farmer" skill and 3 rations.
- You owe secret allegiance to a lord and have served them in the past in matters best kept secret from Chartered wizards. Gain the "Courtesy" skill, a set of formal robes, and 2sp.
- You once offended a powerful Bishop. They will take revenge if they can find you. Gain the "History" skill.
- You somehow acquired a Camp Follower. You might have saved their life, or you might have caused some minor disaster. Roll on the Table of Professions and gain the skill listed.

Outlawed Wizards

Some wizard schools are illegal. Church doctrine and public opinion pursue them with torches, daggers, and the law.

1d6 Outlaw Wizard Skills

- You took up the forbidden arts to avenge a monstrous wrong or injustice. Gain the "Frontier" skill and 5sp.
- No matters your abilities, you consider yourself a terrible wizard, a lousy fighter, and a bad friend. Gain the "Poetry" skill.
- You abandoned your master when the mob closed in. Roll on the Table of Professions and gain the skill listed. Gain 1gp and nightmares.
- You experienced a terrible magical catastrophe. Gain the "Bandit" skill.
- Choose an elemental damage type (acid, air, fire, ice, lightning, stone, or water). Reduce all damage from the chosen source by 2.
- You have great ambitions. Gain the "History" skill and a Camp Follower. They are your loyal minion; the first of many.
- To avoid detection, you masquerade as a soldier of fortune. Gain the "Soldier" skill, leather armour, and a sword. You are not proficient with the sword. (You have -4 to Attack with it until you gain proficiency by landing 8 successful hits in combat.)

Animist Wizard

Starting Equipment: dagger, spellbook, ink and quill. You dress for concealment.

Animist Wizards are also known as witches. These are the bad wizards, the ones who live in shacks on the edge of town or castles on the edge of reality. They are the cursed ones, robed in black, who you seek when all other hopes fail. When the Church turns its back on you, when you scream curses into the night, when your very soul burns, then you are in need of an Animist Wizard... or ready to become one.

Perk

If someone makes a bargain with you and breaks it, Save. If you pass, you instantly know they have broken the bargain. Your spells can target parasites and unborn children without targeting their hosts.

Drawback

You cannot bathe. You cannot return another person's love.

Cantrips

1. Transform into an oily formless creature with your face that has either a) a fly speed of 2x Movement, b) 3x Movement, c) a swim speed of 2x Movement, d) a burrow speed of Movement, e) the ability to squeeze through gaps smaller than a human head.

2. Dim or extinguish all non-magical light sources in a 20' radius.

3. Touch someone to learn if they have killed another sentient creature in the last 24hrs.

1d6 Animist Wizard Mishaps

- 1 MD only return to your pool on a 1-2 for 24hrs.
- 2 Take 1d6 damage.
- 3 Random mutation for 1d6 rounds, then Save. Permanent if you fail. Resembles your transformation.
- 4 Blind for 1d6 rounds.
- 5 Deafened for 1d6 rounds.
- 6 Spell targets you (if harmful) or enemy (if beneficial) or fizzles (if neutral).

Animist Wizard Dooms

- 1 Some aspect of your transformation manifests for 1 day.
- 2 Some aspect of your transformation becomes permanent. You become crueller and greedier.
- 3 Your transformation becomes permanent. You become bestial and monstrous. You become a dangerous NPC.

Animist Wizard Spell List

1. Powerful Presence

R: 0 T: self D: [dice] hours

You seem to grow in magnificence and poise, and gains +2x[dice] bonus to Save vs Domination, Charm, or Fear effects. Easily frightened creatures (horses, mice, guilt-ridden murderers) must test Morale or flee.

2. Telekinetic Shove

R: 50' T: creature or object D: 0

An object or creature within range is hurled through the air. Save negates. A human-sized creature travels 10' per [dice], and takes 1d6 damage for every 10' travelled. A creature thrown at another creature requires an Attack roll to hit and inflicts 1d6 damage for every 10' travelled. This spell will also blow open all the closed but unlocked doors in a room, shatter all the windows in a building, or knock the thatched roof off a peasant's shack.

3. Shrive!l

R: 50' T: [dice] creatures D: 1d6 rounds / permanent

Target loses half of its current HP and loses 6 Strength (affecting the damage it deals). Save negates. When the spell ends, the lost HP and Strength return. If this spell is cast this spell with 3 or more [dice] against a single target, the lost HP does not return, and the Strength damage is permanent. The apparent age of the target increases considerably for the spell's duration.

4. Charm Person

R: 50' T: person D: [dice] hours

Target person regards the caster as a good friend and ignores the obvious spell you just cast on them. If you invest 4 [dice] or more into this spell, the duration becomes permanent.

5. Control Water

R: 50' T: a bucket's worth of water D: concentration

Control a bucket's worth of water. At one [die]: (a) propel a small boat, (b) carry a small item through the water, (c) allow someone to swim at 2x speed, (d) force someone to swim at half speed, (e) splash something no more than 5' away, (f) dry something that is wet. Each [dice] you invest increases the effects. At 4 [dice], sink ships or move small lakes.

6. Sleep

R: 50' T: [sum] HD of creatures D: 10 min / permanent

Target falls into a magical slumber, and can't be awoken by anything less vigorous than a slap. Save negates. Non-alert, unaware targets do not get a Save. If [sum] is at least 4 times the creature's HD, the duration becomes permanent (until slapped) and the creature no longer needs to eat or drink while sleeping. If you also invested 3 [dice] or more into this spell, the duration becomes permanent, and you can set the only condition that will cause the creature to awake (the sunrise before the apocalypse, true love's kiss, etc.)

7. Dream Eater

R: 50' T: creature D: 0

A sleeping creature within 50' takes [sum] damage. The caster heals for the same amount. No Save. When you gain this spell, if you don't know *sleep* already, you learn it the next time you would roll to gain a spell. It replaces one of the spells you'd roll for.

8. Scorching Ray

R: 100' T: creatures or objects D: 0

Fire a ray at a target, dealing 1d10 fire damage with a successful attack roll. Each [dice] you invest in this spell allow you to fire an additional ray at the same target or at a new target. Creatures are not set on fire, but very flammable objects such as candles, dry straw, or paper will catch fire 1 round after being struck. Instead of using this spell to deal damage, you can instead use it to light all the candles in a single room.

9. Scry

R: [dice]x100' T: point in space D: concentration

You conjure an invisible, intangible, floating eyeball to a point in space that you designate. Unlike most spells, you do not have to have line of sight to cast it. As long as you maintain concentration, you can see through this sensor with your normal senses. This spell requires something to scry on, usually a mirror, quiet pool, clouds, or bonfire. If you invest 2 or more [dice], you can also hear through the sensor (it grows an ear). If you invest at 3 or more [dice], you can also speak through the sensor (it grows a dribbly little mouth). If you use an actual crystal ball when casting this spell, the range is instead [dice] miles. Crystal balls are rare enough that they are never offered for sale, but are worth upwards of 3,000gp. Most are ancestral relics.

10. Alter Self

R: 0 T: self D: [dice]x10 minutes

Alter your form to resemble that of another creature of your type (usually humanoid). You do not gain any special abilities from this transformation.

11. Doom

R: 50' T: creature D: concentration

Target feels cold. If you invest 3 [dice] or more, and you loudly pronounce doom on them for the next 2 turns (without being interrupted or breaking line of sight), target dies on the 3rd turn. You need to truly hate the target for this spell to work, or convince yourself that you hate the target. Even a sliver of pity cancels the spell.

12. Curse

R: 50' T: mortal creature D: permanent

You inflict a Minor or Major curse on the target. Save negates. For a minor curse, you must invest 2 [dice]. For a major curse, you must invest 4 [dice]. Dice used to cast this spell are automatically exhausted. You cannot dispel your own curses but you must set a thematically appropriate cure or method of breaking it.

1d10 Minor Curses (examples)

- | | |
|-----------------|---|
| 1 Lovelorn | Will never find love. No one wants to sleep with you. |
| 2 Fragile | Critical range of attacks against victim increased by +2. |
| 3 Foggy Eyes | Cannot see more than 50'. |
| 4 Nightmares | 60% chance of having a restless sleep. |
| 5 Delicious | Monsters that eat people want to eat victim first. |
| 6 Hollow Guts | Consume 3x as many rations. Must snack hourly. |
| 7 Flashing Eyes | Eyes spark and glimmer. Very hard to hide or sneak. |
| 8 Bad Luck | -2 to Save. Constant minor inconveniences. |
| 9 Blighted | Milk, bread, cheese rot in 1 day within 100' of victim. |
| 10 Witchmarked | Random mutation inflicted on target. |

1d10 Major Curses (examples)

- | | |
|-------------------------------|---|
| 1 Jellybones | All bones dissolve. Victim is a liquid sack. All stats 1d6. |
| 2 Doomed | Victim automatically fails next Save vs Death. |
| 3 Blinded, Muted, or Deafened | |
| 4 Evil Twin | Malicious duplicate of victim appears. |
| 5 Spirit Head | Tiny gremlin lives in victim's ears, brings home food. |
| 6 Gravewaker | Corpses within 20' of victim sometimes rise as undead. |
| 7 Cursed Blood | Apply minor curse to victim's family and descendants. |
| 8 Die in a Fire | Victim takes triple damage from fire. |
| 9 Unreality | 50% chance to vanish for 1d6 mins when not observed. |
| 10 Fragmented | Up to 10 body parts fall off. They still work, move, etc. |

Biomancer Wizard

Starting Equipment: spellbook, ink and quill, 2 black thumb rings, and 3 random potions (same type).

Biomancy is forbidden. The Authority's law is clear; mortals were meant to live for a time, age, and die. Flesh is temptation and corruption. Biomancers revel in the flesh, seeking power and immortality by adjusting their physical forms. Some masquerade as physicians, philosophers, or wizards of other schools.

Perk

When you drink a potion, you have a 50% chance to recycle it via whatever orifice you prefer. You have 10 minutes to excrete the potion.

Drawback

Whenever you receive magical healing (except for the *regeneration* spell), Save. If you fail, gain a random mutation.

Cantrips

1. Transfer a blemish or cosmetic feature from one creature to another. E.g. swap eye colours, warts from a toad to a princess. You cannot transfer major features (poison, wings, etc.)
2. Taste blood to tell what kind of creature it came from.
3. If you wish, your appearance will no longer age. This may fail in times of dire stress.

1d6 Biomancer Wizard Mishaps

- | | |
|---|---|
| 1 | MD only return to your pool on a 1-2 for 24hrs. |
| 2 | Take 1d6 damage. |
| 3 | Random mutation for 1d6 rounds, then Save with a -4 penalty. Permanent if you fail. |
| 4 | Agony for 1d6 rounds. |
| 5 | Ravenously hungry. Cannot cast spells or attack until you eat 1 ration. |
| 6 | Slough skin. Takes 1d6 rounds to remove. Disgusting. |

Biomancer Wizard Dooms

- | | |
|---|---|
| 1 | Your appearance, race, and mutations randomize for 1 day. |
| 2 | Save at the start of each day. If you fail, gain a random mutation. Save again at the end of each day. If you fail, the mutation becomes permanent. |
| 3 | You become a ravening chaotic psychoplasm. |

Biomancer Wizard Spell List

1. Acid Arrow

R: 50' T: creature D: 0
Target takes [sum] damage, and [sum-4] damage over the next 2 turns unless washed.

2. Alter Self

R: 0 T: self D: [dice]x10 minutes
Alter your form to resemble that of another creature of your type (usually humanoid). You do not gain any special abilities from this transformation.

3. Animate Potion

R: touch T: potion or liquid D: [sum] hours
You turn a potion into an obedient homunculus (HD 0). It is tiny (1' tall) and feeble (Str 1), but it can go where you direct and even bring you small items (like a single coin). The potion can be delivered by touch or by "drinking" the homunculus. Aware targets can swat the homunculus away to avoid the potion's effects. Works on any liquid except water.

4. Extract Venom

R: touch T: creature D: 0
Touch a creature or object to draw all the venom out, which then pools in your hand or a vial. Unwilling venomous creatures can Save to negate. If you use this to remove the poison from a poisoned creature, that creature gets a new Save with a +4 bonus.

5. Shriveled

R: 50' T: [dice] creatures D: 1d6 rounds / permanent
Target loses half of its current HP and loses 6 Strength (affecting the damage it deals). Save negates. When the spell ends, the lost HP and Strength return. If this spell is cast this spell with 3 or more [dice] against a single target, the lost HP does not return, and the Strength damage is permanent. The apparent age of the target increases considerably for the spell's duration.

6. Hand of the Hound

R: self T: one or both hands D: 10 minutes
Your hand falls off and grows into a monstrous version of itself.
HD: [dice]
Attack: [dice]+d10
Defense: 14
Strength: 16
You continue to control it, but if it dies, you don't have a hand anymore. Alternatively, you can have this affect both hands, but you'll look quite foolish.

7. Infantilize

R: touch T: creature of [dice]x2 HD or less D: [sum] minutes
Target Saves or becomes an adorable, if slightly eerie, child version of itself. Creatures lose 1 HD (-6 max HP, -1 to hit, -1 to Save). The target's Strength is reduced by 5. The target is now so adorable that all who see it must Save the first time they try to harm it or hesitate. If they fail this Save, they can act normally the next round.

8. Monsterize

R: touch T: creature with 0 HD (vermin) D: [sum] minutes
Target vermin (rat, scorpion, termite, etc) becomes huge and aggressive.
HD: [dice]x2
Attack: [dice]+d10
Defense: 12
Strength: 14
Monstrified vermin attack the nearest foe, and casters usually throw the vermin as they cast this spell. Works on goblins and other low HD monsters. There is a 1-in-10 chance that this spell will be permanent. If you invest 4 [dice], the creature also mutates.

9. Regeneration

R: touch T: creature D: [dice] hours
Target regenerates 1 HP every 10 minutes. If a sufficiently magical object (a troll heart, a unicorn horn, an aboleth eye, etc.) is used in the casting, target also regrows missing limbs or damaged organs.

10. Become Delicious

R: 50' T: creature of [dice]x4 HD or less D: [sum] varies
Target creature smells and tastes delicious for the spell's duration. The smell radiates 20' in calm air, but can spread via wind or leave a trail. Sentient creatures can usually resist the urge to eat the target without a Save, but animals and other ravenous creatures must Save or select the spell's target as their primary attack target. Insects will be attracted to the target for the spell's duration. The target may Save at the end of each duration interval to negate the effects. 1 [dice]: minutes, 2 [dice]: hours, 3 [dice]: months, 4 [dice]: years. This spell can also affect dead creatures

11. Wave of Mutilation

R: 30' T: area D: 0
Everything in a 30' cone takes [sum] slashing damage. This spell leaves dozens of deep cuts. It shreds clothing, paper, and other fragile items.

12. Mutate

R: touch T: creature D: permanent
Target gains [dice] random mutations. Save negates, Save once per mutation. If the creature chooses to fail its Save, roll double the number of mutations, and the caster chooses which half are gained.

Curse-Eater Wizard

Starting Equipment: spellbook, ink and quill. Both your smallest fingers or one eye are missing (and devoured).

The line between a curse and an enchantment is almost invisible. Curse-Eaters are wizards who specialize in personal and forbidden magic. They are widely reviled by the Church and by other wizards, for their powers inevitably corrupt and twist the spells of others.

Perk

You can take 1 MD from an adjacent wizard's pool and add it to your spell. They know you have done this. On a 1-3, the MD returns to their pool (as normal). If the MD does not return, you can choose to either heal the wizard for 1d6 HP or inflict 1d6 magic damage.

Drawback

Barring exceptional circumstances, you cannot enter a good afterlife. Domesticated animals fear you.

Cantrips

1. Touch a creature or object to discover if it is cursed (i.e. if it has a negative but hidden magical effect applied to it). You can roll under Intelligence to divine the nature of the curse.
2. Touch a recently deceased person, perform a 10 minute ritual, and Save. If you pass, you take all their sins upon yourself. They arrive in the afterlife with only their positive deeds remembered.
3. Spit to crack all non-magical mirrors within 50'. Calm water will ripple. Other reflective surfaces may crack or darken.

1d6 Curse-Eater Wizard Mishaps

- 1 MD only return to your pool on a 1-2 for 24hrs.
- Take 1d6 damage.
- Random mutation for 1d6 rounds, then Save. Permanent if you fail.
- Blind for 1d6 rounds.
- Agony for 1d6 rounds.
- Spell targets ally (if harmful) or enemy (if beneficial) or fizzles (if neutral).

Curse-Eater Wizard Dooms

- You are transported to Hell for 24 hours. You aren't tortured, but you are carefully examined and audited before being returned.
- You cannot enter sanctified spaces. Touching silver inflicts 1 damage per round. Silver weapons deal 2x damage to you.
- 1d4 angels and 1d4 demons, plus any religious figures they can find along the way, descend upon your location to drag you bodily to Hell.

Curse-Eater Wizard Spell List

1. Fingerbreaker

R: 100' T: creature of [dice]x2 HD or less D: 0

The target of this spell must have fingers. You snap your fingers and your target's fingers (or limbs) crack, break, and bend. They take [sum] damage and must immediately Save or drop whatever they are holding. You can choose to have the target take no damage, but they get +2 to their Save.

2. Deflect Spell

R: 100' T: spell D: 0

You may cast this spell as a reaction. Save, with a bonus equal to [sum]. A roll of 20 always fails. If you succeed, an incoming spell is deflected to [dice]x10' away. The incoming spell must target you or a point within 10' of you.

3. Crush Flames

R: [dice]x20' radius T: area D: 0

Mundane flames in the area of this spell are extinguished with a great deal of smoke. Torches fill a 10' cube with smoke, bonfires fill a 30' cube with smoke. Wind dissipates the smoke in 10 minutes. If you cast this spell with 3 or more [dice], living creatures lose 1 HP per round while they remain in the smoke.

4. Transfer Disease

R: touch T: two creatures D: 0

Touch a diseased creature and a healthy creature. [Dice] diseases move between targets. If the recipient is unwilling they get a Save. If the disease is magical it also gets a Save.

5. Forget

R: 10' T: creature of [dice]x4 HD or less D: 10 minutes

Target creature must Save or get the last 10 minutes. They may recall vague details but not useful information.

6. Enfeebling Sigil

R: touch, 50' T: object D: [sum] rounds

A writhing arcane symbol appears on an object you touch. Any creature within 100' of the sigil who looks at it must Save or be reduced to Strength 1 for [dice] rounds. Nothing can cause their Strength to drop lower than 1 while they are under the effects of this spell. The symbol vanishes after [sum] rounds. If you invest 3 [dice] or more, you can instead set the duration of this spell to permanent, provided no one looks at the sigil. Once it is seen, the duration becomes to [sum] round as usual.

7. Abjure

R: 100' T: creature or object D: [sum] rounds

Name and point at creature or object. The target cannot approach within [dice]x10' of you for the duration of this spell. The target can Save once at the start of the duration to negate.

8. Drain Life

R: 50' T: creature D: 0

Target living creature takes [sum] damage, Save for half. You heal for ½ [sum]. It costs 2 HP to remove 1 negative HP and 4 HP to remove one Fatal Wound.

9. Cure Wounds

R: touch T: creature D: 0

Target creature heals [sum] HP. It costs 2 HP to remove 1 negative HP and 4 HP to remove 1 Fatal Wound. This spell cannot restore lost limbs, remove injuries, or cure diseases.

10. Remove Curse

R: touch T: creature or object D: 1 hour / permanent

Up to [dice] curses or diseases are removed from the target. If [sum] is greater than 12, the effect is permanent.

11. Cloudkill

R: 30' T: [dice] 10' cubes D: 24 hours

Summon a cloud of ghastly yellow-green vapour. Creatures of 2 HD or less in the cloud are instantly slain (no Save). Creatures of 3 to 5 HD must Save or die each round. Creatures of 6 or more HD must Save or take 3d6 damage each round. The cloud is heavier than air and slowly drifts. It moves 10' per round in a gentle breeze. A strong wind disperses the cloud in 10 minutes.

12. Death Ward

R: touch T: self D: [sum] days

Designate a date up to [sum] days in the future. You cannot die until that date. You can be hideously mangled, burned, mashed, spread across the cobbles, or torn apart, but your soul will still remain in your body (or its remains) until the date designated. On that date, you automatically fail all Saves.

Some ideas by Iron and Ink:
swordsandscrolls.blogspot.com/2018/07/osr-class-sin-wizard.html

Drowned Wizard

Starting Equipment: spellbook, ink and quill, silver signet ring, 3 servings of tea or 3 bottles of wine.

No one is entirely sure what happened, or why, but two facts are perfectly clear to the survivors. First, the ocean fell in love with the city, in literal and all too real way. The sea is fickle and vast and but it did love Anostos, and it claimed it for its own. Second, the mages of Anostos were dragged immediately to Hell.

This is why they are called Drowned Wizards by the irreverent masses. The ocean loves them and wants to drown them, and if they drown, they will go to Hell.

Some mages were away from their city when disaster struck. In secret monasteries and towers they try to keep their traditions alive, but they are a shattered school, bent and warped by schemes of world domination and secret power. You practice secret rituals to hide yourself from the ocean.

Perk

You can cast spells silently. You inherit a decrepit and badly maintained spy network. If you are broke, 1d10cp will appear in your mouth at dawn each day.

Drawback

You cannot drink water. Other water-based liquids are fine.

Cantrips

1. Convince another creature that anyone who dies by drowning will instantly go to Hell. This is what Drowned Wizards believe. The effect lasts for 1 hour.
2. Cause a loud bell to ring from somewhere due north. Only spellcasters can hear the bell.
3. Spit to deflect an incoming arrow or thrown weapon. Requires a Save. If successful, the attack barely misses you.

1d6 Drowned Wizard Mishaps

- | | |
|---|---|
| 1 | MD only return to your pool on a 1-2 for 24hrs. |
| 2 | Take 1d6 damage. |
| 3 | Random mutation for 1d6 rounds, then Save. Permanent if you fail. |
| 4 | Blind for 1d6 rounds. |
| 5 | Deafened for 1d6 rounds. |
| 6 | Vomit 1d100 litres of seawater. |

Drowned Wizard Dooms

- | | |
|---|--|
| 1 | You can no longer swim. You cannot cast spells if you are touching free-flowing water (not damp socks but a river). |
| 2 | Save vs Fear whenever you encounter a body of water larger than a teacup.
The tide will rise to your current location and drag you down. Expect at least 3d20 merfolk or drowned corpses and one 8+1d10 HD sea monster or dragon. It will be the storm of the century. Anyone drowned along the way will join them. |
| 3 | |

Drowned Wizard Spell List

1. Command Coins

R: 30' T: [sum]x100 coins D: [dice] hours
Coins will leap up and obey your single-word commands. Affects all unattended coins in 30' of you and lasts 1 hour. Coins can be commanded to follow you, hide in crevices, or serve as rollers for heavy statues. They are mindless and feeble.

2. Detect Metals

R: 100' T: self D: [sum] minutes
Allows you to identify the eight true metals. In order of brightness: occulum, gold, silver, mercury, iron, and tin. Lead and copper are nearly invisible. You see them through walls and barriers as faint shifting afterimages, but the spell bleeds into you other senses. If you cast this spell with 3 or more [dice], your eyes turn gold and the effects are permanent.

3. Magic Missile

R: 200' T: creature D: 0
Target takes [sum] + [dice] damage, no Save. As a Drowned Wizard, your spell is a coruscating bolt of pure magic, cast with appropriate hand gestures.

4. Desiccate

R: 30' T: creature D: 0
Hydrated target within 30' takes 1d6+[dice] damage. Can also be used to turn meat into jerky or concentrate water-based liquids (wine, most acids), up to 2 gallons per [dice]. You can make a cup full of very strong brandy from a bottle of wine.

5. Grease

R: 50' T: object, surface D: [dice]x2 rounds
Can be cast directly on a creature or a 10' x 10' x [dice] surface. All creatures affected must Save vs Dex or drop held objects, or, if moving, drop prone.

6. Slam Portal

R: 100' T: door or doors D: 0
Slams a door shut and/or locks it (if it has a lock). Most wooden doors will get stuck shut, and require a Strength check to open. Works on any number of door within 100', but only doors. If you invest 2 or more [dice] and target a single door, it becomes magically locked for [sum] hours. If you invest 3 or more [dice], you may magically lock any number of targeted doors for [sum] hours.

7. Light

R: touch T: object or creature D: [dice]x2 hours
Object illuminates as a torch, with a radius of 20'+[dice]x10'. Alternatively, you can make an Attack roll against a sighted creature. If you succeed, the creature is blinded for [sum] rounds. If [sum] is greater than 12, the creature is permanently blinded. You can chose the colour of the light. If you invest 4 [dice] or more this light has all the qualities of natural sunlight. Alternatively, if you invest 4 [dice] or more the light can be purest octarine, although it will only last for 1 round. Octarine light is extremely dangerous.

8. Metal Chime

R: touch T: metal object D: [dice] days
You touch and enchant a piece of metal to make a terrific noise the next time it strikes a solid surface or is struck. All creatures within 50' (except you) must Save or be deafened for 1 minute. If used as a signal, it can be heard up to a mile away.

9. Spite

R: 50' T: creature D: [sum] varies
Whenever the target creature would roll a critical success, it becomes a critical failure instead. Target will also feel anxious and irritable for the spell's duration. Duration: 1 [dice]: rounds, 2 [dice]: days, 3 [dice]: weeks, 4 [dice] months.

10. Fog

R: 30' T: self D: [dice] hours
You breath out a bunch of fog. Everything up to 30' away from you is obscured. Sunlight, wind, or heat dissipates the fog in 10 minutes. If you cast this spell with 3 or more [dice], other casters lose 1 MD while they remain in the fog.

11. Mighty Lungs

R: 0 T: self D: 0
Your next inhalation allows you inhale 10x the normal amount of air. Not only does this allow you to hold your breath for 10x as long, but if you exhale forcefully it will release a blast of air strong enough to knock pigeons out of air and polish your teeth. A human-sized creature travels 10' per [dice], and takes 1d6 damage for every 10' travelled. A creature or object blown at another creature requires an Attack roll to hit and inflicts 1d6 damage for every 10' travelled. This spell will also blow open all the closed but unlocked doors in a room, shatter all the windows in a building, or knock the thatched roof off a peasant's shack. If you cast this spell with 3 or more [dice], Save or your teeth shatter.

12. Magic Cramp

R: 100' T: creature D: 0
Target takes 1d4+1 damage per the maximum number of MD (magic dice) they possess, or 1d4 damage per HD for magical creatures (unicorns, dragons, etc.). Additionally, they lose [dice] MD for [dice] rounds. Save for half damage and to negate MD loss. Nonmagical creatures, or creatures that have no spellcasting ability, are unaffected by this spell.

Elementalist Wizard

Starting Equipment: spellbook, ink and quill, grey robes hemmed in the colour of your elemental preference (or white if an apprentice, black if an archmage or ambitious wizard).

Elementalist Wizards speak to and rely on elemental spirits. They are a wild bunch, disreputable and windblown, but trained in formal colleges and fully integrated into society. In rural areas, they are beloved as rain-bringers and flood-calmers, but they are also run out of town or hung following forest fires and earthquakes. This is not always ignorant superstition. Attracting the attention of powerful elemental spirits is very dangerous.

The elements are acid, air, fire, ice, lightning, stone, and water.

Perk

Reduce all incoming damage from a chosen elemental source by 2. You can choose the element after rolling for spells, but you cannot change it later.

Drawback

Increase all incoming damage from a chosen elemental source by 2. You can choose the element after rolling for spells, but you cannot change it later.

Cantrips

1. Meditate for 1 hour to gain Elemental Vision. Your training allows you to anthropomorphize elemental spirits. The ground appears to be made of interlinked stone bodies. A campfire is a jolly spirit devouring logs. Clouds appear as fat naked people rolling through the sky. You can speak to the spirits - you always could, anyone can - but when you are attuned like this, they are more inclined to listen. They won't obey you, and they may be hostile, but they may also offer advice, tell tales, demand offerings, or simply ignore you.

2. Summon a minor example of an element (a drop of acid, a puff of flame, a few flakes of ice, a spark, etc.). This cannot deal damage.

3. You know the current weather and the approximate weather for the next 2 days.

1d6 Elementalist Wizard Mishaps

- 1 MD only return to your pool on a 1-2 for 24hrs.
- 2 Take 1d6 damage.
- 3 Random mutation for 1d6 rounds, then Save. Permanent if you fail.
- 4 Inconvenienced based on the nature of the spell cast. Soaked, dehydrated, flung upwards, buried, etc.
- 5 Deafened for 1d6 rounds.
- 6 Wild elemental spirits flee your body for 1d6 rounds. Everyone who can see you must Save each round or be stunned.

Elementalist Wizard Dooms

- 1 Take sufficient elemental damage to reduce you to 0 HP.
- 2 Each time you cast an elemental spell, Save. If you fail, the spell flies out of control. If the spell likes you, the effects might not be too bad. The elements turn against you. Expect 1d4+4 powerful spirits to arrive shortly. In the meantime, fire chases you, stones seek to crush you, and lightning bolts fall from the sky.

Elementalist Wizard Spell List

1. Circle of Frost

R: self T: [dice]x10' radius D: 3 rounds

All creatures in area take 1d4 damage, Save to Dodge for half. Everything that fails its Save is frozen to whatever surface they were touching. Boots are frozen to the ground, keys are frozen in their locks. Creatures can roll under Strength to break free at the start of each round.

2. Dissolve

R: 50' T: object or creature D: concentration

Target you stare at takes 1d4 acid damage per round and begins to dissolve. Save vs Con for half damage. Can bore holes in walls, but it only makes a hole 1' wide and creates a lot of acidic sludge on the floor. [dice]"/10 minutes through stone, [dice]"/minute through wood, cannot affect metal. Heals slimes and oozes by 1d4 HP per round.

3. Control [Element]

When you gain this spell, choose an element. You cannot change it later.

R: 50' T: example of [element] D: concentration

Each [dice] you invest increases the effects. One [die] is minor, 4 [dice] is a legendary display of elemental control.

Acid: Control a small amount of acid. At one [dice], (a) pop the cork out of flask, (b) cause a bottle of acid to flow uphill, (c) fling all the acid off a person, or (d) concentrate all the acid in a bucket into a small area.

Air: Control a gust of wind. At one [die], use wind to (a) clear away fog or gas, (b) extinguish a fire no larger than a torch, (c) blow all the papers off a desk, or (d) with concentration, provide enough of a breeze to power a tiny sailboat.

Fire: Control a small fire. At one [die]: (a) cause the fire to double in size, power, and brightness, (b) create a huge amount of smoke, (c) extinguish a fire no larger than a torch, or (d) control the direction or speed of the fire's spread.

Ice: Control a bucket's worth of ice. At one [die]: (a) ask ice to support you while crossing a stream, (b) slide a block of ice 10', (c) drop an icicle spike on someone, or (d) fling up 30' of snow in all directions.

Lightning: Elementalist, as a rule, are discouraged from playing with lightning.

Stone: Control a fist-sized stone. At one [die]: (a) excavate a bucket's worth of gravel, (b) smooth and fill the same amount, (c) tip over a small pillar, unstick a door, or break stone hinges, (d) rock the earth with a minor tremor.

Water: Control a bucket's worth of water. At one [die]: (a) propel a small boat, (b) carry a small item through the water, (c) allow someone to swim at 2x speed, (d) force someone to swim at half speed, (e) splash something no more than 5' away, (f) dry something that is wet.

4. [Element] Breath

R: [dice]x20' cone T: area D: 0

When you gain this spell, choose an element. You cannot change it later. This spell deals 1d4 damage to anything in the cone, Save for half damage. Wind or Water breath extinguishes all fires smaller than a bonfire. Fire breath sets things on fire. Acid breath bleaches the colour from objects and irritates eyes.

5. Stoneskin

R: touch T: creature D: 10 min

Reduce all physical damage the target takes by [dice]x2. The target cannot swim, jump, or run.

6. Anklecrusher

R: 50' T: [dice]x2 objects or creatures D: 0

Target creature or object is grabbed by the ground. Target takes 1d6 damage and is immobilized. Roll under Dexterity to negate, prone creatures automatically fail. Target is immobilized until it can win an opposed Strength test against the ground. The effective Strength of the ground depends on what it is made out of: Dirt 8, Clay 12, Limestone 16, Basalt 18.

7. Protection from [Element]

R: touch T: [dice]x[dice] targets D: 10 minutes / 8 hours

When you cast this spell, choose an element. Reduce all damage of the chosen type by 4 for the next 10 minutes. Alternatively, the spell protects its targets from the negative effects of the element (desert heat, arctic chill) for the next 8 hours.

8. Ignite

R: 50' T: object or creature D: 0

Target object or object takes [sum] damage and catches on fire. Save negates.

9. Breathe [Element]

R: touch T: [dice] creatures D: 2 hr

When you cast this spell, choose an element. Target can breathe in the chosen element, in addition to their normal modes of respiration. Clearing your lungs before the spell expires is mandatory. Does not grant you protection from that element, just from drowning in it.

10. Wind Scythe

R: 50' T: object or creature D: 0

Apply a melee attack from a slashing weapon in your hand to a target within 50'. If you are unarmed, counts as a dagger (1d6). Gain +2 to Attack and deal +[sum] damage. Even on a miss, human-sized targets must Save or be knocked prone.

11. Wall of [Element]

When you gain this spell, choose an element. You cannot change it later. You summon the element to form a 10' by 10' panel per [dice]. You can mold the wall, similar to cutting holes and notches in a sheet of paper. Walls may or may not block line of sight. Some deal 1d6 elemental damage to anything that passes through it and may have other effects at the GM's discretion.

12. Shocking Grasp

R: 0 T: self D: 10 min

You enchant your hand so that it discharges [sum]+[dice]x2 damage worth of lightning into the next thing you touch. Touching an unwilling opponent requires an Attack roll against their unarmoured Defense. You cannot wear any metal on the hand you enchant. If you deal more than 12 damage, you and your target must both Save or be flung apart, knocked prone, and deafened for 1d6 rounds.

Elf Wizard

Starting Equipment: spellbook, ink and quill, bow and 20 arrows. Your spellbook is very elegant and nearly impossible to damage.

Frogling scholars insist that humans are, by rights, "Hu-lings". The hu was a small, pink, extremely ugly creature that resembled a naked mole with hideous teeth and patches of greasy fur. Just as froglings resemble frogs, so did humans resemble the hu. They also insist that humans exterminated the hu out of a sense of shame. According to various satirical poets, the hu was a greedy, wasteful, promiscuous, puritanical, and stupid creature.

Elves are to humans what humans are to the (possibly mythological) hu. Being an Elf is the best. Being an Elf Wizard is even better.

Perk

You may add +1 MD to a spell if you are touching a large tree (at least 50' high, roots count) This extra MD does not return to your pool or trigger Mishaps and Dooms.

Drawback

If you are scarred, disfigured, or filthy, you must Save each morning or be unable to cast spells that day.

Cantrips

1. Create a pleasant musical ringing sound.
2. Any target you hit with an arrow counts as being at range "Touch" for the purposes of your spells.
3. Touch a wound to prevent it from bleeding. You do not negate any damage or remove Fatal Wounds, but it does keep things neat and tidy. Faint white floral scars will form.

1d6 Elf Wizard Mishaps

- | | |
|---|---|
| 1 | MD only return to your pool on a 1-2 for 24hrs. |
| 2 | Take 1d6 damage. |
| 3 | Random mutation for 1d6 rounds, then Save with a +4 bonus. Permanent if you fail. |
| 4 | Agony for 1d6 rounds. |
| 5 | Blind for 1d6 rounds. |
| 6 | Lose one MD for 24 hours. |

Elf Wizard Dooms

- | | |
|---|--|
| 1 | Lose the ability to cast spells for 1 day. |
| 2 | Lose the ability to cast spells, draw or fire a bow, or draw a blade for 3 days. |
| 3 | Lose the ability to cast spells permanently. You can wield only your nails and teeth. You can only speak in monosyllables. |

Elf Wizard Spell List

1. Clarity

R: 30' T: [dice] creatures D: 0
All emotional effects of the target (fear, anger, sadness, pleasure, pain) end. Emotions slowly return in 10 minutes, but subdued. You can target yourself.

2. Speak with Birds

R: 200' T: birds D: 20 minutes
You can talk to birds and they can talk back. If there is a party of 3-6 adventurer's moving through the forest nearby, a random songbird has a [sum]x10% chance of knowing where they are and if they're doing anything extra weird. Birds of prey are rarer, but more observant. Most birds are neurotic but easily bribed.

3. Blossom

R: touch T: plant D: permanent
Touched plant flourishes. Seeds germinate, flowerbuds swell and bloom, and a sickly plant regains vigor. Heals [sum] HP to a plant creature. If cast on a fruit, the fruit will grow up to the maximum normal size or 2x as big (whichever is smaller). Can be used to double fruit-based rations.

4. Illusion of Youth

R: touch T: creature D: [dice] days, or, if [sum] > 12, permanent (until death)
Touched creature is cloaked with an illusion that makes them appear to be in their physical prime. The illusion may flicker or fade if the target is struck by strong magic.

5. Locate Animal

R: [dice] miles T: creature D: [dice] hours
Name a common animal. You know where the nearest example of the animal is. If the area is infested with manticores, they count as common creatures.

6. Unseen Orchestra

R: 0 T: self D: [sum] minutes
You are surrounded by the harmonious sounds of a five-piece band for the duration of the spell. The exact instruments vary caster to caster, and the unseen band can play any song you've heard before. It cannot duplicate speech. You can also opt to centre the effect on an adjacent location, rather than on yourself.

7. Floral Salvage

R: touch T: creature D: 0
Flowers (caster chooses the type) erupt from the target's wounds. Target takes 1 damage for every unhealed point of damage it has already taken, not exceeding [sum]x4. Save for half. If this damage kills the target, their corpse is entirely consumed by plant growth, and turns into a beautiful tree covered in flowers. Height is 2d4 x creature's HD in feet.

8. Beautify

R: touch T: creature or object D: [sum] hours >6 permanent
Target made more beautiful. Dirt falls away, pimples disappears, teeth whiten, lice vanish, gouges fill in, and varnish looks new again. Will also restore 1d4 points of Charisma if damaged, to former max.

9. Magic Missile

R: 200' T: creature D: 0
Target takes [sum] + [dice] damage, no Save. As an Elf Wizard, you have to fire this spell using a bow. The spell is the arrow.

10. Serpents of the Earth

R: touch T: section of natural soil or stone D: concentration
[Sum] enormous serpents of HD 1d4 crawl up from the dirt. Serpents are not controlled by the caster. They're just pissed off snakes.
HD: 1d8
Attack: 14
Defense: 14
Damage: 1d6+HD damage. If HD is 1, 1 damage + Save or die poison instead.

11. Elegant Judgement

R: 200' T: 20' diameter D: 0
Does [sum] damage, Save vs. Charisma for half. Like a fireball, but the flames are purple and gold. Creatures with 17 or more Charisma, non-sentient creatures, beautiful objects, the dead, or other Elves are immune to this spell.

12. Rain of Arrows

R: 200' T: 20' diameter D: 0
Does [sum] damage. As fireball except that the caster fires an arrow into the air (which turns into a multitude) and the damage is all piercing damage. Doesn't work in places with low ceilings (less than 100').

Geometer Wizard

Starting Equipment: spellbook, ink and quill, protractor, ruler, plumb line. You also have a magnetic compass and black robes marked with white starcharts.

The procession of equinoxes, the rise and fall of constellations, the movement of fixed and wandering stars; all fascinate the Geometer. Some parts of the world seem to follow perfect mathematical laws. This is not a coincidence because nothing is ever a coincidence. Other parts are disordered, but perhaps within the disorder there are hidden patterns and symmetries waiting to be discovered.

Perk

If you are casting with sunlight on you, your MD return to your pool on 1-4 (instead of 1-3).

Drawback

You cannot carry iron items. You must cast spells with a magnetic compass in your hand. You can make a new compass with 8 hours of effort and some basic tools.

Cantrips

1. Know the exact angle and distance to any point you can see.
2. Instantly count how many objects are in a pile.
3. Before your roll MD for a spell, declare "odds" or "evens". If the [sum] rolled matches your prediction, heal 1 HP or increase the damage dealt by the spell by 1.

1d6 Geometer Wizard Mishaps

- | | |
|---|---|
| 1 | MD only return to your pool on a 1-2 for 24hrs. |
| 2 | Take 1d6 damage. |
| 3 | Random mutation for 1d6 rounds, then Save. Permanent if you fail. |
| 4 | Blind for 1d6 rounds. |
| 5 | Can only move limbs at right angles for 1d6 rounds. -8 to Attack and Defense. -4 to Dexterity and Movement. |
| 6 | Spell targets you (if harmful) or an enemy (if helpful) or fizzles (if neutral). |

Geometer Wizard Dooms

- | | |
|---|--|
| 1 | Become two dimensional for 24 hours. Triple all damage received, but you can slide under doors. Beware of strong winds. |
| 2 | You become painfully magnetic for 1d6 days. |
| 3 | You are folded by the fundamental forces of nature. You vanish between time and space. In 1d6 hours, 1d6 Paradox Angels will arrive and scour the area for any trace of you. |

Geometer Wizard Spell List

1. Magic Missile

R: 200' T: creature D: 0
Target takes [sum] + [dice] damage, no Save. As a Geometer Wizard, your spell is a right-angle lightning bolt of light.

2. Reform

R: touch T: creature with mutations D: [sum] hours / permanent
You remove or cure [dice] randomly selected mutations or magical transformations affecting a creature. Unwilling targets may Save to negate. If 4 or more [dice] are invested, the duration is permanent.

3. The Astrologer's Helper

R: 10' T: self D: [sum] minutes
Outlines of the planets, major stars, sun, and moon appear around you. You can use them to determine the time of day, true north, and your approximate position on the globe. You can also spend 5 minutes to read the horoscope of [dice] sentient creatures per casting. Roll 1d10. 1-8. No effect aside from the usual plitudes. 9. Doom. Creature must reroll their next Save and take the worse result. 10. Triumph. Creature automatically passes their next Save.

4. Moon Lust

R: 50' T: creature D: varies
Target creature loves the moon. They want to stare at it, jump up and hold it, or write poems about it. If [sum] is equal to or greater than the target's HD, they are stunned for 1d6 rounds. If [sum] is greater than 12, the target is stunned for 2d6 rounds and becomes permanently obsessed with the moon.

5. Package Neatly

R: 20' T: objects D: concentration / permanent
Up to [dice]x500lbs of nonliving objects, as you designate, are packed neatly. You must name the objects or their general category when you cast the spell ("those coins", "the contents of that room") If no packing materials are provided, the objects will be stacked into compact cubes, with the largest and most stable objects at the bottom. If chests, paper and twine, sacks, carts, etc. are provided, the spell will use them as you direct. The packages created will take up the minimum space possible, and will be remarkably sturdy. The spell will continue to pack objects for as long as you maintain concentration. The objects must be able to move freely. You could not use this spells to pack clothes someone was wearing. The objects will not lift more than 10' off the ground during the packing process.

6. Control Iron

R: 50' T: example of [element] D: concentration
Control a handful of iron. At one [die]: (a) steer a chain like a snake, (b) fling a sword through the air, (c) open an iron lock or (d) pull the nails out of a small and badly built piece of furniture. Each [dice] you invest increases the effects. At 4 [dice], collapse a room or knock over a small army of knights.

7. Light

R: touch T: object or creature D: [dice]x2 hours
Object illuminates as a torch, with a radius of 20'+[dice]x10'. Alternatively, you can make an Attack roll against a sighted creature. If you succeed, the creature is blinded for [sum] rounds. If [sum] is greater than 12, the creature is permanently blinded. You can chose the colour of the light. If you invest 4 [dice] or more this light has all the qualities of natural sunlight. Alternatively, if you invest 4 [dice] or more the light can be purest ostarine, although it will only last for 1 round. Ostarine light is extremely dangerous.

8. Magnetic Blast

R: 50' T: line D: 0
Designate a straight line up to 50' long. The line can pass through solid objects. Any living creatures along the line take 1d6 damage. Anything in metal armour takes [sum] damage instead. Creatures made of iron, or with metal implants or piercings or delicate components, take 2x[sum] damage instead.

9. Track Ley Lines

R: [dice]x5 mile radius T: area D: 10 minutes
You trace the shape of ley lines, invisible rivers of magic that flow through the world. They can reveal hidden sites of magic power, ancient standing stones, or current rituals. If [sum] is 12 or more, you also know the location of a ley line node. Any spellcaster resting there may Save to gain a temporary bonus MD each morning.

10. Sturdy Circle in the Air

R: 100' T: point D: [sum] minutes
You draw a circle [dice]x5' in radius in the air. The circle is made of force, as solid as iron. You can draw the circle at any orientation.

11. True Teleport

R: Creation T: self and 1+[dice] people or objects D: 0
The caster, and any number of willing people or objects touching the caster, teleport to a designated location the caster has seen before or knows well enough to visualize. They are swapped with an equivalent mass of matter from the target location. There is a 1% chance something goes awry during the teleportation. Teleporting east-west is safe, but changes in altitude require a roll under Dexterity on arrival, with a -1 penalty for every 100 miles travelled.

12. Resurrection

R: touch T: recently dead creature D: 0
Target creature that died within the last [sum] rounds returns to life. Time briefly rewinds. They are restored to exactly the state they were in before combat. Any inconvenient bookkeeping can be adjusted arbitrarily by the GM. The target's base Save becomes 1 and cannot be raised. If they were 10th level or sufficiently important (a king, a dragon, etc.), a Paradox Angel may be dispatched to investigate.

Some ideas by Oblidideryptch:

oblidideryptch.blogspot.com/2018/06/5eglog-wizard-order-of-solar-geometers.html

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Garden Wizard

Starting Equipment: spellbook, ink and quill, quarterstaff, spade, brown robes, and a good pair of leather boots.

Everyone's favourite kind of wizard. If you live in a feudal society where crop failure can result in total existence failure, having someone around who can talk to plants, move trees, and get crops to grow is incredibly valuable. Nobles sponsor them; up-and-coming merchants and landowners want to marry them. Peasants leave them gifts and come to them with all sorts of problems. Alone, among wizards, they are beloved.

Except by druids. The garden is the antithesis of the forest. Gardens are shrines to domesticated plants. A big wheat field is impressive, but a garden is a tiny segment of the wilderness made perfect and smooth. Dogs are tamed wolves. Gardens are tamed forests. We tell stories about how real life ought to be, and we build gardens to make nature the way it ought to be.

Perk

You gain +1 to Attack and Defense while wielding a quarterstaff.

Drawback

To regain magic dice, you must meditate for 10 minutes each morning within sight of natural beauty. Even some mold growing on a rock counts. You must describe this to other players.

Cantrips

1. Permanently change the colour or form of a small plant.
2. Plants grow just a little bit better in a [level] mile radius around you. It takes at least a season to be noticeable.
3. You can sleep anywhere, in any position, with a few moments notice. You can set environmental conditions that will wake you, such as "sunrise" or "rain".

1d6 Garden Wizard Mishaps

- | | |
|---|--|
| 1 | MD only return to your pool on a 1-2 for 24hrs. |
| 2 | Take 1d6 damage. |
| 3 | Random mutation for 1d6 rounds, then Save. Permanent if you fail. |
| 4 | Plants wither in a 5x20' radius around you. |
| 5 | Save vs Fear against fire for the next 24hrs. |
| 6 | Plants erupt from your fingers and toes. Everyone in a 50' radius must roll under Dexterity or be entangled and slowed. The plants fade in 1 hour. |

Garden Wizard Dooms

- | | |
|---|---|
| 1 | Take sufficient fire damage to reduce you to 0 HP. |
| 2 | You can no longer read maps or symbolic representations of places or non-magical languages. |
| 3 | Your memory fades. You cannot memorize spells. Save every hour or forget all details from the previous few hours. |

Garden Wizard Spell List

1. Clarity

R: 30' T: [dice] creatures D: 0
All emotional effects of the target (fear, anger, sadness, pleasure, pain) end. Emotions slowly return in 10 minutes, but subdued. You can target yourself.

2. Woodbend

R: touch T: staff D: [dice] hours
A bit of wood bends or unbends. Straight doors can be warped and stuck. Warped doors can be straightened and unstuck. Wooden-hafted weapons may become unusable or impose significant penalties. Trees can likewise be molded.

3. Dendrigraphy

R: touch T: tree D: 10 minutes
Allows you to ask a [dice] questions of a plant that you touch. Answer appears in letters on the trunk. Trees are fairly intelligent. They know about weather and have a great sense of time, but they have a hard time differentiating between animals, except by size. They also gossip among themselves, and may have gossip from distant lands. This spell also works on Dryads.

4. Whirling Staff

R: touch T: staff D: [sum] rounds
You can cast this spell as a free action. Your Defense becomes 16. The next attack you make with the staff deals +1d6+[dice] damage and counts as magical. You can also throw a whirling staff 60' with a standard attack, dealing 1d6+[dice] damage. It does not return.

5. Locate Animal

R: [dice] miles T: creature D: [dice] hours
Name a common animal. You know where the nearest example of the animal is. If the area is infested with manticores, they count as common creatures.

6. Magic Missile

R: 200' T: creature D: 0
Target takes [sum] + [dice] damage, no Save. As a Garden Wizard, your spell is an invisible blast of force or a green-white bolt of lightning, cast with appropriate hand gestures.

7. Obedient Stone

R: touch T: stone D: [dice] hours
Cast this spell on a stone small enough to fit in your palm and then give it a command. It will attempt to follow your commands to the best of its ability. If thrown at a target, gain +10 to Attack. The stone deals 1d6 damage on a hit. It can also be asked to trip targets, jump off a shelf when a certain person enters the room, etc.

8. Control Stone

R: 50' T: example of [element] D: concentration
Control a fist-sized stone. At one [die]: (a) excavate a bucket's worth of gravel, (b) smooth and fill the same amount, (c) tip over a small pillar, unstick a door, or break stone hinges, (d) rock the earth with a minor tremor.

9. Light

R: touch T: object or creature D: [dice]x2 hours
Object illuminates as a torch, with a radius of 20'+[dice]x10'. Alternatively, you can make an Attack roll against a sighted creature. If you succeed, the creature is blinded for [sum] rounds. If [sum] is greater than 12, the creature is permanently blinded. You can choose the colour of the light. If you invest 4 [dice] or more this light has all the qualities of natural sunlight. Alternatively, if you invest 4 [dice] or more the light can be purest octarine, although it will only last for 1 round. Octarine light is extremely dangerous.

10. Sleep

R: 50' T: [sum] HD of creatures D: 10 min / permanent
Target falls into a magical slumber, and can't be awoken by anything less vigorous than a slap. Save negates. Non-alert, unaware targets do not get a Save. If [sum] is at least 4 times the creature's HD, the duration becomes permanent (until slapped) and the creature no longer needs to eat or drink while sleeping. If you also invested 3 [dice] or more into this spell, the duration becomes permanent, and you can set the only condition that will cause the creature to awake (the sunrise before the apocalypse, true love's kiss, etc.)

11. Wall of Stone

You summon stone to form a 10' by 10' panel per [dice]. You can mold the wall, similar to cutting holes and notches in a sheet of paper. The wall can form a bridge provided both ends are anchored.

12. Uproot

R: touch T: tree D: [sum] rounds
You touch a tree or [sum] of smaller plants, and they uproot and march to a new location. If you invest 3 or more [dice], they march until you tell them to stop. Otherwise, they root themselves when the spell's duration ends. Trees move 6'/round, smaller plants move 12'/round. This is equivalent to *charm person* or *forced march*, but targeting plants.

Illusionist Wizard

Starting Equipment: spellbook, ink and quill, rainbow-coloured gloves.

Illusionists study light, mirrors, and the nature of truth. Their school is a dangerous one; the Mirror Realms are perilous. Illusionists are light-magicians. They are a recently revived school. Their theories on light and optics are considered radical by most and utter nonsense by the peasantry. Illusionists have invented many speculative and outright false theories to explain their magic. For every gaudy show-wizard travelling between villages to earn a living, there is an obsessive wizard living in a mirror-lined tower, probing the secrets of Creation.

Perk

Your Illusions spells can be maintained by concentration. If you break concentration, they expire at the end of their duration.

Drawback

You cannot cast spells unless you can see all 7 colours. Your magic provides the 8th: octarine.

Cantrips

1. Create a shower of illusory sparks or a puff of illusory smoke from your hands.
2. Touch another caster's illusion and make an opposed Intelligence test. If you succeed, you gain control of their illusion.
3. You always know the position of the sun in the sky.

1d6 Illusionist Wizard Mishaps

- 1 MD only return to your pool on a 1-2 for 24hrs.
- 2 Take 1d6 damage.
- 3 Random mutation for 1d6 rounds, then Save. Permanent if you fail.
- 4 Blind for 1d6 rounds.
- 5 All sighted creatures are invisible to you for 24 hours.
- 6 Eruption of illusions from your hands. Everyone who can see you must Save to do anything relying on sight for 1d6 rounds.

Illusionist Wizard Dooms

- 1 A 10' square mirror appears and you are compelled to enter. You lose a random item, gain a random item of approximately equal value, and have 0 HP. You return the next morning, shivering and afraid.
You turn into an illusion for a day. You can make no sound and cannot be felt. Solid impacts pop you. You lose 1d6 permanent HP and reform the next day.
- 2 You turn into an illusion permanently.

Illusionist Wizard Spell List

1. Illusion

R: 50' T: [dice]x5' diameter D: 1 minute

You create an illusion of whatever object or creature you want. It can move at your will, but cannot make any sound or smell. Illusions can only add, not subtract. They can cover up a hole, but not create the illusion of a hole. At 1 [dice] you can create a 6' tall illusory humanoid.

2. Disguise

R: touch T: object D: [dice] hours

You cloak the object in illusion, making it appear as another object of the same type. An apple could be disguised as any other type of fruit; a table could be disguised as any other type of furniture. A humanoid can be disguised as any other humanoid of comparable size. This only extends to the visual properties of the object. The maximum size of the object depends on how many dice are invested in the spell: 1 [dice]: human-sized, 2 [dice]: ogre- or wagon-sized, 3 [dice]: dragon- or tavern-sized, [dice]: ship- or bridge-sized.

3. Prismatic Ray

R: 200' T: [dice] creatures or objects D: 0

Target suffers a different effect depending on which color strikes the target. Roll 1d10: 1. Red. Target takes [sum] fire damage, Save for half. 2. Orange. Target takes [sum] bludgeoning damage and is knocked prone. Save negates. 3. Yellow. Target takes [sum] lightning damage, Save for half. 4. Green. Target takes [sum] acid damage, Save for half. 5. Blue. Target takes [sum] ice damage, Save for half. 6. Purple. Target takes [sum] necrotic damage and is blinded for [sum] rounds. Save negates. 7, 8, 9. Struck twice. Roll a d6 twice. Add effects; make one save. 10. Struck thrice. Roll a d6 three times.

4. Mirror Image

R: 0 T: self D: 10 minutes

You create 1d4+[dice] illusory images of yourself, which move as you move and always stay within 5' of you. They are constantly stepping through each other, so that it is impossible to tell which is which. When an enemy attacks you, roll to see if they hit you or an image. An image vanishes as soon as it suffers a solid impact. Area effects such as a dragon's breath will cause all images to vanish.

5. Mirror Object

R: touch T: mirror D: [dice] hours

You reach into a mirror-like surface and pull out a copy of an object adjacent to the mirror. The object that you pull out must be within reach of the mirror (as if it were a window), small enough to fit through the mirror (as if it were a window) and light enough for you to pull through with one hand. The mirror object looks and feels exactly like the object it copied. It doesn't copy any magical properties of the object. You cannot duplicate living things in this way. The mirror object pops like a bubble if it suffers a solid blow. If you invest at least 4 [dice] into this spell, it can copy the magical properties of an item, but those magical properties will only function once. For items with continuous properties, such as a flying carpet, the magic properties will last no longer than 10 minutes.

6. Light

R: touch T: object or creature D: [dice]x2 hours

Object illuminates as a torch, with a radius of 20'+[dice]x10'. Alternatively, you can make an Attack roll against a sighted creature. If you succeed, the creature is blinded for [sum] rounds. If [sum] is greater than 12, the creature is permanently blinded. You can choose the colour of the light. If you invest 4 [dice] or more this light has all the qualities of natural sunlight. Alternatively, if you invest 4 [dice] or more the light can be purest octarine, although it will only last for 1 round. Octarine light is extremely dangerous.

7. Hypnotic Orb

R: touch T: object D: [sum] minutes

You enchant a mostly-spherical object so that its surface is covered with a captivating, shimmering pattern. Any creature who sees the enchanted object must Save or be compelled to sit still and observe it for the spell's duration. Flying creatures will land or circle it. The caster is not immune to this effect. The effect is broken if line of sight is broken, if something startles a target (a loud adjacent shout), or if the target see signs of obvious danger (such as someone killing their friends).

8. Colour Spray

R: [dice]x10' cone T: sighted creatures D: 0 / varies

If [sum] is equal or greater to the creature's HD, it is befuddled for 1d6 rounds. If [sum] is three times the creature's HD or more, it is stunned for a round, then befuddled for 1d6 rounds. If [sum] is five times the creature's HD, it is stunned for 1d6 rounds, then befuddled for 1d6 rounds.

9. Wizard Vision

R: touch T: sighted creature D: 10 min / permanent

If you invest one [die]: Target can see invisible things. Target can see through illusions. Non-magical disguises are not penetrated.

If you invest two or more [dice]: This can only be cast on yourself. As above, except you can also see through magical darkness, and see the true forms of shapeshifters. There are also some permanent effects: (a) You can forever see invisible things as a slight warping or lensing of light. You know "there's something over there" and what size it roughly is, but nothing else. (b) You can tell if someone else is a spellcaster by looking them in the eyes.

The price for this gift is your mind. You suffer a permanent loss of 1d6 Wisdom (as you reject the true nature of Creation and go slightly mad) or 1d6 Charisma (as you accept the true nature of Creation and alienate yourself from your peers).

10. Wall of Light

R: 50' T: wall or sphere D: 10 min

You conjure either (a) a hemisphere [dice]x5' in diameter, or (b) a 10' by 10' panel per [dice], which can be arranged in any contiguous formation joined by their edges. The wall is intangible, but you can control what each side shows. It can be either (a) inky darkness, (b) light out to 30', (c) mirror, (d) transparency, or (e) a simple texture, such as stone, brick, or carpet. Both sides do not have to show the same thing. You can change these surfaces with a thought. If you invest 4 [dice] or more into this spell, you may make the duration permanent.

11. Mirror Self

R: touch T: mirror D: 10 minutes

You reach into a mirror-like surface and pull out [dice] copies of yourself. The mirror must be large enough for you to pass through. Your mirror clones behave as you wish. They can walk and talk, but it cannot pick anything up. You can see through their eyes and hear through its ears. You can cast spells through them. You can switch places with your mirror twin as a free action. A mirror twin pops like a bubble if it suffers a solid blow.

12. Fade

R: 50' T: creature or object D: [sum] rounds

Target phases out and becomes unable to affect the world in any way except visually. It stands or floats like an illusion until the spell concludes. Not even magic can affect the target. If they would be in a solid object when the spell expires, they are harmlessly shunted into the nearest open space. The maximum size of the object depends on how many dice are invested in the spell: 1 [dice]: human-sized, 2 [dice]: ogre- or wagon-sized, 3 [dice]: dragon- or tavern-sized, [dice]: ship- or bridge-sized.

Orthodox Wizard

Starting Equipment: spellbook, ink and quill, dagger, red robes.

Orthodox wizards are chartered, historic, and sensible wizards. Their colleges only accept male students, but in small struggling colleges, anyone with a false beard and a sack of gold will do. It's an open and widely mocked secret. Orthodox wizards study all fields of magic, test theories, explore tombs, and fight in wars. Their red robes are famous; to many peasants, a wizard without red robes isn't a wizard at all.

Perk

You can roll for a spell normally, or you can roll on the 1d100 Orthodox Spell List instead. You must accept the new result.

Drawback

None.

Cantrips

1. Change the colour or texture of an object smaller than a horse for 10 minutes.
2. Create a tiny light as bright as a match on a fingertip.
3. Move a light object with a wave of your finger. You could cause a coin to roll along the ground or turn the pages of a book.

1d6 Orthodox Wizard Mishaps

- | | |
|---|---|
| 1 | MD only return to your pool on a 1-2 for 24hrs. |
| 2 | Take 1d6 damage. |
| 3 | Random mutation for 1d6 rounds, then Save. Permanent if you fail. |
| 4 | Lose 1 MD for 24 hours. |
| 5 | Agony for 1d6 rounds. |
| 6 | Cannot cast spells for 1d6 hours. |

Orthodox Wizard Dooms

- | | |
|---|--|
| 1 | Lose the ability to cast spells for 1 day. |
| 2 | Lose the ability to cast spells for 3 days. |
| 3 | Lose the ability to cast spells permanently. |

Orthodox Wizard Spell List

1. Lock

R: 50' T: [dice] creatures or objects D: 10 minutes
Non-living object closes and becomes locked. If the object is a door, chest, or similar object, it will slam shut, dealing [sum] damage to any creature passing through it and then trapping them. This spell works on things that aren't technically portals (lock a sword in its scabbard, etc.). Requires Str 10+[dice]x4 to open. Alternatively, this spell can be cast on a creature's orifice. The creature gets a Save to resist, and another Save at the end of each of its turns.

2. Knock

R: 50' T: [dice] objects D: 0
Object is opened. Doors are flung wide, locks are broken, shackles are bent open, belts come undone. Treat this as a Strength check made with Str 10 + [dice]x4. If target is an armoured creature, Save or armour falls off. If target is an unarmoured creature, Save or vomit for 1d4 rounds.

3. Grease

R: 50' T: object, surface D: [dice]x2 rounds
Can be cast directly on a creature or a 10' x 10' x [dice] surface. All creatures affected must Save vs Dex or drop held objects, or, if moving, drop prone.

4. Force Field

R: 10' T: plane or sphere D: concentration
Creates a shimmering force field, 10'x10', centered up to 10' away. Alternatively, create a sphere centered on the caster 5' in diameter (large enough for the caster and +1 person). The force field has [sum] HP. All attacks against it hit.

5. Levitate

R: 50' T: creature object D: concentration
You will an object to raise, lower, or hover. You cannot move the object horizontally, and you cannot move it more than 10' per turn. Maximum weight is [dice]x500 lbs. Lasts as long as you concentrate, but you take 1d6 psychic damage per round after [dice]x3 rounds.

6. Magic Missile

R: 200' T: creature D: 0
Target takes [sum] + [dice] damage, no Save. As an Orthodox Wizard, your spell is unique to you and can be any shape, colour, and pattern you describe.

7. Feather Fall

R: 10' T: [dice] creatures or objects D: 0
If you would take fall damage, you can cast this spell as a reaction to negate it. You float gently to the ground (possibly alarmingly late).

8. Sleep

R: 50' T: creature D: 10 min
R: 50' T: [sum] HD of creatures D: 10 min / permanent
Target falls into a magical slumber, and can't be awoken by anything less vigorous than a slap. Save negates. Non-alert, unaware targets do not get a Save. If [sum] is at least 4 times the creature's HD, the duration becomes permanent (until slapped) and the creature no longer needs to eat or drink while sleeping. If you also invested 3 [dice] or more into this spell, the duration becomes permanent, and you can set the only condition that will cause the creature to awake (the sunrise before the apocalypse, true love's kiss, etc.)

9. Light

R: touch T: object or creature D: [dice]x2 hours
Object illuminates as a torch, with a radius of 20'+[dice]x10'. Alternatively, you can make an Attack roll against a sighted creature. If you succeed, the creature is blinded for [sum] rounds. If [sum] is greater than 12, the creature is permanently blinded. You can choose the colour of the light. If you invest 4 [dice] or more this light has all the qualities of natural sunlight. Alternatively, if you invest 4 [dice] or more the light can be purest octarine, although it will only last for 1 round. Octarine light is extremely dangerous.

10. Wizard Vision

R: touch T: sighted creature D: 10 min / permanent
If you invest one [die]: Target can see invisible things. Target can see through illusions. Non-magical disguises are not penetrated.

If you invest two or more [dice]: This can only be cast on yourself. As above, except you can also see through magical darkness, and see the true forms of shapeshifters. There are also some permanent effects: (a) You can forever see invisible things as a slight warping or lensing of light. You know "there's something over there" and what size it roughly is, but nothing else. (b) You can tell if someone else is a spellcaster by looking them in the eyes.

The price for this gift is your mind. You suffer a permanent loss of 1d6 Wisdom (as you reject the true nature of Creation and go slightly mad) or 1d6 Charisma (as you accept the true nature of Creation and alienate yourself from your peers).

11. Prismatic Ray

R: 200' T: [dice] creatures or objects D: 0
Target suffers a different effect depending on which color strikes the target. Roll 1d10: 1. Red. Target takes [sum] fire damage, Save for half. 2. Orange. Target takes [sum] bludgeoning damage and is knocked prone. Save negates. 3. Yellow. Target takes [sum] lightning damage, Save for half. 4. Green. Target takes [sum] acid damage, Save for half. 5. Blue. Target takes [sum] ice damage, Save for half. 6. Purple. Target takes [sum] necrotic damage and is blinded for [sum] rounds. Save negates. 7, 8, 9. Struck twice. Roll a d6 twice. Add effects; make one save. 10. Struck thrice. Roll a d6 three times.

12. Fireball

R: 200' T: 20' diameter D: 0
Does [sum] fire damage to all objects.

Necromancer Wizard

Starting Equipment: spellbook, ink and quill, dagger, ritual ingredient (1 slot). You may fill as many inventory slots as you'd like with corpse fragments (bones, dried flesh, etc.).

Necromancers are outlawed and outcast wizards. Their profession is a curse; their very name a byword for unholy acts and blasphemous deeds. Yet necromancers persist on the fringes of society, doing necessary blasphemies.

Perk

You can cause creatures you touch to reroll any Fatal Wounds they are trying to remove. You can do this in addition to providing First Aid. You can force them to reroll successful or reroll failed tests. If a creature successfully removes a Fatal Wound because of a reroll you provided, they permanently lose 1 HP.

Drawback

You require a ritual ingredient (salt, herbs, etc.) to cast your spells. The ingredient costs 2cp and is not consumed, but fire, water, or isolation could render you unable to cast spells.

Cantrips

1. Target reasonably fresh corpse of a creature 2 HD or less answers 3 questions posed by the caster. The corpse can lie.

2. You can ritually protect a corpse against possession by wandering spirits, or deliberately invite them to possess a corpse. The ritual takes 10 minutes. The most dangerous time is between death and dawn.

3. You can permanently lose 1 HP to add 1 MD to a spell. You can only lose 1 HP per spell.

1d6 Necromancer Wizard Mishaps

- 1 MD only return to your pool on a 1-2 for 24hrs.
- Take 1d6 damage.
- Random mutation for 1d6 rounds, then Save. Permanent if you fail.
- Save vs Fear against the target of your spell. Target is fully healed if undead, but is no longer under your control (if it ever was).
- 1d6 nearby corpses rise as zombies and attack you for 1d6 rounds.
- Your soul leaves your body. Roll under Intelligence each hour to find your way back.

Necromancer Wizard Dooms

- You die, and spend the next 1d6 days wandering Creation as a feeble ghost. Your body will rot after 2 days unless preserved (pickling, salting, cold, embalming, etc.) If you inhabit a rotting body, you become undead.
- You become undead, permanently. If you were already undead, you instead permanently lose 6 HP (to a minimum of 1)
- By direct decree of the Authority, all corpses within 20 miles will rise as skeletons and zombies and attempt to kill you. If you have been particularly notorious, priests or a demon or two will accompany them.

Necromancer Wizard Spell List

1. Fear

R: 50' T: creatures up to [sum] HD D: 0

Target creatures must Save vs Fear or take a morale check, or flee from you. If you cast this spell with 4 [dice], creatures must also Save or age 2d10 years.

2. Fog

R: 30' T: self D: [dice] hours

You breath out a bunch of fog. Everything up to 30' away from you is obscured. Sunlight, wind, or heat dissipates the fog in 10 minutes. If you cast this spell with 3 or more [dice], other casters lose 1 MD while they remain in the fog.

3. Explode Corpse

R: 50' T: corpse D: 0

Target corpse explodes, dealing damage in a [dice]x5' radius, Save vs Dexterity for half. The maximum damage dealt is dependent on the creature's size: Rat: 1, Dog: 1d6, Human: 2d6, Cow: 3d6, Elephant: 6d6, Whale: 8d6. This spell cannot target undead creatures unless you control them.

4. Rot

R: touch T: creature or object D: 0

Target living creature takes 2x[dice] damage, Save for half. Target undead is haled for [sum]+[dice] HP, or 1 permanent HP is restored. Target object ages [sum] months. If [sum] is greater than twelve, it ages [sum] years instead.

5. Raise Undead

R: 20' T: [dice]x2 HD corpse D: 2 hours

Target is raised as a specific type of undead that is obedient to the caster. The type of undead raised depends on the target and the [dice] invested.

[Dice] HD Type of Undead Raised

1	1-2	Corpse snake, crawling claw, skeleton, zombie.
2	1-4	Wight
3	1-6	Mummy, War Spirit.
4	1-8	Something impressively terrifying.

Undead typically have reduced stats compared to their living form. Undead of 5 HD or less are nearly mindless. If you die while undead are under your control, the spell's duration expires, or you try to end the spell, there is a [HD]-in-10 chance the undead remains active. Otherwise, it collapses.

Instead of letting the spell expire, you can keep the [dice] you spent on the spell invested. The spell's duration becomes permanent as long as those [dice] remain invested. Alternatively, if you spend 3 [dice] to raise a 1 or 2 HD creature, the spell's duration becomes permanent and no [dice] need to be invested. Creatures may retain some special abilities they had in life.

6. Raise Spirit

You automatically gain this spell at first level. Roll for your other spell normally. R: touch T: spirit D: [sum] minutes

This spell can only be cast between sunset and dawn. You call out to a spirit: a long-dead king, a newly-murdered party member, etc. Roll 1d6 on the table below, modified by the following:

Raise Spirit Bonuses	Raise Spirit Penalties
+1 For each [die] invested.	-1 For each of the creature's HD.
+1 If the spirit died within a week.	-1 If the spirit was a wizard.
+1 If the spirit is restless.	-1 If the spirit is angry with you.
+1 True name known.	-2 Only vague details known.
+4 If you knew the creature.	-4 If the spirit was a necromancer.

Other bonuses and penalties may apply at the GM's discretion.

1d6+ Raise Spirit Results

- <1 Spirit is raised but lashes out in annoyance. You take 2d6 damage. If this damage kills you, you are dragged to the afterlife (no Save).
- 1 Spirit is raised but cannot be put down. It will try to possess a nearby corpse. Otherwise, it will act as a disembodied spirit of appropriate HD.
- 2 Wrong spirit is raised. It may be more or less useful than the target.
- 3 Spirit is raised, but its answers are mocking and cruel.
- 4 Spirit is raised and answers your questions truthfully.
- 5 Spirit is raised and provides useful information to unasked questions.
- 6 Spirit is raised for an additional 1d6 minutes.
- >6 Spirit is raised and can be given one command (as *command undead*).

7. Innocent Revenant

R: Touch T: corpse D: 0

A creature that died in the last 3 turns immediately returns as an undead version of itself with full HP. It loses 1 HP and 1 point of Intelligence and Wisdom to a minimum of 5, every hour until it reaches 0 HP and disintegrates. It is unaware that it ever died, and flies into a rage if confronted with evidence.

8. Command Undead

R: 50' T: undead D: [dice] hours

You shout a single-word command to your target, who must Save or obey. If the command lasts more than a single round, intelligent undead or undead under the control of another necromancer get a new Save at the beginning of their turn. You can spend additional [dice] to increase the effects.

+1 MD: Affect +2 targets.

+1 MD: You may increase then length of your command by +2 words.

+1 MD: You may increase the duration between checks by +2 rounds.

9. Corpse Mask

R: touch T: corpse D: [dice]x10 min

You touch a corpse and the face peels off like a mask. The rest of the corpse shrivels up and flakes into dust. When you wear the mask, you will look and sound like the person whose face you're wearing, but only to sentient people (no effect on animals, spirits, or elementals). The mask will rot into uselessness after [sum] days. If [dice] is at least 4, the mask is permanent.

10. Death Scythe

R: touch T: corpse D: [dice]x10 min

The corpse disintegrates as you pluck a black scythe from its chest. The scythe deals 1d8+Strength Bonus damage. It deals 2x to creatures of the same species as the corpse used to create the scythe.

11. Finger of Death

R: 50' T: creature D: 0

Target living creature must Save or die. Creatures with a significant magical nature gain a bonus equal to their HD. Frail mortal creatures may not get a Save. This spell requires 2 [dice] to cast against a creature of 5 HD or less, 3 [dice] for a creature between 6 and 8 HD, and 4 [dice] for creatures with 9 or more HD.

12. Fatal Doom

R: 10' T: intelligent creature D: permanent

You must invest 4 [dice] to cast this spell. You describe how the creature will die including details and events, and it will be so; and soon. Nothing else will kill them. You cannot list impossible events. Try to select a thematic fatal doom.

Spider Wizard

Starting Equipment: spellbook, ink and quill, dagger, red robes.

Spider Wizards are strange, reclusive, and dangerous wizards. Their tradition is ancient and nearly unknown in the wider world. They are mercenary and pragmatic wizards, rarely interested in research or complex magic.

Perk

You are immune to spider venom. Spiderwebs don't stick to you.

Drawback

You must eat meat as a major component of any ration.

Cantrips

1. Perform a startling leap up to 20' horizontally or 10' vertically.
2. Touch a woven object to learn how long ago it was created. You may also receive impressions of its creator.
3. At will, you can remain perfectly motionless. You still need air, but you do not appear to breathe. You can remain in this state for a number of hours equal to your Constitution.

1d6 Spider Wizard Mishaps

- | | |
|---|---|
| 1 | MD only return to your pool on a 1-2 for 24hrs. |
| 2 | Take 1d6 damage. |
| 3 | Random mutation for 1d6 rounds, then Save. Permanent if you fail. |
| 4 | Blind for 1d6 rounds. |
| 5 | Panic for 1d6 rounds. |
| 6 | Vomit 2d10 litres of spiders. |

Spider Wizard Dooms

- | | |
|---|--|
| 1 | You transform into a spider (as <i>spiderform</i>) for 1 day.
You transform into a spider (as <i>spiderform</i>) for 3 days. Living creatures (other than spiders) find you exceptionally disgusting and will squish you if they can. |
| 3 | You transform into a spider (as <i>spiderform</i>) permanently. Each week you are a spider, you must Save or forget 1 year of your previous life. Living creatures (other than spiders) will go out of their way to squish or eat you. |

Spider Wizard Spell List

1. Speak with Spiders

R: 0 T: self D: [dice] minutes

You can talk to spiders and they can talk back. Small spiders know about water, wind, and bugs. Larger spiders know about people and may even be able to tell them apart. Really large spiders, the dangerous ones, know all sorts of things. Spiders will generally treat people who can speak to them with cautious respect.

2. Hold Person

R: 50' T: creature D: concentration, up to [sum] rounds

Target creature is locked in place. You must maintain concentration for this spell to work. Target can breathe and move their eyes, but cannot swim, fly, or perform any other action. If the creature is particularly willful, blasphemous, or a spellcaster, it may Save each round to break free, with a penalty equal to the [dice] you invested.

3. Featherfall

R: 10' T: [dice] creatures or objects D: 0

If you would take fall damage, you can cast this spell as a reaction to negate it. You float gently to the ground (possibly alarmingly late).

4. Entangling Web

R: 50' T: area D: 0

At a point you designate, a [dice]x10' radius sphere of web bursts into existence. Anything in the web moves at half speed and takes a -4 penalty to Attack and Defense.

5. Spontaneous Generation

R: touch T: object D: 0

You hand another creature a nonmagical object. They must willingly take it from you. The maximum size of the object depends on how many dice are invested in the spell: 1 [dice]: pebble-sized, 2 [dice]: grape-sized, 3 [dice]: bucket or helmet-sized, 4 [dice]: person-sized. Up to [sum] rounds later, at a time you chose, the object permanently turns into spiders (or one big spider). The spiders aren't hostile or venomous, but their bites itch and they probably don't want to be held.

6. Gift of Silk

R: touch T: point D: [sum] hours

A rope [dice]x50' long appears where you designate. You can choose to have one end anchored securely to a solid surface. The rope is very strong and slightly sticky.

7. Gift of Fangs

R: touch T: [dice] weapons D: 1 hour

Weapons you touch become venomous, dealing an additional 1d4 damage.

8. Spiderclimb

R: touch T: [dice] creatures D: [sum] minutes

Targets can climb or walk up any solid surface as well as a spider could, even upside-down. Crumbling surfaces, liquids, or jumping will break the spell.

9. Poisoned Words

R: 50' T: creature of [sum] HD or less D: 0

Target creature vomits up 2d10 litres of spiders. The spiders aren't hostile or venomous, but their bites itch and they probably don't want to be held. This spell does not deal any damage, but it may require a Morale check.

10. Widower's Friend

R: 0 T: self D: [dice] hours

You summon a tiny black spider with yellow markings. Its venom requires creatures of 4 HD or less to Save or Die. You can name and describe one target. The spider will try to find the target and bite them within the duration of the spell. After that, it still exists, but it forgets who it needs to hunt. You can remind it by speaking to it. The spider has 1 HP and moves at normal speed.

11. Spiderform

R: 0 T: self D: [sum] hours

You transform into a spider the size of a pebble. You can fit through a keyhole. You have 1 HP and Defense 16 (as Plate). If you are reduced to 0 HP, you die. You move at normal speed, but you can climb as a spider, descend on a silk thread, and do other plausible spider things. You can cast spells you have memorized, but you cannot use any gear. You are not venomous unless you cast the *gift of fangs* spell. Your venom then deals 1d4 damage. You can see 30' in all light conditions.

12. Trapdoor Monster

R: 50' T: point D: varies.

A gigantic trapdoor spider appears beneath a solid surface within 10' of a point you designate. The exact position of the perfectly camouflaged trap door isn't known to you or anyone else. The spider will attack the nearest creature smaller than it or of approximately equal size. It owes you nothing and is not friendly. The size, HD, and damage of the spider depends on the [sum] rolled:

- 1-7: person-sized, 2 HD, 2d6 damage
- 8-12: ogre-sized, 4 HD, 3d6 damage
- >12: cottage-sized, 6 HD, 4d6 damage

Creatures reduced to 0 HP are dragged into the spider's lair. If you invest 4 [dice], the spider is permanent, although it will spend 1d6+HD hours wrapping and eating its prey before attacking again. Otherwise, it vanishes after attacking one creature.

White Hand Wizard

Starting Equipment: spellbook, ink and quill, grey robes with a white circle on them.

Wizards of the White Hand are a chartered order imported from Foreign Parts. They are not numerous but their feats are legendary. They are seen as the kindest of all wizard schools, mostly due to propaganda efforts and feats in battle. Some White Hand Wizards tattoo white circles on their foreheads.

Perk

Any spell with a range of "Touch" can be cast on a target you have previously touched, up to 10 miles per wizard template.

Drawback

You cannot eat meat. You must wear a white circle on your robes or belt.

Cantrips

1. Press your hands together to count as Strength 20 against being pushed, shoved, or moved.
2. Spend 10 minutes running your hands over your clothing to remove any stains or dirt.
3. If an attack would reduce you from full HP to 0 HP or less, you may spend all your remaining MD to survive it with 1 HP. You must spend at least 1 MD.

1d6 White Hand Wizard Mishaps

- 1 MD only return to your pool on a 1-2 for 24hrs.
- Take 1d6 damage.
- Random mutation for 1d6 rounds, then Save. Permanent if you fail.
- Blind for 1d6 rounds.
- Deafened for 1d6 rounds.
- Spell targets you (if harmful) or enemy (if beneficial) or fizzles (if neutral).

White Hand Wizard Dooms

- You fade from existence for a day, leaving only your shadow behind.
- You fade from existence for 3 days, leaving only your shadow behind. Your shadow roams without you.
- You permanently fade, leaving a ravenous shadow behind.

White Hand Wizard Spell List

1. Cure Wounds

R: touch T: creature D: 0
Target creature heals [sum] HP. It costs 2 HP to remove 1 negative HP and 4 HP to remove 1 Fatal Wound. This spell cannot restore lost limbs, remove injuries, or cure diseases.

2. Vigour

R: touch T: creature D: 24 hours
Touched creature has its maximum HP increased by 2x[dice]. Alternatively, target creature can skip one rest without penalty or immediately gets a new Save against fatigue or magical sleep.

3. Protection from [Element]

R: touch T: [dice]x[dice] targets D: 10 minutes / 8 hours
When you cast this spell, choose an element. Reduce all damage of the chosen type by 4 for the next 10 minutes. Alternatively, the spell protects its targets from the negative effects of the element (desert heat, arctic chill) for the next 8 hours.

4. Light

R: touch T: object or creature D: [dice]x2 hours
Object illuminates as a torch, with a radius of 20'+[dice]x10'. Alternatively, you can make an Attack roll against a sighted creature. If you succeed, the creature is blinded for [sum] rounds. If [sum] is greater than 12, the creature is permanently blinded. You can choose the colour of the light. If you invest 4 [dice] or more this light has all the qualities of natural sunlight. Alternatively, if you invest 4 [dice] or more the light can be purest octarine, although it will only last for 1 round. Octarine light is extremely dangerous.

5. Magic Missile

R: 200' T: creature D: 0
Target takes [sum] + [dice] damage, no Save. As a Wizard of the White Hand, your spell is a coruscating bolt of white light or a glowing fist.

6. Mighty Thews

R: touch T: creature D: [dice] hours
Touched target treats their Strength bonus as 1 point higher when calculating weapon damage.

7. Olfactory Revelation

R: 0 T: self D: [dice] minutes
You gain an unbelievable sense of smell. Functions like darkvision up to 60'. Doesn't allow you to identify things you haven't smelled before.

8. Inflict Pain

R: Touch T: creature D: 0
Target takes [sum]+[dice] psychic damage. Save negates. Only works on things that feel pain. Cannot inflict Fatal Wounds or drop a creature below 0 HP.

9. Necrography

R: Touch T: corpse D: 10 minutes
Touched corpse is compelled to answer [dice] questions. This is the flesh body answering, not the mind. The body will answer honestly, but flesh bodies technically see/hear/experience everything the living body does, but they only remember things that involve food, sex, pain, adrenaline responses, and stuff like that. Usually the corpse will talk using its normal mouth, but it may also communicate the response in other ways. It's always understandable, although sometimes a bit cryptic.

10. Black Hand

R: 0 T: self D: [sum] minutes
One of your arms turns invisible. You get a magic invisible arm on the same side that you can control freely. Small objects, like a dagger, held in this arm become invisible. The arm can interact with ghosts, pass through walls, etc.

11. White Hand

R: 0 T: self D: [sum] rounds
One of your hands becomes as hard and durable as steel. It doesn't become any heavier and deals no extra damage, but it is completely impervious to damage. You can even use it to parry sword blows. It grants +1 to Defense. It can pick up anything, manipulate fire, stir acid, etc.

12. Vivigraphy

R: touch T: creature D: 10 minutes
Touched living creature is compelled to answer [dice] questions. This is the flesh body answering, not the mind. The body will answer honestly, but flesh bodies technically see/hear/experience everything the living body does, but they only remember things that involve food, sex, pain, adrenaline responses, and stuff like that. Usually the body will talk using its normal mouth, but it may also communicate the response in other ways, like spelling out answers in freckles. It's always understandable, although sometimes a bit cryptic.

Sorcerer

Starting Equipment: Outlandish costume worth 1sp.
Starting Skill: Foreign Parts

A: +1 SD, Soul Casting, 1 Ambient Sorcery
B: +1 SD, Billowing Robes
C: +1 SD, Soul Vision
D: +1 SD, Magic Ward

You gain +2 to Save vs Mind Altering Effects (charm, sleep, mind control) for each Sorcerer template you possess.

If you have a Sorcerer template, your base Save value does not increase as you level. It will always be 5+Charisma Bonus.

A: Soul Casting

You alter the world through sheer force of will. You need no charms, no runes, no spells, no incantations. Reality is yours to command.

To change the world, select an ability (Alter, Create, or Harm) and a number of Sorcerer Dice (SD) you wish to invest, roll them, and add the numbers together. As a Sorcerer, you get +1 SD per Sorcerer template. Some effects depend on the number of [dice] invested and the [sum] they show. Doubles, triples and quadruples result in Calamities.

SD can be used any number of times per day. Unlike a wizard's MD, they always return to your pool. Each time you use your sorcerous powers past the first time per day, add +1 ID (Instability Die) to your pool. These dice do not count towards the [dice] and [sum] of sorcerous effects, but they do count towards doubles. Use 2 different colours of dice. Increasing the power of your sorcerous effects may also add ID.

Sorcerers don't run out of steam. They have the opposite problem.

B: Billowing Robes

If you are wearing an outlandish costume worth at least 10gp, your armour counts as Leather. If you are wearing an outlandish costume worth at least 100gp, your armour counts as Chain. If you are wearing an outlandish costume worth at least 1,000gp, your armour counts as Plate.

C: Soul Vision

You can see the souls of living creatures. This allows you to guess the approximate location of invisible creatures. You can also immediately tell if a person is possessed, undead, protected by the Authority, or a spellcaster. The price for this gift is your connection to others. You permanently lose 1d6 Wisdom (as the constant scrutiny of souls warps your mind) or 1d6 Charisma (as you become callous and jaded).

D: Magic Ward

Reduce all incoming magic damage by 2. This does not apply to self-inflicted damage. Once per day, negate a spell that targets you. This does not apply to spells generated by Calamities.

Who Are You?

Your pride, sense of self, and sheer bloody-mindedness override reality. You brook no master or competition; there can be only one sorcerer in any given party, city, cabal, or cult. To the feudal system, you are an Outlaw. To the Church, you are an appalling spectacle, and should be put in your place (or in the ground) before you harm anyone else. You might be tempted to optimize your Sorcerous Powers, but consider... is that what a power-addled, overconfident, and utterly self-assured sorcerer would do? Would they do the *best* thing or the *coolest* thing?

Sorcerous Effects

Harm

Deal [sum]+[dice] damage to one target creature or object you can see. Creatures and magical objects can Save to negate. Flavour however you'd like: lightning bolts, beams of light, grasping hands from the underworld. It's your soul vs. the target's soul. Unlike your other abilities, this effect is permanent.

+1 ID for each prior sorcerous effect you've used today.
+1 ID per additional target.

Alter

Make a declarative statement affecting one creature or object you can see. The statement is true for [dice] rounds. The statement cannot cause damage directly (use Harm), move a creature or object, or create new objects or effects (use Create). Creatures and magical objects can Save to avoid being altered.

+1 ID for each prior sorcerous effect you've used today.
+1 ID per additional target.
+1 ID to affect an area the size of a wagon.
+2 ID to affect an area the size of a cottage.
+3 ID to affect an area the size of a village.
+1 ID to make the effect last for [dice] minutes.
+2 ID to make the effect last for [dice] hours.
+3 ID to make the effect last for [dice] days.

Create

Create something. The creature or object created exists for [dice] rounds. Without adding ID, the creature is person-sized or smaller and has 2 or fewer HD. Objects are person-sized or smaller.

Creatures created cannot deal damage. You can create objects with magical effects (flying carpets, invisibility cloaks), but created objects cannot deal magical damage (you can make a regular sword but not a +10 vorpal sword of fire) or provide permanent effects (healing potions only heal for the duration listed, rings of permanent stat gain only work for the duration). You can make a sword that looks like a +10 vorpal sword of fire though.

+1 ID for each prior sorcerous effect you've used today.
+1 ID per additional object or creature created.
+2 ID to create a creature of up to +4 HD.
+1 ID to create an object the size of a wagon.
+2 ID to create an object the size of a cottage.
+3 ID to create an object the size of a village.
+1 ID to create a magical or sufficiently weird object.
+1 ID to make the creature or object last for [dice] minutes.
+2 ID to make the creature or object last for [dice] hours.
+3 ID to make the creature or object last for [dice] days.

1d10 Outlandish Costume

		Ambient Sorcery
1	Long woven cloak of many colours.	Clap hands to take 1 damage and teleport 1'.
2	Thick coat made of human skin, teeth, and hair.	Can read any language, but must read out loud.
3	Living full-body tattoo of scenery, birds, and clouds.	Do not need to eat or drink. Instead, eat 1gp as a ration.
4	Turban and billowing silk robes.	Thumb can glow like a candle.
5	Three conical felt hats stacked inside of each other.	Hold breath to weigh as much as a feather.
6	Coat made of pierced sea-shells.	Can walk on water for 1 round.
7	Nude, save for a few leather scraps.	Pleasant spicy smell.
8	Geometric robes with silver symbols.	Invisible to birds.
9	One narrow strip of cloth.	Rain or snow will not fall on you.
10	Extraordinary long hair and nails.	Invisible to cats.

1d6 Doubles

1	Brightly coloured sparks fly from your ears.
2	You make a noise like a thunderclap.
3	A strong wind billows around you, extinguishing all torches within 30'.
4	You act last in the next initiative round.
5	Take 1 damage.
6	Take 1d6 damage.

1d6 Triples

1	Effect targets adjacent legal target instead or creates a related item.
2	Teleport 1d6x10' in a random direction.
3	A random spell is also cast on your target.
4	Take 1d6 damage. You are flung 1d10' in a random direction.
5	Add +1 ID to all rolls for the rest of the day. Take 1 damage.
6	Take 2d6 damage. If below 0 HP, explode. 3d6 damage, 20' radius.

1d6 Quadruples

1	Lose 1d6 permanently from a random stat.
2	Effect is reversed (harm heals, creates the opposite of intended item, etc.)
3	Effect is maliciously altered (harm strikes an ally, alters unhelpfully, etc.)
4	A random spell is also cast, targeting you.
5	Roll on the Death and Dismemberment table. (1d12+previous injuries).
6	Take 4d6 damage. If below 0 HP, explode. 5d6 damage, 50' radius.

Summoner

Starting Equipment: 2 sets of robes, dagger.
Starting Skill: Roll on adjacent table.

A: +1 SD, +2 Entities, Summoning
B: +1 SD, +1 Entity, Powerful Hold
C: +1 SD, +1 Entity, Soul Vision
D: +1 SD, +1 Entity (Chosen), Banish

A: Summoning

There are 99, and only 99, Entities that can be summoned. Each has a name, a description, and a list of abilities.

To summon an Entity, select a number of Summoning Dice (SD) you wish to invest, roll them, and add the numbers together. As a Summoner, you get +1 SD per Summoner template. Some effects depend on the number of [dice] invested and the [sum] they show. Doubles generate Mishaps; triples generate Dooms.

Dice that roll 1-3 return to your summoning pool and can be used again that day. Dice that roll 4-6 are removed from your casting pool for the day. Entities are summoned for [sum] hours. You can banish an Entity you have summoned at will, and summon the same Entity multiple times per day (provided you have SD left).

By default, Summons have 10 in all stats, 10 HP, are intelligent, can speak and hear, and will obey the Summoner's commands.

When you gain Template A, roll 2 d100s and gain the Entities listed. Template B and C, roll 1d100. Template D, choose one Entity or roll 1d100. If a duplicate Entity is rolled, reroll.

You can try to end reality-warping or summon-type effects by pouring any number of SD into a target and hoping for the best. Effects are adjudicated by the GM, but are usually haphazard and dangerous. Mishaps and Dooms apply.

You can detect the presence of summoned creatures or unnatural effects if you are not distracted. To learn details about the effect, roll under Intelligence.

B: Powerful Hold

Choose one Entity you know how to summon. The Entity is summoned for [sum]x2 hours instead of [sum] hours. Whenever you gain a level, you can change which Entity this effect targets.

C: Soul Vision

You can see the souls of living creatures. This allows you to guess the approximate location of invisible creatures. You can also immediately tell if a person is possessed, undead, protected by the Authority, or a spellcaster. The price for this gift is your connection to others. You permanently lose 1d6 Wisdom (as the constant scrutiny of souls warps your mind) or 1d6 Charisma (as you become callous and jaded).

D: Banish

Point at an unnatural or summoned creature within 100' and invest any number of SD. If [sum] is equal to or greater than the creature's HD, it is banished to wherever it came from. Creatures with 3 or more HD can Save to negate.

Who Are You?

You are a member of a secret organisation that protects and uses the True Names of various Entities. You have been trained in arts that are not magic or miracles but something in between... or far stranger. You might be a member of the First Estate, the Third Estate, or an Outlaw.

1d6 Summoner Mishaps

- | | |
|---|---|
| 1 | SD only return to your pool on a 1-2 for 24hrs. |
| 2 | Take 1d6 damage. |
| 3 | Mute and Blind for 1d6 rounds. |
| 4 | Agony for 1d6 rounds. |
| 5 | Summon has a 1-in-6 chance of vanishing each hour after being summoned. Roll at the start of each hour. |
| 6 | Summon is not under your control. It will pursue its own agenda for the duration of the summon |

Summoner Dooms

- | | |
|---|---|
| 1 | Vanish for 1d6 hours to a strange world of blinding light and geometric shapes made of neon clay. Perform strange acts under the light of a thousand blazing stars. |
| 2 | Vanish for 3d6 hours, as above. Return with 0 HP. |
| 3 | Vanish permanently. |

1d3 Summoner Skills

- | | |
|---|--|
| 1 | Cultist
Gain 2 daggers and 1d10gp. Based on the 2 Entities you can summon, describe your cult. Why did you leave? Are there other members? Are they hunting you? Are you hunting them? |
| 2 | Religion
Gain a religious icon worth 1gp. Based on the 2 Entities you can summon, describe your religious attitude (and potentially the attitude of your fellow worshippers). Did you oppose or support the Church? Is your religion ancient and primordial or new and exciting? |
| 3 | History
Gain a book, ink, quill, and a general sense of conspiracy. Based on the 2 Entities you can summon, describe your organization's effect on history. What significant events did you alter, and how? What goals do you pursue? Are other members of your organization working with you or against you? |

1d100 Entities

1. Melchior, of Eyes Unblinded

Enters from somewhere not observed by the summoner. Appears as a withered old man in fine robes, or a beautiful young woman with no hair. In either form, Melchior will mutter constantly, repeating meaningless phrases or snippets of conversation. As long as Melchior can see the tongue of a creature, it can tell if the creature is lying. It will hiss and lunge at anyone who lies for purely selfish reasons, and will seek to remove their tongue. Melchior will carry items for you and will provide banal and useless advice if asked. Believed to be one of the most powerful Entities. Armour as plate, at least 30 HP.

2. Cantopas, the Grey Mirage

Enters and moves like smoke. Appears as a rippling cloud of grey-white fabric. Sheds light like a candle. An object smaller than an apple given to Cantopas will vanish. Cantopas moves as quickly as an arrow (150 miles per hour), and will bring the object to the location or person you designate, provided it can reach them before vanishing. If it cannot, it will try and drop the item somewhere along the quickest path. If Cantopas descends onto the head of a living creature, the creature must Save or be deafened and blinded for 1 round. Cantopas has 1 HP.

3. Thoriel, who Demands Reverence

Enters with a thunderclap. Appears as two rotating rings of white light, one inside the other, tumbling through the air. The size of a clenched fist. Shakes, as if enraged. Speaks in high-pitched monotone. Up to [dice] times per summon, can demand a single creature it can see "PRAY". The creature must make the sign of the Authority or, the next round, by struck by a 4d6 lightning bolt. Animals of Creation will kneel or bow instead. Can sense the presence of those who have consciously rejected the Church within 100', but cannot sense mindless creatures, undead, or those who were never converted.

4. Rone, the Blade of Love

Enters silently, in the summoner's hand. Appears as a black dagger of stone and grey leather. Cannot speak or see, but can hear very, very well. Creatures injured by Rone feel no pain, only a curious sensation of pressure. If you hold it like a pen and use blood as ink, Rone will write the answers to any questions you ask, provided it has overheard the answers since you summoned it. It could transcribe a conversation in perfect detail or tell you how many people entered a room, what they said, and when they left. If anyone holds Rone against the summoner's will, they must Save or take 1d6 damage, and Rone vanishes. If anyone holds Rone with the summoner's permission, they must Save. If they fail, each morning they must Save against the desire to hold Rone again.

5. Gornim, Lord of Vermin

Enters on a cloud of flies and biting insects. Appears as statue of a child made of clay. Crude. Gluttonous. Can command vermin to move, assemble, or bring tribute (food). Any other requests are met with suspicion and peevish demands. If provided with sufficient food (a larder or storeroom), Gornim will call all vermin within [dice] miles to him for a grand feast.

6. Malrane, the Scholar's Aide

Enters from somewhere not observed by the summoner. Appears as a thin, tired young man or woman with wiry hair. Can speak and translate any language, living or dead. Will not speak or translate blasphemies, or prayers to any god but the Authority. Can only offer a literal translation unless reading by the light of the noonday sun, in which case, a full allegorical and contextual translation is prepared. Cannot, or refuses to, write.

7. Esilan, the Keeper of Hours

Enters in a shower of feathers. Appears as a floating hourglass orbited by wings. Can accurately and precisely measure any time interval it sees. Up to [dice] times per summon, can demand a single creature it can see "AGE". Target creature's age mirrors for [sum] rounds. A 20-year-old creature becomes 2 years old. A 92-year-old creature becomes 29. A 106 year old dragon becomes 601. This cannot directly cause a creature to die or suffer any damage, but it may affect HP or stats. If confronted by blasphemies, glows as bright as a torch.

8. Simpulex, Carnal Bookkeeper

Enters from just behind the summoner. Appears as an androgynous humanoid wrapped in a silk ribbon. Is extremely beautiful. If Simpulex touches a creature, it learns the creature's entire sexual history in graphic detail. Will attempt to seduce a suitable target if not directly observed by the summoner. Uses poetry and flattery. If the target willingly kisses Simpulex, both the target and Simpulex vanish. The target never returns.

9. Bantos, Life-Leech

Enters by squirming up from cracks in the ground. Appears as a smiling man who vaguely resembles the summoner. Creatures touched by Bantos take 1d4 damage per round. Bantos heals 1d4 HP per round. Bantos has a Strength of 16 and does not need to breathe.

10. Hisbic, the Coin Counter

Enters in a puff of greasy smoke. Appears as a squashed and twisted humanoid, with a huge mouth and gut, no neck or eyes, and tiny limbs. Floats and tumbles through the air like a leaf. Will devour any coins given to it. Will regurgitate the coins at the summoner's request, at any point, even if summoned years later. Loves the taste of rare or unusual coins. Will only swallow metal coins, not jewelry, shells, or promissory notes. Can accurately guess the amount of currency a person is carrying at any given time. Can convert 10 gp per hour from one currency to another, in any format. Loathes counterfeiters.

11. Raspalan, the Urgent Guide

Enters by running in via a door or window. Appears as a thin human with a scraggly beard and no clothes other than sandals. Cannot stop running. Will lead the summoner to any destination they name, provided it can be reached by running at a breakneck pace and leaping over obstacles. Will attempt to warn the summoner of traps, monsters, jumps, spikes, and other hazards in time to allow a Save. If the summoner does not follow or falls behind, Raspalan will still run to the destination and then vanish when not observed. If trapped, manacled, or cornered, will come up with some means of escape that may also benefit the summoner. Cannot be persuaded to run into a battle, but often runs through them accidentally.

12. Gemwick, Spell Tutor

Enters in a shower of sparks. Appears as a red humanoid the size of an acorn. Has a wizard's robe, hat, and staff. If a wizard sacrifices a limb or eye (of their choice), Gemwick will either teach them a new spell or improve (mutate) a spell they already know. Is respectful, but slightly bored of the summoner. Once per day, can summon 1d6 Limb Homunculi (as Apes, with 1HP), which are made from the fused limbs and eyes of wizards he has assisted in the past. The homunculi obey only Gemwick. Gemwick desires magical items, spells, and the shapely limbs of wizards.

13. Banzatoul, the Morphing Chain

Enters with a musical clang. Appears as a floating ring of chain the size of a barrel, spinning slowly. If a living creature passes through the centre of the chain, it is temporarily randomized. Roll for a random gender, appearance, and new stats (3d6 in order). The creature's species does not change. A creature can only be changed once per day. When Banzatoul vanishes, the effects end. Arrows fired through Banzatoul have a 50% chance to catch on fire. Spells with an elemental damage type that pass completely through Banzatoul on the way to their target have a 50% chance of changing elemental damage types.

14. Quen, the Truculent Goat

Enters with a clatter of hooves. Appears as a six-legged grey goat. Attack 14, armour as chain. Loves to charge things. If Quen charges and hits an enemy of 2 HD or less, the enemy is automatically knocked prone. Any gate or door less than 20' tall or wide and not protected by magic that is charged and hit by Quen bursts open. Quen prefers to charge targets taller than it, targets with horns, or targets that look cheerful. If no targets are designated by the summoner, it has a 50% chance of charging a random target each hour.

15. Fizby, Friend of the Stars

Enters with a faint hiss and crackle. Appears as a tiny blue sphere the size of a berry. Glows as brightly as a candle. Will move as you direct and follow people or objects. Each hour it is summoned, there is a 10% chance a falling star fragment will strike Fizby, or the area directly above Fizby if not exposed to the sky. Roll 1d6+[dice] for the type of stone summoned. 1. Tiny fragment of cold stone (no damage). 2-5. Minor stone fragment, 2d6 bludgeoning damage. 6. Minor iron fragment. 2d6 damage but worth [damage]x5gp to wizards or blacksmiths. 7-8. Major stone fragment. 4d6 bludgeoning damage, target must Save or be knocked prone. 9. Major iron fragment. 4d6 damage, target must Save or be knocked prone, worth [damage]x5gp to wizards or blacksmiths. 10. Star Core. Everything in a 1 mile radius takes 6d6 fire damage. Everything in a 100' radius is obliterated. The star core is the size of a fist and burns for 2d10 days while slowly evaporating into nothingness.

16. Doron, the Shield of the Righteous

Enters with a small thunderclap. Appears as a round shield of brass engraved with tightly packed combatants. Can be carried by anyone as a shield (+1 Defense). If you "sunder" the shield (reducing incoming damage by 1d12), Doron does not break, but instead reveals one of your sins or failings to all present in a disgusted tone. It will present your sins in the least charitable way possible. If you are attacked by an agent of the Authority (a paladin, an angel, etc.), Doron will still defend you but will reveal one sin every round.

17. Astokepolos, Diagnosticator

Enters in a stream of leaves and smoke. Appears as a gnarled walking stick with a serpent wrapped around it. Astokepolos can diagnose one illness per day, no matter how obscure or complex, and offer a cure. Roll 1d6+[dice]. 1. Cure is impossible (decapitation), 2-4. Cure is difficult but possible (the blood of an albino donkey, the tears of a virtuous raven, a stone from a lost temple), 5-6. Cure is possible to achieve shortly (a rare local plant, a particular ritual), 7-8. Cure is trivial (a common plant, a short ritual chant), 9. Cure is instant (a pressure point, a single word), 10. Cure is instant but the target will die in 1d6 days, target is not offered a choice. Any creatures cured with Astokepolos's advice owe their souls, or a portion of them, to him, and he will claim them at death unless prevented. He bears no ill will if prevented provided it is done politely. Astokepolos can also speak to and translate for serpents.

18. Orniel, the Ash Knight

Enters in a cloud of ash. Appears as a suit of charred plate armour, stacked neatly on the ground. Any humanoid who puts on the helmet will be compelled (Save once to immediately remove the helmet) to put on the rest of the armour. If they succeed, they immediately immolate, and the Ash Knight is created. The Ash Knight has Attack 14, armour as plate, and the HP of the person inside the armour. It wields a sword made of smoke and cinders (1d8+2 damage, cannot be parried or blocked by shields). The creature inside the armour can be faintly heard screaming as they burn to death. The Ash Knight loses 1 HP per hour, and disappears when the summon ends. It does not speak, but will obey most commands without hesitation.

19. Weeblen, Blade Tamer

Enters from somewhere not observed by the summoner. Appears as a portly man with grey eyes and slightly stained traveling clothes. Can sharpen any blade. Up to [sum] times per summon, can (a) create a sword, dagger, arrow, or axe that lasts for the duration of the summon (b) sharpen a weapon to give it +1 slashing damage until the end of a combat, (c) identify who forged a blade and when or (d) identify when a blade was last used. Weeblen will not fight, but will assist with mundane tasks if given ale or rations.

20. Creston, who Adjudicates

Enters by floating down from above. Appears as a floating stone sphere the size of a cabbage, carved to resemble a stylized human head. Speaks in a booming tone. If two objects, items, values, or issues are presented to Creston, along with a criteria, Creston will judge them. For example, you could ask "Which of these gems is most valuable?", "Which of my friends is most cowardly?" or "Which of these two wines would I enjoy most?" Creston cannot answer questions that are not local and immediate. It cannot answer "Which country will win the war?" or "Which hallway did the King run down?". Creston enjoys finely made handicrafts and loathes cheats and pretenders.

21. Jalpirtan, the First Assassin

Enters from the shadows. A thin woman in black and grey, beautiful, but cold. Speaks in whispers. Once per day, Jalpirtan can kill a single mortal target you name, provided you have a piece of the target's hair or flesh, and the target can be reached within the duration of the summon. Jalpirtan will demand an equal sacrifice: a lord for a lord, a peasant for a peasant, or the equivalent value in lives, calculated by some obscure process. Alternatively, she can offer advice in the arts of poison-making, stealth, burglary, and knife-fighting. If the advice is simple and the conversation is pleasant, she may not demand a price, but she might demand the summoner test their new-found knowledge on an arbitrary target. If the summoner provides her with a suitable apprentice (a child under 10 with no living family, who has killed at least one person), Jalpirtan will take the apprentice and provide the summoner with a detailed plan to locate and kill one mortal target of the summoner's choice.

22. Antrac, the Dark Flame

Enters in a flare of fire. Appears as a floating orb of dark red flame that emits no light. The orb is the size of a horse. Antrac can imitate any voice it has heard while summoned. It can shrink to the size of a marble. The flame causes no damage to living creatures or plants but otherwise burns as a normal fire.

23. Louchan, the Scythe of Bones

Enters silently, in the summoner's hand. Appears as a scythe of bones. Can be wielded with two hands (d6 slashing damage). Any creatures reduced below 0 HP by the scythe have a 50% chance to crumble to dust and rise as skeletons of appropriate size and HD in 1d6 rounds. The skeletons last for the duration of the summon, and obey whoever holds Louchan. Both Louchan and the skeletons it creates instantly crumble to dust if exposed to sunlight.

24. Sblendis, Helpful Vermin

Enters by burrowing from beneath the earth. Appears as a thin, flattened, asymmetrical crustacean. Speaks in a whistling tone. If you boil and eat Sblendis (which she readily encourages), the delicious broth formed by her body can nourish up to 10 creatures for a day. If you consume her entire body without cooking it, you gain 10 temporary HP for the duration of the summon. Sblendis can burrow into the body of a creature that died no more than 1 minute ago and control its body for up to an hour. She is a very poor mimic and is nearly useless in combat.

25. Hypanian, the Land-Ship

Enters with a rube of earth. Appears as a stone ship, crudely carved, with stone sails and a stone rudder. Can only be summoned in an area with solid ground. Will move at 2 miles per hour across land, cutting a furrow that folds behind it. Ignores trees, mountains, hills, elevation, and lava. Treats rivers and glaciers as reefs and islands. Ignores wind as well. Can carry up to 10 people or equivalent goods in moderate discomfort. Hypanian is intelligent and understands commands, but sometimes forgets to warn passengers of danger.

26. Goamloamer, the Warming Beast

Enters with a shuffle and a pop. Appears as a pig-like creature with no face. Goamloamer is twice the size of a horse, moves as slowly as a person walking, and cannot attack. It has 20 HP, is always hit by melee attacks, and feels no pain. It is very warm. You cannot eat its flesh, but if you sleep next to it, you count as being inside a tent. If you place a healthy egg under Goamloamer it will hatch in 1/100th the usual time (5hrs for a chicken's egg). You can put up to 20 eggs under Goamloamer at once.

27. Lukian, the Eye of the Gatekeeper

Enters with a trumpet blast. Appears as a grey glass orb the size of a marble, flickering with faint shadows. Hovers and faintly chants hymns. No ghost or demon can willingly come within a 10' radius of Lukian. Any invisible ghosts or demons within 30' are fully revealed in their true form. Lukian can also tell false priests of the Authority from true ones.

28. Xerandel, Whose Form is Agony

Enters with a hideous shrieking noise. Appears as a pulsing rift of light the size of a clenched fist. Targets looking at Xerandel must Save or take 1 damage per round. Even if they Save, targets develop a splitting headache. Xerandel will always remain within 20' of the summoner, passing through walls and barriers if needed. If not given instructions every 10 minutes, will slowly drift towards the summoner's line of sight. If the summoner falls unconscious with Xerandel nearby, Xerandel will descend into the summoner's ear and reduce them to OHP.

29. Jentro, the Mirror of Life

Enters by stepping up from the summoner's shadow. Appears as an identical duplicate of summoner, save for some subtle detail, such as eye colour or a missing scar. Will act as directed for the spell's duration, with the summoner's stats or 10, whichever is higher. Is intelligent enough to carry out very complex tasks, but has trouble improvising. Cannot deal damage or cast spells, but can appear to do so via illusions. The illusions are always minor and short-lived.

30. Kylon, Discord Manifest

Enters with a clatter of stones. Appears as a dusty stone idol the size of a brick. Up to [sum] times per summon, Kylon can cause two people to Save or disagree on topic they were discussing. The disagreement may be resolved, or it may turn to violence. If the dust from Kylon is rubbed into a book or letter, the text will change to contain veiled insults and contradictions for the duration of the summon. Kylon can hear and speak, but prefers to remain smug and silent.

31. Uziam, the Creeping Death

Enters as a black stain on a surface. The summoner has [sum] minutes to flee the area. After [sum] minutes, a white figure with tar-like hand and footprints will crawl from the stained surface. Uziam will stalk and strangle (Strength 14) any sentient living creatures in the area, starting with those closest to the summoning point. Serious opposition will cause Uziam to vanish and select a new target. Uziam can pass through walls and turn invisible if required. It only targets the fearful, the isolated, and the weak. Uziam cannot enter areas of direct sunlight, but it can extinguish non-magical flames at will, provided it is hunting a target. It will happily hunt and strangle the summoner.

32. Krentos, Knight of Leaves

Enters with a storm of dried leaves. Appears as ancient suit of animated plate armour with branches growing from the joints. The Knight of Leaves has Attack 14, armour as plate, and HP equal to the hours of the day remaining until sunset (18 to 8, depending on the season). At night, or if not exposed to sunlight in the past 2 hours, the Knight of Leaves is completely dormant. While active, it will attack any targets you designate. It does not speak. Dryads and tree-creatures will be polite to anyone in the company of the Knight of Leaves.

33. Enti, Kite of Eyes

Enters with an accompanying host of winds. Appears as a tattered blue kite with painted eyes. In a good wind (not provided), Enti will rise up to 1,000 feet in the air over the course of the summon. While in the air, anyone holding the other end of Enti's kite string and spool will be able to see from Enti's eyes. You can use this ability at any time (to peek around corners or under doors, for example), but Enti is happiest while flying, and may provide insight into the things it sees while in the air. Anyone holding Enti's string and spool can cast spells through its eyes.

34. Ophinania, Rot Butterfly

Enters with a cloud of stinking air. Appears as an ordinary yellow-grey butterfly. Is invulnerable to harm. Constantly produces an odour so foul that a) no one within 100' can eat unless starving b) food rots or spoils in 1/10th the usual time c) white fabric or paint becomes discoloured and d) creatures with a sense of smell must Save once to enter the area, and once again to enter within 10' of Ophinania. The summoner is immune to the last effect, but allies are not. The last effect only applies if creatures are voluntarily approaching Ophinania. Walking towards a creature does not require them to Save or flee. Ophinania can tell how long a body has been dead, a flower cut, bread left since baking, or any other duration related to rot and spoiling. She will examine up to [sum] items per summon.

35. Banalor, the Light of Creation

Enters with a shimmer of golden light. Appears as floating sphere of golden flame. The sphere sheds light as a torch. Up to [dice] times per summon, Banalor can flare and illuminate, briefly, an area 100' in radius. Sighted creatures in the area who are not aware of Banalor's flare must Save or be blinded for 1d6 rounds. The flare temporarily cancels magical darkness, which will re-emerge at 10' per round from its source. Banalor's flare does not have the properties of sunlight, but unholy or unnatural creatures will instinctively flinch from it. Banalor knows a great deal about scripture, hymns, and glassworking.

36. Irukan, the Tick of Wakefulness

Enters by scuttling out from the summoner's sleeve or coat. Appears as blue-white tick the size of a thumb, with three beady black eyes. Once per summon, Irukan can attach himself to a living target. For the duration of the summon, the target cannot be fatigued or knocked unconscious, and does not require sleep for 10 hours after the summon ends. Irukan will grow gradually more bloated as the summon progresses. He has 1HP and, if burst, anyone within 10' must Save or fall asleep (as per the sleep spell). Irukan does not like being burst, and will give the summoner nightmares. If Irukan is burst 3 times within a week, he will lay painful (1 damage) eggs in the summoner's blood, and in 1d6 weeks a swarm of baby ticks will crawl from the summoner's tear ducts. If kept warm and flattered, Irukan can also purify a creature's blood, allowing a new Save vs Disease or Poison.

37. Thosban, Cloak of Beasts

Enters by falling into the summoner's hands. Appears as thick cloak of mixed furs, crudely sewn. Anyone who puts on the cloak and names a furred, flesh-eating beast they have personally killed transforms into that beast for the duration of the summon. They must Save each hour past the first or let the beast's nature take hold. They can remove the cloak at any time, provided they have Saved for the hour. Thosban provides guttural advice, suggesting mayhem, death, and gorging on flesh.

38. Leticular, Stairway Between Realms

Enters silently, subtly, and nearly invisibly. Appears as a faint stairway of glass, rising either up or down (randomly determined). The steps appear to be 1' high, but in fact raise anyone stepping on them by 1', 10', 100', 1,000', etc. respectively. By the 5th step up, the air becomes cold. The 6th step up causes nearly instant death by freezing cold and lack of air. Similarly, if the staircase, leads down, you can descend the first 1', 10', 100', and 1000' safely (though you will emerge into solid rock unless you step off very carefully). By the 5th step, the air is intolerably warm. Any further, and you are either incinerated by the heat or dragged from the stairs by the guardians of Hell. You can step off the stair at any time, and if you carefully judge your step, emerge at a useful height.

39. Zantaliar, Lord of War

Enters with a stiff march. Appears as a scowling man in heavy robes. Will consult and advise on any matters of military strategy, from the raiding of a camp to the invasion of a continent. His advice is useful to amateurs but redundant and irritating to experts or those unwilling to grasp the realities of war. He will refuse to assist in tomb-robbing, burglary, or other unsavory acts. His advice is no more than a year behind the cutting edge of the area or conflict he is examining. Zantaliar will not fight for you, and will occasionally shout advice to your enemies if they seem particularly disorganized.

40. Oswing, the Merchant of Delight

Enters from somewhere unseen by the summoner. Appears as a thin grey-skinned man or woman in a pale blue cloak. Up to [sum] times per summon, can touch a willing living creature to transport them to a rapturous ecstasy that lasts [dice]+1d6 hours. Only pain can wake them from their vision. Oswing will demand payment for the visions. At first, the payment will be trivial, but it will quickly escalate to outrageous sums, cruel tasks, or impossible items. The weak-willed, the desperate, or the poetic must Save after the first vision or forever desire another. Oswing will not give you a share of its payments, but will allow the Summoner to enjoy a 1hr vision, per summon, for free. If paid or flattered, it can tell you what visions its clients enjoyed best.

41. Iescophcos, Arrowhead of Sorrow

Enters in the summoner's pocket or boot. Appears as black stone arrowhead, shiny like glass. If placed on a horizontal surface, the arrowhead will rotate to point at the nearest newborn person, no matter the distance. Newborn, in this case, means within three days of birth. If Iescophcos is brought within 10' of a newborn, it begins to shake. If plunged into a newborn's heart, two effects will occur: the child's heart will forever beat at a steady, slow pace, and on their sixteenth birthday, they will be compelled to seek out and obey (as a permanent charm person spell) whoever held the arrowhead at the time they were wounded. The infant is not otherwise harmed. If attached to an arrow, the arrow deals 1d6+[sum] damage on a successful hit, but the summon immediately ends. Iescophcos speaks a language no one can understand.

42. Antoban, the Harbinger of Winter

Enters in a storm of freezing air, from a nearby door or window. Appears as a pale white humanoid of the same species and gender as the summoner, but stiff and frozen like a frostbitten corpse. An area 100' in radius around Antoban will always be uncomfortably cold. An area 10' in radius around Antoban will, provided Antoban is not moving, become painfully cold (1d4 cold damage per round, unless creatures are well insulated or immune to arctic temperatures). Antoban takes half damage from all weapons and spells, but double damage from fire. It can discuss the history of winters in the area, focusing on famine, madness, and murder wherever possible. Ice elementals fear and revere Antoban, but it will not command them for any reason. In battle, it wields a short iron sword (1d6 damage).

43. Noroyo, the Useless Fish

Enters with a loud plop. Appears as a horse-sized fish with green scales and whiskers. Sits quietly, slowly breathing and looking around. Despite being out of the water, will not die. Noroyo's flesh is edible but tastes foul and vanishes at the end of the summon, possibly with disastrous effects. If summoned in water, Noroyo appears as a stunted pony with short limbs, and swiftly sinks. The main use of Noroyo is summoning it in the air to squash your enemies (inflicting 3d6 bludgeoning damage on a typical summon, Save vs Dex negates).

44. Uskip, Protector of the Virtuous

Enters with a ringing sound. Appears as a purple disc of light, floating 2' over the summoner's head. Any objects falling on the summoner from above, no matter how heavy, are instantly stopped by the disc. If trapped by a rockfall or avalanche, Uskip will shield the summoner and create a small air space around their body. This will not help the summoner escape, but will prevent them from being crushed or immediately suffocated. Additionally, for the duration of the summon, the summoner gains a +2 to Save vs Magic. Uskip vanishes if the summoner utters any blasphemies or strikes a priest.

45. Warlence, the Perpetual Relative

Enters with a shuffle. Appears as a peasant in appropriate local dress, with a rucksack full of rags and rotten onions. Up to [dice] times per summon, Warlence can designate a target who is not aware Warlence is an unnatural creature. The target will treat Warlence as a distant relative. At a minimum, this will involve a simple meal (Warlence is ravenous) and a warm bed for one night. Warlence is happy to go along with any deceptions the summoner suggests, but cannot invent lies on its own. Will carry supplies and assist with other simple activities, but will not fight for you.

46. Loswach, the Universal Chisel

Enters in the summoner's hand. Appears as an iron chisel with a wooden handle. Loswach can separate any two layers. You can use it to separate skin from muscle, gold foil from wood, rust from iron, or bark from a tree. You can't separate things that are not fused, so Loswach couldn't chisel the armour off a warrior or the nose off a statue (at least, not any more than a normal chisel could). In combat, Loswach counts as a dagger. Loswach cannot speak, but it will carve answers to simple questions into stone, if guided by an idle hand.

47. Benlib, Door of Possibilities

Enters on a nearby wall. Appears as an ordinary wooden door. Will allow [sum] creatures plus the summoner to pass through it, once per summon, and walk through any other door the summoner has seen and marked with a tiny symbol. The door must be within [dice] miles, and must not be locked or magically protected. Benlib vanishes after [sum] creatures or spells have passed through it. Non-living objects pass through Benlib normally, appearing at the door the summoner designated.

48. Nauox, Tapestry of Lies

Enters with a thump and cloud of dust. Appears as a rolled up tapestry, 6' by 10', with ornate designs featuring scenes from the summoner's life as well as fictional scenes. All of them are slightly embarrassing to the summoner, but this is only noticeable on very close examination. Nauox can speak and insists it is a flying carpet. It is not. It also insists it can crush anyone wrapped in it. This is also a lie. The tapestry is animated, and can walk (very slowly) on its corners. Though it will claim otherwise, it cannot be harmed by acid, fire, or spells. A solid hit from an arrow or spell will knock it over.

49. Eb, the Tasting Lizard

Enters around the summoner's neck. Appears as a sleek yellow lizard with a bright blue tongue. Eb can taste poison gas on the air, and provide information about the source of odours, smoke, or fog. Eb always knows the local tides, and will tell you which hour in the day will be most propitious for sailing, fishing, or conceiving children. Eb desires warm stones.

50. Yigmarial, the Soul Cache

Enters with a glimmer of light. Appears as a tiny grey cloth effigy of the summoner, with strange wet-looking eyes. For the duration of the summon, the summoner automatically passes all Saves vs Death. Decapitation or extreme bodily harm will still kill the summoner, but almost everything else will merely knock them unconscious. The effigy has 1HP and, if torn, burnt, or damaged, immediately requires the summoner to Save vs Death, which is not automatically passed (of course).

51. Rix, Bisector

Enters in a shower of gold light. Appears as an old man with a long golden beard and a pair of comically oversized gold scissors. Rix will cackle and snip [dice] creatures objects in half, then vanish. Objects are not harmed in any way and will remain bisected for the duration of the summon. When the summon ends, the halves join back together, no matter the distance or implausibility. Both halves function independently. Halves of creatures have 1/2 the HP of the original. Creatures or objects can be as large as a castle.

52. Dave

Enters with a leaden thump, a brief fall, and a short scream. Appears as a bedraggled teenage human with brown hair and a dull brown robe. Dave was once a wizard's apprentice. A botched spell trapped him in a pocket dimension. Dave lives on, immortal, invulnerable, and extremely confused. He is perpetually being dragged into combat, danger, dismemberment, and extremely awkward situations. Dave will sort-of obey you for the duration of the summon, but he is only an immortal teenager. He's awful at everything. Dave only lasts for [sum] minutes instead of [sum] hours. If you summon Dave with 3 or more [dice], Dave's efforts are accompanied by appropriately dismal music.

53. Clippet, Lord of Ducks

Enters with a regal quack. Appears as a white duck with a golden crown. Clippet can command all ducks (with reasonable success). He desires bread, tribute, flattery, and clean water to splash in. Up to [dice] times per summon (but at least once), Clippet will engage someone in conversation. Anyone speaking with Clippet must Save each hour or continue speaking. They can take other actions, but are distracted and possibly dismayed by the duck's fascinating wordplay. If he is well flattered, the summoner may be able to direct him to speak with specific targets. Otherwise, he will just pick interesting people at random.

54. Cerein, The Sword of Strange Girdles

Enters with a triumphant orchestral roar in the summoner's outstretched hand. Appears as an amazing enchanted sword. Its pommel is a crown. Its blade is mirror bright and covered in strange runes. Its hilt is two dragons devouring each other. The sword appears with [dice] other supernatural effects (flames, clouds of rose petals, lightning, etc.) and mythical connections appropriate to the era and location. It is a perfectly ordinary sword and deals 1d6 non-magical damage. The summoner cannot drop the sword. If spun or left to drift, Cerein can tell true kings and knights from false ones.

55. Elorham, Wand of Repulsion

Enters with a moist pop in the summoner's hand. Appears as a thin wand of willow wood covered in scowling faces. Constantly fires a 30' stream of egg-like projectiles that weigh as much as a scrap of paper. The projectiles deal no damage. They could fill three 10'x10'x10' cubes per hour. They could slowly knock a candlestick off a table. A creature struck by the full stream must Save with a +8 bonus. If it fails, it cannot move towards the wand's wielder this round.

56. Pentornax, Traitor's Friend

Enters silently with a slight drop in temperature. Appears as a faint humanoid shadow on a wall. Up to [dice] times per summon, Pentornax can step away from the wall and strike a creature with a concealed shadow dagger, dealing [dice]x2d6 damage. Creatures targeted must be friends of the summoner or have pledged loyalty to the summoner. Pentornax only betrays. Dogs can sense Pentornax but must Save vs Fear to approach it. Pentornax does not speak but it does obey commands, no matter how complex. It can move as fast as an arrow.

57. Fasin-Gelth, the Zone of Madness

Enters with a shimmer. Appears as a faint outline around [dice]x10' cubes, visible only to the summoner and owls. Anyone inside Fasin-Gelth cannot see out or affect the outside world. Instead, they see to a featureless white plain and a cloudless white sky. Creatures outside Fasin-Gelth can see and affect creatures inside. Creatures can pass in and out freely, but Fasin-Gelth will disorient them and Stun them for 1 round. Sighted and mobile creatures who spend more than 10 minutes inside Fasin-Gelth take 1 Wisdom damage every 10 minutes.

58. Nessler, Cloudlight

Enters with a soft glimmer of light. Appears as a floating sphere of fine white hair lit from within. The size of a person's head. Moves as if underwater. Casts light as a candle. Up to [dice] times per summon, Nessler can fill a 40' radius with dense fog. Alternatively, it can suck in and absorb a 40' radius of fog or smoke. Nessler has 1 HP and, if struck, bursts and fills a 40' radius with fog (as above).

59. Yorax, Avian Sommelier

Enters with a polite cough just behind the summoner. Appears as an elderly raven the size of a man. Yorax can shrink to the size of a wren, but prefers to maintain its full (impressive) size. It can determine the vintage, quality, and market value of any wine by tasting it and write a short review on a scrap of parchment using one immaculately sharpened claw. If provided with a bottle of wine worth at least 50gp, or 50 fresh eyeballs, Yorax will also set one object (not creature) on fire for you, provided the target can be reached within the duration of the summon and set on fire with a torch. Yorax will not fight for you, but it might be persuaded to carry you out of danger.

60. Fensington, the Consolation of Conscience

Enter with a shuffle. Appears as a middle-aged, bland, faintly concerned human. Further descriptions are impossible; Fensington's appearance evades memory. Fensington's voice is low and soothing. Fensington will assist anyone in justifying any behavior, plan, or crime. People who engage Fensington in conversation must Save or be calmed and freed from guilt or doubt. Fensington has no secret knowledge but may hint vaguely at schemes, accusations, religious authority, etc. Fensington will not fight for you, but any arrows or projectiles aimed at Fensington or anyone within 10' automatically miss.

61. Burchub, Bringer of Infatuation

Enters from above in a shower of rose petals. Appears as a portly baby with dove's wings, a bow, and a quiver full of sickly pink arrows. Burchub will fly around giggling and poking things. He will shoot [dice]x2 targets, always in pairs, per summon. Each pair is must Save (once per pair, chose the highest Save) or fall in deep, romantic love for the duration of the summon (or possibly beyond it). Nothing physical, just bad poetry, longing gazes, shy conversation, and capital-F-Feelings. Burchub's bow has a 60' range and hits on a 19-in-20. On a critical miss, the shot strikes an adjacent creature or object. Burchub will also open any mundane lock provided it separates two people.

62. Pultrudia, Worm of Worry

Enters with a moist plop on the summoner's shoulder. Appears as an earthworm with a scowling face. Pultrudia induces anxiety. Anyone within 100' is mildly worried. Anyone within 10' is extremely concerned, paranoid, and doubtful. Anyone holding Pultrudia, or allowing her to nestle against their neck (her favourite spot), is immune to all mind-altering effects and cannot be surprised. They also immediately assume the worst in any given situation and cannot relax, sleep, or enjoy idle pleasures. Up to [dice] times per summon, Pultrudia can sing a horrible piping song that causes milk to curdle, leaves to fall from trees, and fruit to rot within 300'.

63. Robolotanobar, The Un-Cursed Sphere

Enters with a thunderclap. Appears as a bright red orb the size of an apple. Casts light as a candle. Makes a quiet but ominous keening, like someone using a bandsaw in a distant room. Robolotanobar will follow a target you designate for the duration of the summon, steadily drawing nearer and nearer. Its speed increases to match the target but with a few moments of lag time. It cannot be blocked, dispelled, diverted, tricked, or avoided. It will touch the target just before the summon ends. Nothing happens.

64. Kwis Bizmac, Swift Sustenance

Enters with the patter of running feet. Appears as a scruffy-looking person in an off-white, stained, and ragged uniform. Kwis Bizmac will hand the summoner a package containing [dice] rations, bow politely, and run off. The rations are bizarre and inconsistent. They are usually warm, highly spiced, and very salty. Seafood, strange cured meats, sweet sauces, unusual vegetables. The rations have all normal effects, but also completely remove hunger for the duration of the summon. Any items handed to Kwis Bizmac will be returned (contemptuously) the next time it is summoned as if no time has passed.

65. Lisnan, Solemn Guardian

Enters with a warp and ripple of flesh. Appears as a bulky, ogre-like humanoid with blue flesh and no head. Its face, small and crude and cruel, is sunk into its chest. Lisnan has a Strength of 16 and will carry things or lift heavy objects. Up to [dice] times per summon, Lisnan will roar, pose, or glower, forcing a roll on a Morale check or a Reaction roll. This can be positive (your hirelings are encouraged by the giant blue enforcer) or negative (the goblins are dismayed) or confusing (the king isn't sure who you are but rethinks his position). Lisnan will not fight for you, but will block people attacking you with precise whip-fast blows, granting you +2 Defense. Lisnan wants to drop beautiful and expensive things from a very great height and watch them smash.

66. Orlinhorn, the Tree of Slumber

Enters with a draft of warm air. Appears as an acorn in the summoner's hand. The acorn will sprout into a sapling in 2 rounds, then grow into a 100' tall, 50' wide oak tree in 10 minutes. The oak will grow straight upwards from wherever the acorn was planted. It has an effective Strength of 20 when it comes to smashing walls, lifting objects, and pushing upwards. It will bend to avoid very strong obstacles. Its trunk is grey and its leaves are green and silver. Any water that touches the leaves becomes a sleeping draught. If ingested, Save or sleep for 1d6 hours or until the summon ends. If you can speak with trees, Orlinhorn will tell you everything its roots and leaves touch. Orlinhorn disappears when the summon ends.

67. Melwax, Protocherub

Enters with a moist plop. Appears as a ball of flesh 3" in diameter with a wet and toothless mouth. Screams and cries like an infant. Melwax has 1 HP, but can only be damaged by the summoner. It can be eaten to provide 1 ration. It can be thrown (as a dagger). If you summon Melwax with 2 or more [dice], it has tiny arms with grabbing hands. If thrown, it will stick to whatever it hits and remain their for the duration of the summon. If you summon Melwax with 4 or more [dice], it also grows tiny wings and will fly around screaming, pulling on peoples hair, and throwing a tantrum. You can feed Melwax a few drops of a potion to determine the effects.

68. Iplimble, She Who Denounces

Enters with a roar and a shouted accusation, 10-[sum] hours after the summon is initiated. Appears as a middle-aged woman of a suitable race and appearance for the area and situation. Iplimble will denounce the summoner in general terms (Coward! Thief! Adulterer! Poisoner!) and drag the summoner away. Iplimble's appearance may be enough to convince guards or authority figures of her right to take the summoner prisoner. If that fails, she can produce false documents, seals, food, and even bribes. She will drag the summoner out of sight and then vanish. Her Strength is 18. She will not rescue anyone else, return for dropped equipment, or heal the summoner. No barriers, magical or otherwise, can hinder Iplimble, but she will only take the summoner to the next unlocked and unobserved area.

69. Bhors, Fire Crane

Enters with a flash of orange light. Appears as a human-sized bird with long legs, a long sharp beak, and feathers made of flame. Bhors casts light as a torch. It will attack any frogs or fishes it sees without hesitation. It can be bribed (with fishes, frogs, or flattery) to attack other targets. Its beak deals 1d6 piercing + 1d4 fire damage. It can speak, but it isn't very clever, and mostly wants to talk about eating small wriggling things.

70. Gundobart, Vision-Keeper

Enters by hopping. Appears as a fat green toad the size of a housecat. Surly yellow eyes, many warts. Gundobart speaks with a hoarse, deep voice. Anyone who licks Gundobart must Save or vividly hallucinate for [dice] hours. Gundobart does not particularly enjoy being licked. Objects swallowed by Gundobart effectively cease to exist for the duration of the summon. He spits them back out before he vanishes. He will only swallow things that look delicious but he is easily tricked.

71. Knorlian, Beast Trapper

Enters from somewhere not observed by the summoner. Appears as an old man wearing a heap of furs. Carries a large iron cage. Up to [dice] times per summon, Knorlian will try to stuff a single creature into the cage. An aware and unwilling creature gets a Save with a bonus equal to its HD. Somehow, no matter the size, the creature fits inside the cage, though they may look compressed and unhappy. They remain in the cage for the duration of the summon. Knorlian will not drop the cage, throw it into danger, or allow people to attack creatures inside it. Knorlian can also track any creature by footprints, smell, or signs. He will also lecture for [dice] hours on a trapped creature's habits, biology, weaknesses, dietary needs, and unusual characteristics.

72. Xrim, He Who Desecrates

Enters as a pool of blood. The summoner has [sum] minutes to flee the area. After [sum] minutes, an alligator-like beast made of bone and congealing blood will emerge from the pool. Xrim will try to destroy any artwork, carvings, decoration, or written works it can see. It has 30 HP, Attack 12, armour as chain, and very good eyesight. It will not attack any living creatures (unless they are decorated) except for the summoner, who it particularly loathes. It is intelligent enough to use fire, sabotage, and threats to destroy artwork, and will progress from area to area smashing things and wreaking havoc until the summon ends.

73. M'tubana, the Wobbling Stone

Enters in the summoner's hand. Appears as a stone idol of a round, stylized, humanoid figure with a cheerful grin. Anyone holding M'tubana cannot be knocked prone, pushed, or tripped. If you would fall into a pit or off a cliff, M'tubana wobbles you back to safety at the last possible moment. It won't help if the building collapses, your airship explodes, your broomstick fails, etc. If you are about to be hit by an attack, there is a 50% chance M'tubana flings you 10' in a random direction before the attack hits. Additionally, any soups made with M'tubana in the pot are never poisonous or toxic.

74. Postidon-Pru, the Telescope Worm

Enters by falling from the ceiling in a heap. Appears as a white rope, 30' long, with a lamprey-like mouth at both end. The mouths can be stuck to any surface. Postidon-Pru can be stretched an additional [dice]x100'. Just before the summon ends, Postidon-Pru will contract to 5' long. It has an effective strength of 20. If properly coiled, it can lift heavy objects, crush people, or pull two things closer together. If Postidon-Pru's two mouths are connected together, it contracts immediately and the summon ends. If the both mouths are not stuck to a surface, small objects (coins, etc.) placed in one end appear at the other end in 1 hour.

75. Malofin, Cursed Instigator

Enters with a low whistle. Appears as a stick-thin monkey-like figure in ragged blue robes. Has a huge toothy grin and tiny red eyes. Up to [dice] times per summon, Malofin will taunt a target you designate. Malofin's taunts, capers, jeers, gestures, and wails are extremely distracting. Targets must Save or attack Malofin first. If they were previously neutral or friendly, they may need to Save or become hostile. Malofin is extremely annoying. It has armour as plate. It will run away from any fight to taunt again from a safe distance. Malofin can also climb and perform simple tasks with a monkey's patience and skill.

76. Soriel, Monstrous Bat

Enters with a flap of leathery wings. Appears as a mouse-sized bat with eight spider legs, three red eyes, and a fanged drooling mouth. Anyone who sees Soriel must Save or believe Soriel is gigantic, at least elephant sized, possibly larger if outdoors at night. Any inconsistent movements are explained away as "a near miss" or "unnaturally folding itself". Soriel likes to frighten people, but will apologize if anyone starts crying or screaming. Its voice sounds like glass being crushed, so apologies rarely help. Soriel can speak to bats and spiders and will translate for you.

77. Moriana, whose Word is Peace

Enters with a polite knock on a door or a quiet shuffle. Appears as an old woman in very clean black travelling clothes. Carries an empty scabbard but no sword. Once per summon, Moriana will read a story for [dice] hours. In order to begin the area must be relatively quiet and at least one sentient creature must be present. While reading, no violent actions can take place within 100'. Non-sentient creatures will quietly wait at the edge of the circle. Sentient creatures (including the summoner) who can hear must Save or sit down somewhere convenient to listen. If they pass, they can move freely. Anyone making a noise louder than a dropped coin will cause Moriana to shush them. Shushed creatures are affected by the sleep and hold person spells for the duration of the story. They can still hear Moriana speak. Moriana appreciates well-crafted books and well-told stories. She speaks and reads all languages, but won't read tales without artistic or moral merit.

78. Wilinspat, Chest of Torment

Enters with a loud crash. Appears as a plain wooden chest large enough to contain a person. Screams quietly when opened. Flickering red light comes from within. If a creature is placed inside Wilinspat, both vanish for the duration of the summon. A creature inside Wilinspat temporarily lose 1 HP and 1 Wisdom (to a minimum of 1) for each hour they spend in the chest. At the end of the summon, Wilinspat returns, disgorges its passenger, then vanishes. Creatures remember nothing of their experience, but are feverish, nervous, and prone to nightmares.

79. Grenchan, Roving Limb

Enters with a wet thud. Appears as a blue-green arm and hand. If the shoulder is attached to a person (it sticks to skin), Grenchan will act as an extra limb. On a willing person, it grants +1 attack per round. It can wield any one-handed weapon, carry a shield or a lantern, or assist with climbing. If attached to an unwilling creature, Grenchan will punch them in the nearest vulnerable spot, dealing 1d4 damage per round. Grenchan has a Strength of 14 for punching or removal purposes. If detached, it can be stuck to [dice] additional creatures per summon.

80. Ieducomer, Cauldron of Uniformity

Enters with a clatter of iron. Appears as an iron cauldron with five clawed feet. Ieducomer is just large enough to contain a curled-up person. Up to [dice] times per summon, it completely filled (use water or sand to fill in the gaps), Ieducomer will grumble, grind, and mix everything inside it into a perfectly uniform slurry. It will then dump this slurry on the ground unless specifically instructed not to. One person can ride inside Ieducomer, but it only travels at a walking pace.

81. Vorgar, Death's Harbinger

Enters with a sudden drop in temperature and a cold shudder. Appears as a deformed, eyeless skeleton in ragged black robes. Vorgar is visible only to the summoner, creatures near death (0 HP or below), and wizards. Once per summon, Vorgar can remove [dice] fatal wounds from a dying creature, or add [dice] fatal wounds to a creature at 0 HP or below. Undead creatures cannot willingly approach within 30' of Vorgar. If a creature has evaded death through unnatural means, Vorgar will fight them. Attack 15, defense as plate, 20 HP, 1d8+2 damage and 1 level drained on a hit. The summoner has 1/2 HP for the duration of the summon.

82. Barlinfort, Spirit of Delight

Enters with a poof of magic sparks. Appears as a tiny glowing humanoid the size of an apple. Barlinfort constantly makes a noise like quiet silver bells. It can fly and speak in a high-pitched whine. Barlinfort will sprinkle glowing dust on up to [dice] creatures. The creatures will fly for the duration of the summon provided the constantly compliment Barlinfort. If they stop complimenting Barlinfort, they will begin to sink. If they insult Barlinfort they will fall. Barlinfort has 1 HP and no sense of shame or irony. If bored, it will cast light as a candle, fly around the summoner's head, nest in their hair, pick flowers, or chatter inanely.

83. Caperlin, Avatar of Debauchery

Enters with a cheerful roar and a drunken hug. Appears as a portly monk with brown robes, a tankard full of beer, and a rosy complexion. Caperlin is absolutely smashed and very cheerful. Unless provided with a party (at minimum, snacks and two happy people), Caperlin will fall asleep in [dice] hours. If a party is provided he will continue to drink from his ever-full tankard, tell wild tales, propose mad schemes, sing songs in all languages, give very solemn yet very shallow advice, and occasionally vomit. He cheers up any low-class social event and scandalizes anyone tasteful. Caperlin can locate up to [dice] things per summon, provided they are party related and can be reached within the duration of the summon. Examples: more beer, a safe place to crash, a person of negotiable virtue, musicians.

84. Subansu, the Rose of Luck

Enters with a shimmer in the summoner's hand. Appears as a red rose with a silver stem. Anyone wearing Subansu above their heart gains +[dice] to their Save and may reroll up to [dice] d20 rolls for the duration of the summon. If a random effect would target one person in a group of people, someone wearing Subansu is not selected. Subansu induces confidence. Anyone wearing it not Save vs. Wisdom when presented with a risky but thrilling plan or accept it. If Subansu is stabbed into the heart of a dying person, that person remains alive for the duration of the summon. They gain no other benefit.

85. Yinglinip, the Three Fingers of Regret

Enters with a cold swirl of air. Appears as a withered three-fingered hand and wrist lying on a convenient surface. Yinglinip grants wishes. Bend a finger back and speak a wish and Yinglinip will grant it. Effects last only for the duration of the summon. Yinglinip will twist wishes in every possible malicious way, including ignoring the original phrasing. Wish for gold and a huge block falls on your head. Wish to be a king and get kidnapped by political conspirators. Wish for a friend to come back to life and they rise as a revenant. With to travel to a distant city and Yinglinip flings you through the air or drags you through the earth. Etc. You may be able to convince someone to use Yinglinip. You probably won't be able to convince them to use it twice.

86. Ootremak, Unquiet Spirit

Enters with a rolling fog. Appears as a swarm of tiny ghosts, nothing more than an acorn-sized head and a faint trail of vapour. There are [sum] ghosts. One vanishes each hour. A single ghost can push a sheet of paper, rustle a curtain, or roll a coin along the ground. They can barely coordinate their efforts. Any number of Ootremak's spirits can possess dying or mentally shattered creatures of [dice]x2 HD or less for the duration of the summon, controlling them until the summon ends. They are monumentally stupid and easily distracted.

87. Murlspeth, Slaughtercaller

Enters with a sizzle in the summoner's hand. Appears as a red stone the size of an apple, carved to resemble a snarling tiger biting its own tail. All damage dealt within a 30' radius of Murlspeth is doubled. If Murlspeth is thrown (as a dagger) or dropped it returns to the summoner's hand in one round. Murlspeth is warm enough to melt wax. It growls just before ambushes.

88. Koilcren, who is Lost

Enters with a polite shuffle. Appears as ragged and tired middle-aged man or woman with bright blue eyes. Anyone who engages Koilcren in conversation must Save or give them directions to a location Koilcren names. The summoner can designate up to [dice] locations at the time of the summon. Directions given will be to the best of the target's knowledge, and may include the location of locked doors and keys, traps, hazards, patrols, supernatural effects, etc. Ask a peasant how to get to the moon and he'll shrug and suggest a mountain. Ask the Grand Archmage of the College of Elderstone and you might get a very different answer. Koilcren will not fight for you, and will watch with disinterest if a fight occurs.

89. Joolsorel, the Ravenous Maw

Enters with a rumble and grind. Appears as a 2' wide ring of bone and teeth floating in the air. Anything that touches Joolsorel takes 1d6 damage per round. It moves at a slow walking pace. The summoner can designate a point and Joolsorel will move directly towards it, chewing everything in the way. You can define [dice] points in the route (so 1 is a straight line, 2 is an L-bend or a patrol, 3 is a triangular patrol, etc.). Joolsorel will slowly chew through wood but will just noisily grind against stone and metal. Soft objects thrown into Joolsorel are immediately shredded.

90. Koskalbanodan, First Among Horses

Enters with a clatter of hooves. Appears as an ordinary-looking but very tidy grey mare. Koskalbanodan can speak to horses and will translate contemptuously. She will not fight for you. She will permit one person to ride her, but will travel at a slow trot unless racing another creature. She will win all races over any terrain, no matter how terrifying or improbable. The race can be to a destination or to exhaustion. If you invest 3 or more [dice], Koskalbanodan will consider racing inanimate objects, spells, the weather, etc.

91. Narthiel, the Sight that Binds

Enters with a thunderclap. Appears as a floating white eye with a pupil of black fire. Up to [dice] times per summon, time stops in a 30' cone in front of Narthiel for [sum] rounds. Anything that moves into the cone gets sucked in and freezes on the edge. Living creatures partially struck by the cone, or creatures that move into the cone, take 2d4 damage. While stopping time, Narthiel cannot move. Narthiel's sight also reveals any invisible creatures and illusions in a 30' cone.

92. Alifane, the Hat of Marvels

Enters with a brief burst of light on a person's head within 100' of the summoner. Appears as a magnificent hat, crown, turban, etc. appropriate to the wearer's desired social status and Alifane's whimsy. Wearing Alifane grants +2 to Defense. Spells specifically targeting Alifane's wearer have a 25% chance to fail. Alifane can hear the wearer's thoughts. It despises murderous intentions or cruel behavior and will shout warnings (in a nasal, peeved voice) to anyone the wearer is thinking of attacking. It will also judge fashion shows or evaluate the worth of clothing.

93. Quis-Quispon, Immaculate Draughtsman

Enters with a polite cough. Appears as a young man in very fine clothing. If provided with suitable materials and a work surface (anything from paper and a pencil to blood and a stone floor will do), Quis-Quispon will accurately and meticulously draw anything it can see. It takes 1hr for a basic sketch, 5hrs for a detailed drawing, and 10hrs for a drawing that resembles life itself, frozen. Quis-Quispon's drawings are worth at least 10gp per hour invested. Anyone who views them and Saves vs Intelligence can discern hidden allegorical meanings and hints. Quis-Quispon will not fight for you and will try to seduce any nearby beautiful people. He hates distractions, wind, birds, and coarse things. He will offer mocking etiquette lessons.

94. Prokiglov, Master of the Dance

Enters with a merry burst of music. Appears as a person in red robes. Age and appearance vary, Prokiglov's expression and clothing rarely do. Prokiglov will play casual but refined music on any instrument provided. One per summon, Prokiglov will draw its own instrument (varies) and play a tune. Everyone within 200' must Save or be compelled to dance. They can still move normally, but some actions may be difficult. If combat occurs during the dance, any odd numbered attack rolls succeed or fail as normal, but any even-numbered attack rolls automatically fail. All participants have a pool of points equal to their Dexterity that they can use to modify rolls by +1 or -1. Prokiglov cannot abide disobedient or noisy children, cats, and lavender.

95. Husbap, Sea-Speaker

Enters with a moist slap and a smell of seawater. Appears as a cat-sized purple octopus. Husbap can speak with any body of water larger than a cup. Husbap's touch inflicts 1d6 poison and 1d6 electrical damage, but Husbap moves very slowly on land and does not like being thrown around, attached to weapons, or put in danger. It will shock the summoner if it feels threatened. It can fit through 2" wide gaps and report on what it sees, though it tends to exaggerate. Up to [dice] times per summon, Husbap can emit a horrible keening noise as loud as a church bell. No one knows why.

96. Krepsobar, the Laddermaker

Enters with a shuffle and a polite greeting. Appears as a dishevelled middle-aged man in brown overalls. Carries a tool belt and a very large canvas bag. Up to [dice] times per summon, Krepsobar can pull a wooden ladder from his bag that reaches between two points the summoner can see. This might be convenient (up a cliff, across a chasm), improbable (through a portal, to the bottom of a river) or mythological (to the sun). The ladders created are only made of wood and vanish when the summon ends. They will not fall on their own but they can be broken. Krepsobar will also offer advice on carpentry, map-making, and, incongruously, dark and illegal magic.

97. Valsbur, the Throne of Power

Enters with a trumpet blast. Appears as a chipped wooden throne with eight wooden legs. All the gold has been scraped off, taking most of the red paint with it. Anyone sitting in the throne can project their voice clearly up to 200'. They are also immune to all mind-altering effects. Halsbur moves at a slow walking pace. If threatened with fire, Halsbur can run as fast as a horse, though it will try and toss anyone sitting on it into water.

98. Bowoworth, Primordial Slime

Enters with a sulphurous burbling. Appears as a grey goo boiling up from the ground, filling [sum] 10' squares to a depth of 1'. Bowoworth will very slowly digest plant and animal matter. It has effectively unlimited HP but deals no damage. Anyone moving through Bowoworth must Save vs Dexterity or fall prone. If ingested by a creature, Bowoworth reverts them one evolutionary step (elves become humans, humans become apes, lizardmen become lizards, etc.) for [dice]x10 minutes.

99. Yeltran, Bearer of the Cups of Haste

Enters with a billow of steam. Appears as a silver tray with six spindly silver legs. Carries 2x[dice] cups of a miraculous liquid. Anyone who drinks the liquid acts twice per round for 2d6 rounds. They are jittery, excitable, and unable to focus. Yeltran will follow the summoner, acting as a mobile tray or carrying light burdens. Any poisons poured into Yeltran's cups have a 50% chance of being neutralized. If they are not neutralized, the poisons become doubly effective.

100.

There are only 99 entities in all creation. If a 100 is rolled, roll again twice and allow the summoner to select an Entity based on the name only.

Cannoneer

Starting Equipment: 2lb cannon, cannon cart, swab & rod, 3 shot + gunpowder packets.

Starting Skill: Cannoneer. Also, roll on the adjacent table.

A: Bombard's Eye, Trained Crew

B: Bomme-Maker

C: Furious Engine

D: Master Cannoneer

A: Bombard's Eye

If you fire a cannon at a stationary or nearly stationary target and miss, your next Attack roll against the target gains +4. This bonus does not stack with multiple attempts. If you would only hit on a critical success (400'-600'), you still only hit on a critical success.

A: Trained Crew

Gain two hirelings trained in the use and maintenance of a cannon. All their stats are 10 except Strength, which is 12. Your manage their Inventory Slots. They are reasonably competent, mostly loyal, willing to follow you into combat, and difficult to replace. You need to pay them 2gp per month each.

B: Bomme-Maker

You can rapidly craft a crude but controlled gunpowder Bomme without any risk or roll. Crafting requires 1 charge of gunpowder and some added shrapnel. It takes 2 rounds to craft a Bomme. The Bomme deals 2d6 damage in a 20' radius. The fuse can be set for any time from instant (explodes in hand) to 10 minutes. It can be thrown (as a dagger, 30' range). It can also be used to open doors or crack stone blocks.

C: Furious Engine

If you lead a trained team of 3, you can reload a cannon in 4 rounds rather than 5. If you rush, you can reload a cannon in 3 rounds, but you must roll on the Misfire table. Additionally, anyone who surprises you while you are working on a Bomme or reloading a Cannon must Save vs Fear or make a Morale check when you yell at them.

D: Master Cannoneer

You can reroll a result on the Misfire table. You must accept the new result. Additionally, you can select small or unlikely targets with your cannon (someone's hat, a doorknob at 200', an apple on a child's head, someone hiding around a corner, etc.).

Who Are You?

Cannons are rare, new, and dangerous. For most people, the first cannon they ever see will be yours. There are no gender restrictions in this class. People might scoff but never to your face. You belong to the Third Estate, but your profession earns you a certain level of respect.

1d6 Misfire

1	No effect. Cannon fires after a brief but worrying pause.
2	Match extinguished. Cannon can be fired normally next round.
3	Dud. Powder does not ignite. Must clear and reload (5 rounds).
4	Bad load. Powder half-detonates. The ball flies 30', deals 2d6 damage to anything it hits.
5	Split. Ball shatters as it leaves the barrel. 30' cone, 1d6 damage, Save for half. Crew must also Save or be hit by the shrapnel.
6	Shattered. Cannon detonates spectacularly. 30' radius, 3d6 damage, Save for half. Cannon is gone.

Item	Inventory Slots	Cost (Urban)	Cost (Rural)
Cannon	12	-	-
Cannon Cart	6	3gp	3gp
Shot	1 / 3rd	1sp	2sp
Gunpowder (per shot)	1 / 3rd	4sp	-
Shot & Gunpowder Packet	1	5sp	-
Swab & Rod	2	2sp	2sp

1d3 1d6 Cannonner Skills

1d3	1d6	Cannonner Skills
1	Soldier	
1	1	You served well and fought bravely, but your service was not rewarded. Gain 1d10cp and a leather bag.
2	2	You served on the losing side of a recent war. Gain a silk shirt worth 1sp and some unresolved grudges.
3	3	A former pupil stole your secrets and usurped your position. Gain a dagger.
4	4	You were wounded in an explosion that also killed your employer. Gain an Interesting Scar and 1d10sp.
5	5	You participated in a very long and tedious siege. Gain 3 rations. Your experience in the War changed you. If you fail a Save vs Fear, you will freeze rather than run. If you pass, your hirelings will also automatically pass.
6	6	
2	Foreign Parts	
1	1	You have travelled for most of your life. You never gain Fatigue from walking or riding.
2	2	Gain an appearance and native language so unusual that, to most people, your profession is the second most shocking thing about you. Make up 1d6 ludicrous lies about Foreign Parts.
3	3	Your clothing is strange. Gain robes worth 5sp. You can conceal an apple-sized item inside them.
4	4	In your country, cannons are as common as rabbits and wars are prosecuted without mercy. Gain a pair of leather gloves.
5	5	Your crimes in Foreign Parts were numerous and disreputable. You can roll under Int. to evaluate mundane items (as a Thief).
6	6	Numbers are your friends. Gain the Mathematics skill.
3	Unusual (Gain the skill listed.)	
1	1	You made a pact with a fire elemental. Gain a very small lantern (10' illumination, lasts 24 hours / flask) and 3 flasks of oil. If the lantern remains lit, reduce all incoming fire damage by 4. If the flame in the lantern goes out, lose half your current HP.
2	2	You woke up next to your cannon with no memory of how you got here. Your skills are fresh; your memory is blank. Roll in the Table of Professions and gain the skill and item listed.
3	3	You believe gunpowder can cure many ailments. You can eat a spoonful of gunpowder and Save to remove a curse, disease, or enchantment. You can only make 1 attempt per condition. Gain the "Folklore" skill.
4	4	Your back is strong. You can spend 2 HP to gain +1 Strength (and +1 Inventory Slot) for 1 hour. You can repeat this process as many times as you would like. Gain the "Farmer" skill.
5	5	You are missing 3 fingers and 1 eye. Gain +2 HP and the "First Aid" skill. You don't sleep well.
6	6	Choose a visible profession (Wizards, Priests, Cheesemongers, etc.). A member of that profession wronged you in the past. You have sworn revenge on all the whole pack. Roll on the Table of Professions and gain the skill listed.

Cannon (2lb)

Range	Roll Required To Hit Target
<10'	Attack +8
10' - 200'	Attack
200' - 400'	Attack -8
400' - 600'	Only on a critical success.

Targets of a cannon do not gain a Defense bonus from armour. On a miss, something is still hit. If the target is very large or a densely packed horde, an Attack roll may not be required. Cannons also make a lot of noise. The GM should roll for a random encounter every time it is fired. Everyone within 20' should Save or be partially deafened for 1d6 hours. Smoke also fills a 10' cube in front of the cannon.

Damage: 4d6. The target must also Save or be stunned. If a 1 or 2 HD creature is killed, creatures immediately behind them in a straight line take any excess damage.

Reloading: Reloading takes 5 rounds and requires a Swab & Rod. A trained team can rush (4 rounds) but must roll on the Misfire table. An untrained team can reload a cannon in 10 rounds but must roll on the Misfire table.

Inventory: When fully assembled, the cannon resembles a 2-wheeled barrow. It can be pushed or pulled by 2 people at a normal walking pace, even up stairs. It takes 4 rounds for a trained team to assemble the cart and cannon.

Cannons are so rare they cannot be purchased. Casting a new cannon takes 300gp in materials, access to a forge, and 2 weeks. Magic cannons may be possible.

Exorcist

Starting Equipment: travelling robes, ceremonial robes, holy book, wooden holy symbol, 3 candles.

Starting Skill: Religion. Also, roll on the adjacent table.

A: Rite of Exorcism, Undead Sense

B: Warding Marks

C: Brandish

D: Soul of Iron, Zone of Truth

A: Rite of Exorcism

Through ritual and prayer you invoke the Authority's power and restore the natural order of Creation. Make an opposed Charisma test against a spirit, curse, demon, or disease inside a living creature. Apply the bonuses and penalties below. You must be within 10' of the creature to make this check, and the creature must be able to see and hear you. If you pass, the target is banished. If you fail, you take the creature's HD in damage. You can attempt this test once per hour.

Exorcism Bonuses		Exorcism Penalties	
+1	Per Book Exorcist template	-1	Per HD of the spirit.
+1	If assisted by a priest or very devout person.	-2	If the spirit has possessed the target for a day, a week, a month, or a year (so a year = -8).
+1	Per hour spent in uninterrupted ritual before attempting the test.	-#	If in crisis over your faith (# determined by GM).
+1	True name known.	-2	Only vague details known.

Other bonuses and penalties may apply at the GM's discretion.

A: Undead Sense

You can sense undead up to 50' away, even in total darkness. You can also sense their approximate number and strength.

B: Warding Marks

You can use special coins, pieces of parchment, or ribbons to ward an area. The marks can be used in 2 different ways. The marks can only be used safely once per day. If you use them a 2nd time, drop to 0 HP. If you use them a 3rd time or more, Save or die. The marks last until cancelled or destroyed. Only 1 set of marks can be active at any given time.

1. Detection

Any undead passing within 1' of a mark will cause it to chance colour, glow, or flicker. An area up to 20'x[Exorcist Templates] in radius can be warded. The marks cannot be fooled.

2. Barrier

An area up to 10'x[Exorcist Templates] in radius is covered in marks. There must be solid surfaces on all sides. All doors and windows are warded. Undead outside the marks cannot enter; undead inside the marks cannot leave. The marks also block scrying spells. If the Exorcist crosses the boundary for any reason the effect ends.

C: Brandish

If you suddenly raise your holy symbol, you can cause an undead creature, spirit, or spell to turn aside. They must Save to approach within 10' of you. Creatures get a bonus to their Save equal to their HD. Spells get a bonus equal to the number of MD used to cast them. Some spells might deflect and seek a new target. Very minor (0 or 1 HD) undead or spirits must Save or be banished.

As long as you keep the symbol raised (roll under Constitution each hour, with a -1 penalty per hour), the creatures or spells first affected by this ability cannot approach you. If you attempt this ability while in doubt over your faith, nothing happens.

D: Soul of Iron

You can take 1 damage to gain a +2 bonus to any Save against Fear, a direct demonic attack (hellfire, soul drain), or any soul-altering effect (such as a curse or enchantment). You can spend as many HP as you would like, including inflicting Lethal Damage. Wounds appear as stigmata or premature ageing.

D: Zone of Truth

You are unsettling and odd. No one can lie to you about murder and must Save to lie about any other topic. They can evade or remain silent, but if they speak they cannot lie. Every minute spent in conversation with you imposes a -1 penalty to Morale.

Who Are You?

You are either a member of the First Estate or an Outlaw. In either case, you think like a member of the First Estate. You are part of an elite order, a very small group of men and women outside the usual structures and demands of the Church. Your profession is dangerous and necessary. You roam Creation, seeking neither fame nor riches nor glory, but only to do your duty or perish in the attempt. But if along the way you should acquire wealth incidentally, and help the poor or live comfortably for a time, who could blame you?

1d3	1d6	Exorcist Skills
1	Bell (Gain the "Music" skill.)	
	1	You trained in a choir. Gain an excellent singing voice.
	2	Gain a silver bell instead of a holy symbol. The bell is only audible to undead. Living people feel it, but can't hear it.
	3	You became an exorcist as penance for a terrible crime. Gain a dagger.
	4	You can become selectively deaf to a specific sound or person. You require 2 rounds to prepare your selective deafness.
	5	You have wandered across Creation to fulfil your duties. Gain the "Foreign Parts" skill and a long-necked string instrument.
	6	You sense spirits with the dubious aid of a trained cat. Gain a trained cat and 3 rations.
2	Book (Gain the "Literature" skill.)	
	1	You have studied ancient records of legendary undead figures. Roll under Intelligence to identify the true name of any intelligent undead of 7 HD or more that you encounter.
	2	You have studied demonology and know the secrets of the Adversary. When interacting with demons, gain +2 Charisma.
	3	Your memory is shoddy so you write everything down. Gain 3 blank books, ink, & quill.
	4	You trust ancient religious authorities. Gain a book of religious sayings, quotations, and denunciations.
	5	You believe sinful behaviour leads to disease, death, and damnation. Gain a whip.
	6	You have participated in a successful exorcism. You are old and grey. Gain a walking stick.
3	Sword (Gain the "Soldier" skill.)	
	1	Sometimes, it's best to beat the devil out of people. Your unarmed attacks deal 1d6+Strength Bonus damage (instead of 1d4+Strength bonus).
	2	You worked as a gravedigger until a supernatural experience sent you down the path of exorcism. Gain a shovel.
	3	The Church has granted you a dubious assistant. Gain a random Camp Follower.
	4	Praise the Authority and sharpen your weapons. Gain a sword and a shield.
	5	You roamed battlefields at night, dispatching the wounded and warding corpses. Gain a lantern and 3 flasks of lamp oil.
	6	You aspired to a high rank in the Church, but war and forbidden magic upturned your life. Gain a gold locket worth 1gp.

Inventor Necromancer

Starting Equipment: spellbook, ink & quill, dagger, 2 Inventor Necromancer Components.

Starting Skill: Roll on the Outlaw Wizard skill table.

- A: +1 Masterwork Invention, Emergency Invention
B: +1 Masterwork Invention
C: +1 Masterwork Invention
D: +1 Masterwork Invention or Masterwork Upgrade

Inventor Necromancer Components

An Inventor Necromancer Component takes up 1 Inventory Slot. They can be replenished in any town for 10gp (or scrounged in the field. Ask your GM). Bits of wire, string, glass vials full of strange fluids, sharp serrated blades, dead flesh in leather wrappings, salt, pickled eyeballs; all are useful to an Inventor Necromancer.

A: Emergency Invention

You can create a device to solve one particular problem. It uses up 1 Inventor Necromancer Component. The device can imitate any existing mundane tool or item. It lasts for 1 hour per Inventor Necromancer template. Examples:

- 30' of intestinal rope.
- A lantern made of bone with a phosphorescent rot core.
- A dagger made of bone
- Acid to dissolve a lock.

A: Masterwork Invention

The devices below are unique. Your Inventor Necromancer created them and only they can use them. If damage or destroyed, the invention can be rebuilt with 100gp in components, at least one corpse, and 24 hrs of work (spread over several days if necessary).

If you work on a specific project, you can either deliberately create one of the inventions below when you level or work with your GM to build something new. Items, tools, and corpses you find in your travels may provide useful inspiration and components. Want goggles that use wizard eyes to see 360 degrees (and in several new colours)? Sure! Use the items below to calibrate your invention's power and utility. If you don't have a specific project when you level up, roll randomly.

D: Masterwork Upgrade

Choose a Masterwork Invention you already own. Work with the GM to increase its effects. Examples: your Ectoplasm Cannon can draw the souls from low-level undead as well. Your Soul Transfer Helmets can be used to extract intelligence from helpless targets. Your Unliving Armour shoots bone projectiles.

Who Are You?

Necromancy is a dangerous art. Loading deaths-spells into a living brain is often fatal. Many apprentice necromancers are disassembled and reused by their more cautious masters. Some necromancer chart a safer path to power. Working by the light of human fat candles they push the frontiers of human - and inhuman - knowledge. Necromancers are hunted outlaws; Necromancer Inventors are rarer still. They hide among alchemists, tannery workers, butchers, monks, and scholars. Some have extended their lives for centuries, hopping from body to body, one step ahead of authorities and suspicious villagers. Others, inflamed with ideas from Foreign Parts or ancient texts, pour their lives (and the lives of others) into their work.

1. The Memory Pipe

An elaborate hookah pipe connected to a cloth tube and a sharp steel needle. Stab it into the forehead of a corpse and smoke its memories. For [# of Inventor Necromancer templates] hours, gain all the skills, languages, and memories of the corpse. If the creature was magical or particularly strong-willed, Save or gain some aspect of the creature's personality for the duration. The corpse must be fresh (within 2 hours of death unless preserved) to gain the full benefit. If you smoke an old corpse, you gain a few random glimpses or skills.

2. Ectoplasma Cannon

A large tube of metal with a crossbow grip. Aim at a ghost and make an Attack roll. If you succeed, deal 1d6 damage. If the ghost is reduced to 5 HP or less, you also suck it into your cannon. You can unleash all the ghosts from the cannon to deal 1d6 damage to anything between the cannon and a point up to 200' away. At the point, it deals [# of ghosts]x1d6 damage in a 30' radius, spreading around corners as a fireball. The cannon can hold a maximum of 4 ghosts. Particularly powerful spirits may count as multiple ghosts.

3. Undead Gladiator

A skeleton clad in iron with chainsaw hands. A zombie in shrieking iron, crude and vicious. A six-legged beast with toothed hands and cruel spikes. Whatever you've created, it's deadly, hardy, and single-minded. It can climb but not swim.

HD: 1 (8 [x# of Inventor Necromancer templates] HP)

Wants: to smash the living. Only the living.

Armour: as plate

Move: normal

Morale: 12

Damage: 1d8+1. Damage type varies depending on how you've built your monster.

4. Artificial Life Engine

A gold insect with hooked limbs. You can make up to [# of Inventor Necromancer templates] implants. If placed on a dying creature (any number of Fatal Wounds), the Artificial Life Engine restores them to their maximum HP. The creature returns to a grey half-life. They lose 1d6 from all stats (roll individually). 1 pint of blood or one small living creature, like a bird or a rat, must be placed into the Artificial Life Engine per day or it ceases to function, killing the creature it supported. Creatures supported by the Artificial Life Engine do not age. Instead of healing normally, they heal 1 point of damage per day.

5. Flesh Sculpting Ray

A metal box full of gears, wires, and bubbling alchemical flasks. Insert a scrap of flesh, fresh or ancient, then aim the box at a living creature. The target must be restrained, helpless, or unconscious. The box will reshape the target's body to match the scrap of flesh. Ideally, you should target the same species. You can bring back dead friends (in the flesh only; the mind will not change) or the bloodline of ancient kings. If used on two creatures of different species, monsters, deformed abominations, and messy explosions of steaming blood and flesh may result. The process takes 1 hour and is agonizing beyond belief. If the target is conscious they permanently lose 1d6 Wisdom.

6. Soul Transfer Helmets

Two silver skullcap-sized helmets connected by 6' of dense cables and tubes. If placed on the head of two living creatures, the creatures must Save or swap souls. Use the highest Save value. If they Save, both creatures take 1d6 damage. The soul carries most memories with it, but some may remain behind to plague a body's new inhabitant. If the difference in HD between the two creatures is more than 4, the creature of lower HD must also Save or explode. Creatures cannot be smaller than a cat or larger than an ogre.

7. Emergency Phylactery

A gold pendant. Give it to someone. If you die while they are wearing it, Save with a bonus equal to the number of Inventor Necromancer templates you possess and a penalty equal to the person or creature's HD. If you pass, you take over their body, no matter where it is. If you fail, you die.

8. Unliving Armour

A suit of bone, sinew, and flesh. Step inside, seal it around you. The suit has armour as chain and 10 HP. You can spend 6 hours to fully repair it. While wearing the suit, your Strength is 18. When not in use, the suit lumbers or slithers behind you.

9. Obedient Servants

Create a number of obedient undead servants equal to the number of Inventor Necromancer templates you possess. All servants must be of the same type (though you can retrofit them to a new type with 100gp in components, at least one corpse, and 24 hrs of work). Servants have a skill related to their type.

Examples: dancing skeletons, scout skeletons, philosopher zombies, warrior constructs, lab assistants.

HD: 1 (5 HP)

Wants: to fulfill their function.

Armour: none

Move: normal

Morale: 12

Damage: 1d6 (if Warrior servants), 0 otherwise.

10. Unnatural Healing Oils

Made from essential salts, vital fluids, alchemically reduced marrow and powdered memories. You can create 3 doses from a humanoid corpse and can only carry 3 doses at any given time. Each dose heals [# of Inventor Necromancer templates]x1d4 HP. Flesh healed appears grey and bloodless. Wounds are sealed with wire and crude staples.

Goblin

Yes.

Start Stuff: dagger, bad pants, one shoe.

Start Know: goblin.

Get Good:

Each time Get Good, roll one time on list. Same thing, roll new. Get four thing only (eh, bee, sea, dee). Each time get good, no make stats better (except by list roll).

1d20 Get Good

1	Good Guts	+2 HP, no poison eats.
2	Good Brains	+2 Int, learn random little wizard spell.
3	Good Face	+2 Chisma. Big big smile grin, ear to ear. Big eyes.
4	Good Ears	+2 Wisdom, not never sneaked up on.
5	Good Sneaks	+2 Dexy, +4 Stealth. So sneaks.
6	Good Punch	+2 Strength, +2 Attack stat. Like to Fight. Fight you.
7	More TEEF	Mouth is daggers now. Can chew rocks, sticks.
8	Not Dead	Fatal Woonds go away on 1, 2, or 3, not just 1.
9	Beetle Friend	Can ride it. If dead, is sad, find new beetle next day.
10	Sticky	+4 climb. Easy climb but fings get gummed up.
11	Weird Goblan	Newtate one time.
12	Ankle Bite	If fight thing bigger than you, 1 Attack a Round.
13	Goblin Friend	Is good. Mebe make more goblans? If dead, sad, but find new friend next day.
14	Bug Barf	One time in day, barf up big sack of spider, worms.
15	Wut?	Never afraids. No thinks to read or control.
16	Lucky Goblan	+2 Save. Also, one time in day, reroll big round dice.
17	New Stuff	If lost arm or leg, grows back in some days.
18	No Squish	If fall, no die. Bounce instead.
19	Ooze Friend	Little squishy friend. No acid or guts or ooze hurt you.
20	Greasy	Can no be tied up or grabbed.

Many Goblins

Many Goblins act as one character. There are a *lot* of them (though the exact amount seems to vary from scene to scene) and they contribute about as much as one actual character (at best). They are a bunch of goblins milling about in the back of the scene, doing goblin things, kind of half-paying attention, and mostly serving as colourful detail.

Starting Equipment: many daggers, filthy rags, fleas, etc. Roll for 1 random item from the Table of Professions.

Starting Skill: goblin.

A: Shared Totals

B: +1 Goblin Warlord

C: +1 Goblin Warlord, Use Thing

D: +1 Goblin Warlord, New Thing

Many Goblins gain +2 HP every level. If this would take them over 20 HP, they instead split into Two Many Goblins and lose half their maximum HP. One half runs away.

A: Shared Totals

Many Goblins have a shared HP pool just like a normal character. Every point of damage causes a single goblin to die in an inconsequential background sort of way. Area of affect attacks and traps only affect them once. Single-target Save or Die effects instead cause Many Goblins to lose 1 HP. Other single-target spells usually affect all the goblins. Mutations might affect all the goblins or become a Thing they can use (see Use Thing below).

Somehow they consume the same ration as one person.

If Many Goblins are reduced to 0 HP, they become strewn about the place, wounded and moaning, miserable and unable to help anyone until healed. If they are reduced below 0 HP they all die in a suitably tragic-comic fashion. The only survivors will be the Goblin Warlords (see below).

Many Goblins have 5 inventory slots total. They can carry more things but they will inevitably lose, smash, ruin, sell, or eat all but 5 items. Weapons and armour are carried separately and do not occupy inventory slots. In order to gain any benefit from a weapon, armour set, or magic item, Many Goblins need 10 copies. Give them 10 swords and they deal sword damage, etc. They spend money collectively and irresponsibly.

If you need to determine exactly how Many Goblins are present, roll 1d12+6. This number varies encounter to encounter and even round to round. When performing basic unskilled labour, like digging a trench or carrying buckets, Many Goblins count as 10 people for the first hour, 5 people the next hour, and give up after the third hour. They occupy an area 20' square whenever possible, spreading as needed (a 5' wide 80' long line, etc.)

B: Goblin Warlord

One goblin in the swarm has earned a name. Once per encounter, for one round, the named goblin can do something different than the other Many Goblins. They could run to warn the PCs while the rest of the Many Goblins fight something. At the end of the round, the Goblin Warlord is absorbed back into the swarm. Goblin Warlords get a name and a very short description like, "has a horned helmet" or "smells of cheese."

If the Many Goblins die, each Goblin Warlord becomes a Level 1 Goblan with no bonuses, the stats of the Many Goblins, and 2 HP. If the Goblin Warlords find some more goblins, or spend some time in an area where goblins are likely to be found, they can recombine to form a new Level 2 Many Goblins. Only 1 Goblin Warlord survives this process. You can use orphans, urchins, drunkards, wastrels, and particularly cunning feral dogs to fill out the ranks. Goblinism is contagious.

C: Use Thing

Many Goblins can now be given magic items or special tools. They can use them once per encounter, collectively. This could be a Goblin Warlord action. The goblin with the magic wand fires it, the goblin with the serrated weasel-thrower uses it, then steps back into the crowd.

D: New Thing

Many Goblins gain a special 6th inventory slot that contains a random item rolled on the Table of Professions. Roll the item randomly each encounter. If the Many Goblins run into another room or out of sight (one round at least) and then run back (a second round) they can reroll the item.

Many Goblins based on the Rake by Joseph Manola:
udan-adan.blogspot.com/2018/05/bx-class-rake.html

Paladin of the Word

Starting Equipment: chainmail, sword, wooden holy symbol.
Starting Skill: Roll on the adjacent table.

- A:** +1 DD, No Voice, The Divine Word
B: +1 DD
C: +1 DD
D: +1 DD, The Shout

You gain +2 to Save against mind-altering effects (charm, sleep, fear, mind control) for each Paladin template you possess.

A: No Voice

Your pledge to give up your voice was accepted. Your voice is gone. You cannot speak.

A: The Divine Word

You have spell-like abilities, but they are not the same as a wizard's spells. To use an ability, select a number of Divinity Dice (DD) you wish to invest, roll them, and add the numbers together. As a Paladin, you get +1 DD per Paladin template. Most abilities depend on the number of [dice] invested and the [sum] they show.

Dice that roll 1-3 return to your casting pool and can be used again that day. Dice that roll 4-6 are removed from your casting pool for the day. You can use your abilities any number of times per day provided you have DD to invest. Your DD return if you get a good night's sleep. If you didn't sleep well, you can Save for each DD to have them return to your pool anyway.

With 1 Paladin template, you can cast *command*. You can only target people who speak your language.

With 2 Paladin templates, you can cast *ventriloquism*. Your *command* ability can target creatures who do not share a language with you.

With 3 Paladin templates, you can cast *shatter*. Your *command* ability can target all things, even inanimate objects. You could *command* a tree to give you fruit or a grave to give up a corpse.

When you use *command* or *shatter*, you speak with the Authority's voice. The words speak directly to the nature of matter. It works on the deaf or in total vacuum.

Bonuses

- If you know a creature's true name, it gets -4 to its Save.
- If you have gone at least a full day without using an ability, your target gets -2 to their Save. A full week, a full month, a full year, a full three years, and a full decade each give the target a cumulative -2 to their Save.
- If you have gone at least three days without using an ability, you get a free +1 DD to spend on an ability.

D: The Shout

You begin to proclaim the Word of the Authority. Your lips crack and bleed from the shockwave. You will be partially deaf for 2 days afterwards. Each round, you deal 2d6 sonic damage in a 50' cone in front of you and you take 1d6 damage. If you wish to end the Shout, you can Save at the start of your turn. While shouting, you cannot move or be moved. You can still fall.

Who Are You?

You are not a member of the First Estate, although you probably think like one. You are an Outlaw. You pass through the world like a stagehand wandering onto the set of a play. You are expected to seek Justice, love Kindness, and walk Humbly.

Paladin of the Word Abilities

Command

R: 50' T: person D: [dice] hours

You shout a single-word command to your target, who must Save or obey. If the command lasts longer than 1 round, the target gets a new Save at the start of each of its turns. You can spend additional DD to increase the effects:

- +1 DD: Affect +2 targets.
- +1 DD: Increase the length of the command by +2 words.
- +1 DD: Increase the duration between checks by +2 rounds.

Ventriloquism

R: 50' T: creature or object that makes noise D: [sum] rounds

Target creature or object speaks for you. You could target a squeaky door hinge, but not a stone wall or an iron ingot. The voice is clearly unnatural or strained. It's the object speaking, not you (your voice is gone).

Shatter

R: 50' T: creature or object D:0

Target takes [sum] force damage. If the target is made of an inflexible material, such as stone or glass, the target takes [sum]x2 damage. Save for half damage. This represents any command that deals direct damage to the target (e.g. DIE, TEAR YOURSELF APART, etc.)

+1 DD: Affect +2 targets. The damage is split as evenly as possible between all targets.

1d3 1d6 Paladin of the Word Skills

1	History
1	You were trained in a distant monastery, chosen from birth for the Paladin's role. You have no body hair (except eyebrows).
2	You read saints tales until you nearly went mad. You can instantly identify any icon or picture of a saint.
3	You memorized tales of hubris, lost civilizations, and folly. Gain a gold ring worth 1gp, shaped like a broken crown.
4	You were trained to investigate and uncover the truth. Gain a blank book and the ability to wiggle your eyebrows.
5	You illustrated manuscripts. You can produce beautiful and detailed drawings on demand. Gain ink & a quill.
6	You cannot read or write, but you have an exceptional memory for detail.
2	Wilderness
1	You were a hermit for many years. Save vs Fear when presented with a crowd or busy social scene unless you've had 10 minutes to prepare yourself. You do not require water.
2	Chose a type of weather. You are immune to fatigue from that type of weather.
3	You can march indefinitely, without rations or water, provided you do not stop. If and when you stop, you gain Fatigue to fill up all your empty Inventory Slots +1.
4	Once per week, you can cast <i>Speak with Animals</i> for 1 hour. You can't speak to them (unless you use your <i>ventriloquism</i> ability), but they will understand your gestures and intent. Pious animals will obey you.
5	You were struck by lightning. You are deaf in one ear. Reduce all incoming lightning damage by 2.
6	You are a natural wanderer. You can walk in bare feet as if you were wearing thick boots.
3	Unusual (Gain the skill listed.)
1	Your appearance is unremarkable in every way. You aren't any more stealthy, but you will be overlooked in a crowd. Roll on the Table of Professions and gain the skill listed.
2	War is your profession. You are proficient in all weapons. Gain the "Soldier" skill.
3	You are from Foreign Parts and look like it. Gain the "Foreign Parts" skill and an outlandish costume worth 1sp.
4	You are so pious that any harmful spell that specifically targets you has a 1-in-6 chance of failing. Gain the "Religion" skill.
5	You have attracted a small group of followers or an accidental assistant. Gain 1d4 Camp Followers and the "Carpentry" skill.
6	You can use your powers in a subtle way. You can whisper a <i>command</i> by spending +1 DD. Gain the "Poetry" skill.

Cannibal Gourmet

Prerequisite: you must have eaten another intelligent creature and enjoyed it. You cannot choose Template A from this class unless you have Template A from another class (so, effectively, you can't enter this class until you are 2nd level).

A: Butchery, Gourmet
B: Cannibal Eye
C: Cannibal Guts, Follow Your Nose

You gain +1 HP for each Cannibal Gourmet template you possess.

A: Butchery

You can tell how many rations can be extracted from a person or corpse and where the most delicious parts can be found. If you prepare a ration where the primary component is meat, the ration heals +1 HP (in addition to any other effects).

A: Gourmet

You must Save to resist trying new dishes, meats, or spices. You do not have to collect spices, recipes, and cooking implements, but it is encouraged.

B: Cannibal Eye

You can tell (very approximately) what the effects of eating a creature might be. The GM will describe very approximate effects and their relatively likelihood. You can immediately eat meat is poisoned or diseased.

C: Cannibal Guts

If a meal provides a random effects (including the 1d6+[Level] HP healed at lunch) or requires a roll on a table, you may permanently lose 1d6 from a Stat to reroll the effect. You can only do this once per day.

C: Follow Your Nose

If you have eaten a creature, you can track its species by smell. You can smell their exact location within 30', or follow an approximate smell trail no more than 1 day old by rolling under Wisdom.

Surly Gnome

Prerequisite: you must be a Gnome. You cannot choose Template A from this class unless you have Template A from another class (so, effectively, you can't enter this class until you are 2nd level).

A: Brawler, Feck Off!
B: Powerful Hat
C: Gnome Rage, Truculence.

A: Brawler

Your unarmed attacks deal 1d6+Strength Bonus damage. Gain a +2 bonus to Strength for the purposes of grappling and shoving.

A: Feck Off!

If you pass a Save vs Fear, you may immediately make an attack against whatever caused you to Save. You can use a weapon, a spell, a thrown object, your fists, etc. You cannot draw a weapon or prepare an item before attacking; it must be immediate.

B: Powerful Hat

Once per day, you can remove your red felt cap and use it to negate an incoming ranged attack. The target must be you, an adjacent ally, or the area you are standing in. The arrow, spell, flying rock, etc. vanishes into your hat. Write down everything your hat eats. When you die, it will all come spraying back out.

C: Gnome Rage

You gain +1 Attack per round if you are attacking with a dagger or your bare fists. Other suitably close-and-personal weapons may be acceptable. The maximum number of Attacks per round is 2.

C: Truculence

You are immune to any spells or effects that would alter your natural disposition, goals, or views, from charm spells to total perspective vortices.

1d50 Escaped Nun Backgrounds

1d50 Escaped Nun Background

1	You were an unruly, rebellious, brawling child. Your family hoped the convent would reform your ways. It hasn't.
2	When your husband died, his greedy but powerful relative stole your inheritance and locked you in a convent.
3	You fell in love with a priest and entered the convent to be close to him, but he spurned you cruelly.
4	You accused a powerful noble of assaulting you, and your family shut you away to keep the scandal from spreading.
5	Your family could not afford to keep you, their sixth and coincidentally least attractive daughter, and sent you to a convent.
6	You are being educated in a convent to prepare you for marriage to a hideous elderly merchant.
7	You believe in actively doing good works in the world. The more impressive, the better. You are naive but motivated.
8	You entered the convent as a widow. You are old, wise, and full of wanderlust and pent-up adventuring spirit.
9	You fell in love with another nun. You lack the vocabulary to describe your feelings, but you're pretty sure it's a sin.
10	(Male) You pretended to be a mute simpleton to work in gardens and seduce some of the nuns. You were discovered.
11	You willingly entered the convent for spiritual reasons, but now believe your calling is elsewhere in the world.
12	You accidentally killed another nun. Your crime has not been discovered, but it is only a matter of hours.
13	Your overbearing family promised you to the Church at your birth. You have never had a real or meaningful choice in your life.
14	You were accused of illegal sorcery and witchcraft, and sentenced to life inside the convent instead of death.
15	You covet a luxury unobtainable inside the convent, and will do anything to acquire it.
16	You entered the convent to learn about the world through reading. What you read only made you more curious.
17	You were sent to the convent to conceal an embarrassing pregnancy. Turns out, you were just ill, but you can't leave.
18	You deliberately killed a priest and framed another nun. You are willing to help the framed nun escape too.
19	You discovered a secret about the Abbess and you believe your life is in danger.
20	(Male) You dressed as a woman to enter the convent and seduce the nuns. You were discovered.
21	You entered the convent to evade a powerful and frightening suitor. He has found your retreat; you need to flee.
22	You chose this life to gain some control over your fate, but discovered you'd merely changed one prison for another.
23	You took up an unsuitable profession; your family hoped the convent would cure you of your deviant behaviour.
24	You have outlived two husbands, buried eight children, and suddenly realized you are tired of being told what to do.
25	You were committed to the convent as an infant; the daughter of a minor rebellious noble.
26	You received a letter from your family with news of a disaster or invasion. Your superiors insist nothing is wrong.
27	You are obstinate, sharp-tongued, hot-headed, and right more often than not. You're a fine leader but a lousy nun.
28	Your husband exiled you to a convent to be rid of you. You have just received word of his demise.
29	You were caught sleeping with a particularly embarrass priest, and are sure to be exposed and punished.
30	(Male) You broke into the convent to rescue your sister or your lover and need to make a hasty escape.
31	You thought you could fill the hole in your heart with prayer. Turns out, gold might work instead. Lots and lots of gold.
32	You are the illegitimate child of a noble lady and a servant, sent to the convent to keep you out of trouble.
33	Your family sent you to the convent believing you were half-witted, but you are just careful. You have a plan.
34	Your father and stepmother sent you to the convent to obtain your inheritance. Your half-siblings are keen to keep you there.
35	You have some minor deformity that bars you from polite society; your family exaggerates its severity for sympathy.
36	Your secret practice with forbidden weapons has been discovered. Punishment will be severe. You should flee.
37	You were placed in a convent as a child by direct orders of the local Bishop, due to a case of mistaken identity.
38	Your ceremony to take holy orders and unbreakable vows is tomorrow, and you just realized you don't want to do it.
39	There are wrongs in the world that need righting, and you can't do it from inside the convent. You are committed to a cause.
40	(Male) You are a visitor to the convent caught in a web of deceit, love, and escape plots. You blundered into this.
41	You were planning on betraying your sisters' escape plans to the Abbess, but you are now too deeply involved to avoid blame.
42	You aren't from the convent at all. You were sent to infiltrate it and assist in this escape attempt for unspecified reasons.
43	You really want to get married. Not just any man will do though. Your ideals have been influenced by chivalric poetry.
44	Your parents live in poverty to support you in the convent. You think they'd be better off if you disappeared.
45	You were caught in a particularly blasphemous or compromising act. You didn't do anything wrong in but it sure looks like it.
46	You want to resume your former career, no matter the risks.
47	Your family sends you grimly patronizing letters, saying that it's fine you'll never do anything memorable or useful.
48	Your hated rival in the convent was just promoted, glorified, and given more authority. You can't stand her.
49	You've been secretly stealing and eating roast turnips. Your guilt is unbearable. You are growing paranoid.
50	(Male) You were travelling and stayed at the convent overnight. You fell in love with a nun who really wants to escape.

Better Run Better Run, Faster Than My Nun

Use this table instead of starting a group in a tavern. If the original party dies, reroll a group of escaped nuns. Roll on the table above before rolling for race and selecting a class. If this doesn't work for your setting or group, remove the gender notes entirely and make up some excuse, or invert them. All the characters have made a pact (solemn or otherwise) to escape together and support each other in any future hardships.

1d10 Convent Quality

1	Collapsing. Roof leaks, no food, corrupt leadership.
2	Strict. Scrubbed to perfection, utterly joyless.
3	Debauched. Close to a brothel. Not restful.
4	Cloying. Loving, caring, syrup-sweet.
5	Indebted. Finances are imploding.
6	Isolated. Nearest civilized place is over the horizon.
7	Dominated. The Abbess rules by force.
8	Cursed. Nuns keep dying of tragic accidents.
9	Hospitable. Stopover point for pilgrims and merchants.
10	Factionalized. Groups vie for control.

1d100 Medieval Professions

1d100	Profession	Guild?	Item
1	Armourer	G	Plate Helmet
2	Astrologer		Book of Star Tables
3	Bag-maker	G	3 Leather Bags
4	Baker	G	3 Rations
5	Barber-Surgeon		Needle and Thread
6	Basket-maker	G	3 Small Baskets
7	Belt-maker	G	3 Sturdy Belts
8	Blacksmith	G	Iron Tongs
9	Brasier	G	Brass Handle
10	Brewer	G	Tiny Barrel of Beer
11	Bridle-maker	G	Leather Saddle
12	Broom-maker	G	Broom
13	Butcher	G	Live Lamb (0 slots)
14	Carder	G	Bundle of Wool
15	Carpenter	G	Plumb Line, 10 Nails
16	Cartwright	G	Handcart (0 slots)
17	Chalk Cutter	G	5 Pieces of Chalk
18	Chandler	G	3 Candles
19	Charcoal Burner	G	3 Torches
20	Cheese-maker	G	Wheel of Cheese
21	Clerk		Parchment, Quill, Ink
22	Cobbler	G	Bag of Tacks
23	Cook		Bag of Herbs
24	Cooper	G	Large Barrel (0 slots)
25	Dog Breeder		Clever Dog (0 slots)
26	Drunkard		3 Bottles of Wine
27	Dyer	G	3 Vials of Dye
28	Embroiderer	G	Fine Cloak
29	Farrier	G	3 Horseshoes
30	Felt-maker	G	Fine Cloak
31	Fisherman	G	10' Net
32	Fletcher	G	20 Arrows
33	Furbisher	G	Wooden Stool
34	Gambler		Loaded Dice (0 slots)
35	Glassblower	G	3 Glass Bottles
36	Goatherd		Live Goat (0 slots)
37	Gongfarmer	G	Sack of Nightsoil
38	Gravedigger		Wooden Grave Marker
39	Jailer		Manacles
40	Jeweller		10' of Wire Scraps
41	Leatherworker	G	Leather Helmet
42	Link Boy		3 Torches
43	Mason	G	Bag of Mortar, Hammer
44	Mercer	G	Bag of 5 Apples
45	Midwife		Bundle of Rags
46	Miller	G	Bag of Flour
47	Miner	G	Lantern
48	Minstrel	G	Lute
49	Miracle Play Actor	G	Disguise Kit
50	Needlemaker	G	10 Needles

1d100	Profession	Guild?	Item
51	Pack Handler	G	Donkey (0 slots)
52	Painter	G	3 Tubes of Paint
53	Parchment-maker	G	3 Pieces of Parchment
54	Parent		3 Rations
55	Plasterer	G	Bucket and Brush
56	Poacher		Dead Rabbit
57	Porter	G	Wheelbarrow (0 slots)
58	Potter	G	Bag of Clay
59	Poultry-keeper		3 Chickens
60	Prostitute	G	Disguise Kit
61	Rag Man		Bundle of Rags
62	Rat Catcher		Small but Vicious Dog
63	Rope-maker	G	30' of Rope
64	Salter	G	Bag of Salt
65	Scullion		Large Iron Pot
66	Sculptor	G	3 Chisels
67	Servant (Domestic)		Livery
68	Servant (Military)		Livery
69	Shepherd		Live Sheep (0 slots)
70	Shipwright	G	10 Large Nails
71	Stonecutter	G	Heavy Chisel, Hammer
72	Swineherd		Live Pig (0 slots)
73	Tailor	G	5'x2' of Rolled Cloth.
74	Tanner	G	Waterproof Bag
75	Thatcher	G	Bundle of Reeds
76	Trumpeter		Enormous Trumpet
77	Weaponsmith	G	File and Hammer
78	Wet Nurse		3 Cloth Diapers
79	Woodcarver	G	Devotional Statue
80	Woodcutter	G	Bundle of Wood
81	Woolwinder	G	Bundle of Wool

High-Status Professions

82	Alchemist		3 Flasks of Glue
83	Apothecary	G	Bag of Herbs
84	Architect	G	Measuring Sticks
85	Banker	G	Set of Scales
86	Bookbinder	G	Defective Book
87	Bureaucrat		Paper, Quill, Ink
88	Chirurgion		Needle and Thread
89	Clock-maker	G	File and Hammer
90	Engineer	G	3 Flasks of Grease
91	Falconer		Glove, Trained Hawk
92	Goldsmith	G	Set of Scales
93	Herbalist		Bag of Herbs
94	Illustrator		Paper, Quill, Ink
95	Leading Servant		Livery, Club
96	Locksmith	G	Lockpick Set
97	Poet		Book of Poetry
98	Sea Navigator	G	30' of Rope
99	Storyteller		Hand Puppets
100	Tax Collector		Lockbox

Profession Details

Working in a profession for a full month generates 5sp.

Guild Professions (marked with a G) require membership in a guild. The guild charges dues (already subtracted from the income provided by the profession), but may offer some protection and assistance in times of crisis.

High Status Professions (82-100) earn double income (1gp/month). Some might earn more. You are also treated better, even as an apprentice, than most other professions.

1d100 Camp Followers

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1	Infant	Noisy, fragile, and inconvenient. If this is your only camp follower, you may roll again.
2	Urchin	Follows you around and assists with minor tasks.
3	Brawler Urchin	Will fight and bite anyone and anything, including horses, dogs, and other party members.
4	Wild Urchin	Doesn't speak, runs around, finds animals and sticks and puts them in your tent.
5	Cunning Urchin	Watches and waits. Has a hoard of 1d10sp, a dagger, and a plan. Might run off with a sack of gold.
6	Militant Urchin	Plays at being a soldier. Marches around, guards things, challenges passers-by.
7	Your Child	Resembles you. 1d10 years old. The child is illegitimate unless you have a spouse.
8	Orphan	You knew at least one of the parents. 1d10 years old, thinks of you as an important figure.
9	Blind Man	Navigates with a reed, can see ghosts and spells clearly, refuses to admit this or be useful. Twitchy.
10	Blind Man	Navigates with a stick. Uncanny ability to hit ankles. Swears like a sailor.
11	Spouse	Beautiful, courteous, and kind. Loyal but constantly (accidentally) gives you reasons to doubt.
12	Spouse	Terrified, hides most of the time. Can read and write. Helpful during calm times.
13	Spouse	Moderately attractive, extremely hard-headed. Can throw a dagger as well as anyone.
14	Spouse	Quite ugly, complains, but helps, cooks, and defends your interests.
15	Spouse	Drunk most of the time, surly while sober. Not particularly attached to you.
16	Parent	Disapproves of your life choices, your clothes, your hair, and your companions. Slightly tipsy.
17	Parent	Conspires with you and provides wise counsel. Badly injured in combat.
18	Barber-Surgeon	Shaves, haircuts, teeth pulled, blood let, bones set, and minor ailments treated. Practical and dour.
19	Barber-Surgeon	Can't shave or pull teeth but can lop off gangrenous limbs with a sharp saw. Worrying hobbies.
20	Deathbed Comfort	Has seen a lot of people die and knows the right words. Solemn and quiet.
21	Natural Fool	Helpful, cheerful, but profoundly dim. Really tries. Endearing.
22	Natural Fool	Puns and jests. Prone to fits and shocking outbursts of violence against random target.
23	Murderer	Killed once, needlessly. Has terrible nightmares. Fears anyone resembling their victim.
24	Cup-Bearer	Terrified of any work other than table service. Weeps from time to time for no reason.
25	Old Man	Older than your grandfather. Skin like paper. Full of history and details. 50% are true.
26	Old Man	Bitter and wise. Will offer sound but timorous advice. Hates children, singing, fun, priests, and cats.
27	Casualty	Hideously scarred but otherwise unharmed. Face is shocking but heart is kind.
28	Casualty	Solder missing a leg and a hand. Can tutor people in basic combat. Drinks heavily.
29	Casualty	Thoroughly mangled by war. Tries to help but isn't much use. No real talents.
30	Priest	Performs daily services. Baptisms, weddings, funerals, 5sp to 2gp each.
31	Fallen Priest	Performs brief daily services. Baptisms, weddings, funerals, 5sp or 1 bottle of wine each.
32	Mad Priest	Raving sermons at all hours. Undead creatures, demons, etc. will approach with caution.
33	Old Woman	Rarely speaks. Stares at things. Vanishes just before danger appears. Can run very, very fast.
34	Old Woman	Knows which herbs cure which common ailments. Demands strong wine and better living conditions.
35	Nurse	Will take care of infants and children. If none are available, will pray endlessly and scowl at people.
36	Nurse	Will take care of infants and children. If none are available, will perform basic tasks and flirt.
37	Mistress	Pregnant and annoyed at you.
38	Mistress	Moderately attractive. Not particularly attached to you.
39	Mistress	Moderately attractive and extremely attached to you. Will grow jealous or nervous.
40	Fisherman	Depending on location, brings in 1d10 rations of fish per day. Mostly an excuse to avoid work.
41	Drudge	Couldn't develop a personality at knifepoint. Performs basic tasks well, otherwise silent and dull.
42	Guard	Idle, narcoleptic, credulous. Will sit in front of something for days without complaining.
43	Farmer	Displaced and lost in the wide world. Full of folk wisdom. Critical of wizards.
44	Deserter	Unsuited for war or real work. Likely to be executed if caught. Unshaven. Shivers at night.
45	Assayer	Can accurately determine the value (by weight) of gold, silver, and some gems. Exorbitant rates.
46	Laundress	Expert in cleaning, but always distracted by affairs, gossip, spying, or flirting. Causes trouble.
47	Laundress	Expert in cleaning. Filthy mind, tragically hideous body.
48	Rat-Catcher	Scarred fingers. Enormous surly cat or small but vicious dog. Insists
49	Merchant	Lost everything, too broken to continue. Knows many things about Foreign Parts, currency, trade.
50	Guy Who Goes "Heh"	Probably touched in the head. Mumbles, squints, carries heavy objects if asked several times.
51	Page	Extremely young. Holds your horse and runs errands. Inadvisably run towards danger.
52	Provision-Seller	Has a small cart full of items. Journeys into town once a week, if possible, to restock.
53	Carpenter	Can make decent camp structures with tool and assistance. Incomprehensible accent.
54	Foreigner	Sits to the side and listens. Suspicious until you realize he doesn't speak any known languages.
55	Enforcer	Fight in camp and he breaks your fingers. Face like a slab of meat, hands like iron. Otherwise kind.
56	Wizard Apprentice	Disgraced. Cannot cast spells but can detect magic occasionally. Can read and write.
57	Wizard Apprentice	Dead-brained. Any spells targeting the apprentice bounce in a random direction.
58	Wizard Apprentice	Cursed. Pick a curse, apply a mutation, or otherwise ruin their life.
59	Scribe	Writes things down for you, can do sums. Power goes to their head immediately.
60	Scribe	Writes things down for you, can do sums, but badly. Terrified of being exposed.

1d100 Camp Followers (cont'd)

61	Prostitute	Will sleep with anyone for 5sp. Offers discounts for novelty.
62	Prostitute	Will sleep with anyone not too offensive for 5sp.
63	Prostitute	Laughably bad at it. Starts off endearing, becomes annoying. 3sp for a brief encounter.
64	Prostitute	Highly experienced. Can also keep accounts, lie convincingly, and handle a knife. 8sp.
65	Prostitute	Visibly diseased. Not fatal, but unattractive to most. 5cp.
66	Falconer	Birds died, was exiled. Hates birds but knows their secrets. Can whistle very loudly.
67	Astrologer	Can cast a horoscope for 5cp, 5sp, or 5gp. They do nothing. Has a chest full of papers and tools.
68	Embarrassing Lover	Forbidden by culture, status, or common sense. All they do is hide, fawn over you, and cause trouble.
69	Rag Picker	A heap of cloth with feet. Can patch anything. Can convert rags into clothing or clothing into rags.
70	Fletcher	Makes 20 arrows per day, 5cp each. Requires feathers, wood, iron tips. Good singing voice.
71	Torch-Maker	Makes 10 good torches per day, 1cp each. Requires wood, resin, and fibre. Very slow.
72	Holy Visionary	Eccentric, sings constantly, might become a saint one day if they live.
73	Court Attendant	Briefly served a noble house. Tells the same stories over and over. Knows some courtly rituals.
74	Sharpener	Carries a small pedal grindstone in a cart. 5cp to sharpen a dagger, 15cp for a sword.
75	Minstrel	No talent but lots of bawdy songs. Has inappropriate preferences in partners.
76	Minstrel	Moderately talented. Will attempt to seduce nearly people in order of attractiveness.
77	Crier	Extremely loud voice, delights in broadcasting gossip.
78	Night Owl	Stays up all night, sleeps all day. No explanation given. Will keep a decent watch.
79	Chicken Keeper	Astonishingly lazy. 1d20+2 chickens, loose and troublesome. Sells eggs, 2cp each.
80	Goatherd	Cunning, wizened, and crafty from outwitting goats. 1d6 goats. On a 6, +1d6 goats, etc.
81	Shepherd	Frantic and depressed from dealing with sheep. 1d6 sheep. On a 6, +1d6 sheep, etc.
82	Swineherd	Jolly but crude. 1d4 hogs. If 4, one truly enormous hog the size of a small horse instead.
83	Blacksmith	Unless provided with a forge and equipment, just a strong man with burn scars. Mean and bitter.
84	Whittler	Whittles things out of wood. Some are amusing. Will carve icons of saints and monsters.
85	Escaped Nun	Hard worker, terrified of her family and being captured again.
86	Gambler	Always cheerful, tells amusing tales. Usually broke, sometimes affluent.
87	Dog Trainer	Horrible smell, always exhausted. 1d6 dogs, 1 of which is partially trained. The rest are nearly feral.
88	Rake	In it for the thrill. Utterly debauched and amoral. Will do something fatal eventually.
89	Cidermaker	Has a small cart full of barrels. Smells like apples. Always drunk. 2cp for a cup of cider.
90	Cook	Reliably produces the same grey slop, even during famine or long sieges. 2cp per ration. Scowling.
91	Cook	Has maintained the same pot of stew for fifteen years. Flavour varies. 2cp per ration. Rotund.
92	Pragmatic Cook	Can roast any animal. Will gleefully regale you with tales of cannibalism and madness. 3cp per ration.
93	Experimental Cook	Tries new ingredients. 2cp for a bowl of the latest creation. 1-in-10 chance of being awful/delicious.
94	Legendary Cook	Meals costs 5sp but heal +1 HP. Requires flattery, donations, and safety.
95	Butcher	5cp for a rabbit, 5sp for a deer, 1gp for anything larger. Competent, efficient, and corpulent.
96	Shirtless Man	Spends most of his time in the sun. Does menial tasks badly but looks good doing them.
97	Freak	Deformed in some amusing way. Quite intelligent and loyal, given time.
98	Scrounger	50% chance of leaving camp for the day and returning with something useful. Flea-infested.
99	Horse Trainer	Calms frightened horses, fixes horrible horse ailments. Thin and twitchy.
100	Scholar	Knows more than most people about one specific but useless topic. Literate and witty.

Horse Quality & Death Tables

1d20	Horse Quality	
1	Catastrophe	Roll for Horse Death. No refunds.
2	Lame	Unable to ride for 1d10 days
3	Mad	1-in-6 chance of refusing to move.
4	Wobbly	Jelly legs. Nauseating.
5	Surly	Must be coaxed into action.
6	Vicious	Will bite 1d10 people per day.
7	Ugly	An odd assortment of features
8	Patchy	Missing some hair.
9	Mawkish	Sentimental and attached to owner.
10	Fisheyed	Stares in strange directions.
11	Hungry	Nips and licks things.
12	Stable	Utterly unremarkable.
13	Skittish	Startles at the strangest things.
14	Jumper	Clears fences and hedges easily.
15	Danger Sense	Senses ambushes, bad weather.
16	Swift	Faster than most horses.
17	Lordly	Earns the respect of most horses.
18	Warrior	Delights in battle. Kicks accurately.
19	Stoic	Utterly unflappable.
20	Beautiful	Smart, loyal, and glossy.

1d20	Horse Death	
1	Heart Failure	Lurches, falls over, dies immediately.
2	The Sweats	Drips, then dies in 1d6 hours.
3	Toothmaggots	Teeth fall out. Death in 2d6 days.
4	Lungfoam	Red froth, then death in 1d6 days.
5	The Spots	Skin sloughs off. Death in 1d6 hours.
6	Joint Pains	Slowly stiffens and dies in 1d6 days.
7	Tendonsnap	Limbs fly askew. Death in 1d6 days.
8	Grippe-Guts	Bloats, then explodes in 1d6 days.
9	Colic	Terrible gas, then death in 2d6 days.
10	Water-Spout	Drinks constantly. Death in 1d6 hours.
11	Hoof-Rot	Feet melt, then death in 2d6 days.
12	Set-Fast	Limbs lock, bruise. Death in 1d6 days.
13	Honey-Pus	Weeping sores. Death in 1d6 hours.
14	Gutworms	Bloats, then splits in 1d6 hours.
15	Brain-Fever	Flails, bites, froths for 1d6 days.
16	Tired Blood	Sleeps constantly, dies in 1d6 days.
17	Tremors	Head shakes, then dies in 1d6 days.
18	Glassbones	Legs snap. Death immediately.
19	Skinseams	Splits along bones, dies in 1d6 hours.
20	Collapse	Horse simply falls apart immediately.

1d100 Barbarian Delicacies

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Meat		
1	Hanging Meat	Salted, flattened, left to air dry.
2	Pickled Eyeballs	Mostly flavourless, slightly greasy.
3	Dried Eel	Leathery. Smells like wet dog.
4	Weird Bit	The wattle. The gibbs.
5	Organ Sack	Stomach filled with other bits
6	Rotting Fish	Very specific fish in a bottle.
7	Dried Crickets	Served in honey..
8	Fermented Crab	Dubious aphrodisiac. Smells terrible.
9	Dried Meat	Mashed with fat and berries.
10	Mashed Stoat	Minty fresh for some reason.

More Meat		
11	Baked Rat	Not a local rat. A smug foreign rat.
12	Pig Grease	Crunchy. Kept in a jar.
13	Mashed Ants	Cooked in a pot with grain.
14	Whole Songbird	Coated in a foul-smelling paste.
15	Fermented Bird	Stored in a sack.
16	Dried Lizards	Tiny. Eaten by the handful. Very dry.
17	Rabbit Ears	With the fur still on.
18	Sea Thing	Sea insect. Too many legs.
19	Tiny Flat Fish	Smoked then kept in a sack.
20	Teeth	Handfuls of broken teeth in sauce.

Eggs		
21	Cooked Eggs	Boiled in something unmentionable.
22	Fermented Eggs	Buried in clay for a month. Crumbly.
23	Mashed Eggs	Mixed with some horrible root.
24	Candied Eggs	Put in an urn with sugar and tubers.
25	Fish Eggs	Lots of tiny eggs in glass bottles.
26	Insect Eggs	White, the size of a thumb.
27	Lumpy Eggs	A bird with the hiccoughs, maybe?
28	Snail Eggs	Pickled in brine.
29	Sea Eggs	Not sure if a plant or a fish. Briny.
30	Exotic Eggs	Blue and green with stripes. Watery.

Strong Drink		
31	Herbal Liquor	Sold in tiny glass bottles.
32	Blessed Water	Blessed by a specific kind of priest.
33	Green Infusion	Apparently made by monks.
34	Brown Liquor	Very strong, made by alchemists.
35	Honey Beer	Comes in clay pots.
36	Fermented Cloves	More of a mash than a drink.
37	Red Liquor	Thick like treacle, tastes like fruit.
38	Bitter Leaves	Makes a medicinal infusion.
39	Pale Brown Liquor	Made from trees somehow.
40	Buttery Wine	Not made from grapes. Slimy.

Root Vegetables		
41	Fat Purple Turnips	Eaten raw. Crunchy and stringy.
42	Long Grey Carrots	Very, very spicy.
43	Rock Vegetable	Devoured raw, leaks milk.
44	Green Lumps	Some kind of nut?
45	Thin White Roots	Faint smell of cut hay.
46	Corkscrew Turnips	Worse than regular turnips.
47	Fat White Root	Like an obese flavourless carrot.
48	Infernal Onion	Red, sharply acidic.
49	Lumpy Root	Shaped like a deformed animal.
50	Hairy Yellow Root	From a flower. Tastes like vinegar.

Leafy Vegetables		
51	Broad Leaves	Opens the pupils.
52	Diamond Leaves	Tingly, stains the teeth green.
53	Grey Leaves	Ashy. Sold by apothecaries.
54	Frayed Leaves	Tastes like soap to most people.
55	Fern Leaves	Tastes like grass but with sap.
56	Orange Leaves	Dried and crispy.
57	Round Leaves	Tastes like copper.
58	Veiny Leaves	Like eating leather.
59	Curled-up Leaves	Little green balls.
60	Flat Green Leaves	Slowly rots into slime.

Bread		
61	Hard Cakes	Solid pucks of flour and starch.
62	Drip Cakes	Bread thrown into boiling fat.
63	Spice Bread	A spice from Foreign Parts.
64	Rolled Bread	Layered meat and cheese.
65	Yellow Bread	Made from a strange grain.
66	Corpse Bread	Like bread that's been left to die.
67	Hole Bread	Full of holes for some reason.
68	Stack Bread	Tiny loaves hammered flat.
69	Failed Bread	Flour and water rolled.
70	Round Bread	Spheres of dough with meat.

Cheese		
71	Blue-black Cheese	In the stomach lining of a goat.
72	Lumpy Cheese	In a wineskin. Acidic and dribbly.
73	Runny Cheese	Tastes like sand and salt.
74	Yellow Cheese	Looks fine but tastes appalling.
75	Monk Cheese	From the milk of blessed cows.
76	Travel Cheese	All the water squeezed out.
77	Purple Cheese	Made with blood or something.
78	Soft White Cheese	In clay jars.
79	Meat Cheese	Made from sea creatures.
80	Grey Hard Cheese	Thick rind, smells like cow dung.

Mushrooms		
81	Folded Mushroom	Moist and curled.
82	Black Mushroom	Tastes like soggy wood.
83	Crinkly Mushroom	Crunches like frost.
84	Red Mushroom	Makes everything feel tingly.
85	Mottled Mushroom	Deadly to dogs and cattle.
86	Pink Mushroom	White spots, perfectly round.
87	Tall Mushroom	Like little spears. Greasy.
88	Plate Mushroom	Tastes like wood. Hard to chew.
89	Puffball Mushroom	Round white balls.
90	Eye Mushroom	Wet black spots like eyes.

Exotic		
91	Brown Beans	Tastes like sawdust and bleach.
92	White Beans	Like pebbles but chewy.
93	Red Beans	Tastes metallic.
94	Horrible Sea Thing	Like a nightmare phallus.
95	Pointy Red Fruit	Full of seeds. Burns like fire.
96	Oval Green Fruit	Bitter, salty, and chewy.
97	Snake Venom	Makes the tongue go black.
98	Pink Salt	From the mountains.
99	Cat Milk	A thin custard. Who milks a cat?
100	Magic Powder	Ground up wizard skulls.

Price List

Item	Cost (Urban)	Cost (Rural)
Food and Cooking		
Small Beer	2cp	1cp
Bottle of Wine	5cp	1sp
Standard Meal	5cp	3cp
Fancy Meal	3sp	-
Ration (3/slot)	1sp	5cp
Animal Feed (per day)	3cp	2cp
Cheese (5bs)	5sp	4sp
Cookpot	1sp	2sp
Dried Fruit (bag)	2sp	1sp
Eggs (12)	7cp	3cp
Herbs (bag)	3cp	1cp
Lard (5lbs)	1cp	1cp
Soap (1lb)	1cp	2cp
Wooden Tub	2sp	1sp
Armour		
Leather Armour (Defense 12)	25sp	50sp
Chain Armour (Defense 14)	10gp	-
Plate Armour (Defense 16)	100gp	-
Shield (Defense +1)	5sp	5sp
Weapons		
Light Weapon (d6+Str. B) (3/slot)	5sp	5sp
Medium Weapon (d8/d10+Str. B)	2gp	5gp
Heavy Weapon (d12+Str. B) (0.5/slot)	5gp	15gp
Sling (d6)	3sp	3sp
Bow (d6)	25sp	25sp
Crossbow (d12)	5gp	-
Arrows/Bolts (20/slot)	5cp each	5cp each
Light		
Candle (small, 1hr) (3/slot)	1cp	1cp
Reading Candle (3hrs)	5cp	5cp
Lantern	3sp	5sp
Lamp Oil (flask, 3/slot, 3hrs)	5cp	5cp
Tinderbox	1sp	5sp
Torch (3hrs) (3/slot)	1cp	1cp
Animals		
Cattle	1gp	8sp
Chicken	2cp	1cp
Dog	1gp	5sp
Hawk	10gp	-
Hog	5sp	3sp
Horse (riding)	10gp	10gp
Horse (war)	75gp	65gp
Donkey	8sp	5sp
Sheep	3sp	1sp
Tools		
Anvil	2gp	3gp
Axe	4sp	3sp
Bellows	4gp	6gp
Block and Tackle	3sp	3sp
Chisel	1sp	2sp
Drill	5sp	5sp
Hammer	1sp	2sp
Hoe	3sp	2sp
Iron Plough	15gp	17gp
Nails (bag of 10)	3cp	5cp
Pick	6sp	12sp
Prybar	2sp	2sp
Shovel	3sp	2sp
Speciality Tools	2gp	-
Spike (iron)	1sp	2sp

Item	Cost (Urban)	Cost (Rural)
Adventuring Gear		
Air Bladder	1sp	1sp
Bedroll	2sp	1sp
Caltrops (bag of 30)	4sp	-
Fishing Gear	1sp	1sp
Grappling Hook	3sp	5sp
Holy Water	25sp	25sp
Ladder (10')	6sp	3sp
Pole (10')	1sp	5cp
Rope (30')	3sp	3sp
Tent (3-ling)	1gp	2gp
Tent (personal)	5sp	10sp
Vial, Bottle, or Flask	2sp	-
Waterskin	1sp	1sp
Whistle	5cp	5cp
Clothing		
Peasant Clothes	1sp	5cp
Working Clothes	5sp	6sp
Noble Clothes	30gp	-
Leather Boots	3sp	-
Furs	50gp	-
Rags	5cp	3cp
Books and Vanity Items		
Book (blank)	3gp	-
Book (magic)	30gp	-
Book (reading, poetry, etc.)	6gp	-
Holy Symbol (plain wood)	2cp	2cp
Hourglass	10gp	-
Ink	1cp	5cp
Mirror (silver)	3gp	-
Plates, Cups, Cutlery (6 sets)	1gp	-
Gold Ring	1gp	-
Scroll Case	1sp	3sp
Hirelings and Followers		
Useless Peasant	2sp/month	1sp/month
Labourer	5sp/month	5sp/month
Scribe	6sp/month	-
Archer or Light Infantry	1gp/month	1gp/month
Mason	1gp/month	1gp/month
Camp Follower	15sp/month	15sp/month
Armourer or Blacksmith	2gp/month	2gp/month
Master Builder	5gp/month	5gp/month
Barber-Surgeon	6gp/month	8gp/month
Galley Crew (60)	30gp/month	-
Transportation and Lodging		
Sailboat	600gp	-
Cart	3gp	3gp
Raft	5sp	5sp
Wagon	15gp	8gp
Galley	800gp	-
Inn	5sp/night	3sp/night

Currency Calibration

1gp = 10sp = 100cp = \$1 modern American = 1 ~1300 French denier. Prices are based on historical research and guesswork.