

# DUNGEONSLAYERS

AN OLD-FASHIONED ROLEPLAYING GAME



BY  
**CHRISTIAN KENNIG**



**ALSO AVAILABLE IN PRINT**



**CHRONICLE  
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# CREDITS

**Author**  
Christian Kennig

**This edition is published by Chronicle City**

**Publisher**  
Angus Abranson

**Production Manager**  
Simon Emmins

**German Publisher**  
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**Cover**  
Alan Lathwell

**Cover Design**  
Ralf Berszuck

**Interior Illustrations**  
Thomas "Brotkopp" Trapp

## *English Translation*

**Translation**  
Andreas Bösche  
Kristel Dierickx  
Rolf Elak

**DTP**  
Kristel Dierickx

**Maps**  
Christian Kennig

**Proofreading**  
Jack "Game Hermit" Berberette  
Logan L. Godfrey  
Bruce Hill  
Michael Langford  
Jon Sparks

**Special Thanks To**  
Luca "Wildboar" Volpino

## *German Version*

**DTP and Maps**  
Christian Kennig

**Helping Hands, Beta Test  
and Proofreading**  
Andreas Bösche, Dominik Cenia, Tim  
Charzinski, Alexander Chirkoch, Tan  
Cron, Rolf Elak, Stefan Falabu, Marc  
Kretschmer, Fabian Mauruschat,  
Andreas Melhorn, Benjamin "Kharand"  
Müller, Simay Özdoğan, Vedran  
Pilipović, Christian "Njoltis" Renkel,  
Michael Rieger, René Swiecik, Murat  
Torunlar, Thomas Trapp, Pascal  
"Phönix" Walter, Françoise De Weerd  
and Michael "Stargazer" Wolf

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Andreas Bösche, Dominik Dießlin,  
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**Races Tool Kit**  
Marc Kretschmer

**Firearms**  
Michael "Stargazer" Wolf

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# FOREWORD

When I put this small set of rules online in late 2008 for my players and I, no one could have anticipated that within a short time numerous translations and supplements would be created. Less than two years later, these humble beginnings grew into a printed volume of rules with over 150 pages of content. What you now see before you is the English translation of these rules.

Without the friendly, active community which has formed around Dungeonslayers and their important contributions to the fourth edition, the old-fashioned roleplaying game wouldn't be where it is today. More than 1,000 work hours were contributed to this edition - this Dungeonslayers is their Dungeonslayers. It is my hope that a similar community will arise around the English version.

The fourth edition adds many useful details to our old-fashioned roleplaying game. Those details were often requested, but previously required too much room to be included. But do not fear - this is still Dungeonslayers, even at its vastly expanded size. The core set of rules is still at a measly ten pages. Instead of inflating the streamlined system, the surrounding was gently enhanced without touching the core mechanics of the system. If you already know Dungeonslayers, you will feel at home quite quickly.

As a little extra, answers for common questions are finally supplied. Furthermore, you will find tools, optional rules and pages full of slayer talents, mighty spells and - of course - monsters. Nasty monsters.

As usual, the rules get right to the point, no unnecessary fluff added.

The new Dungeonslayers features a lot more: Dungeonslayers always stood for exiting combat, fast paced action, clear rules and lively adventures.

Dungeonslayers can now be more than just beer-and-pretzels Hack'n'Slay type of game. It was not widely known (due in part to the games title) that epic campaigns full of dramatic turns, fateful conspiracies and dark machinations can be run with Dungeonslayers. Hero classes have been created for long term play, and other features to customize characters emphasize this aspect of game play.

The included Caera setting contains numerous secrets and possibilities for adventurers. Game masters will find a playing field large enough for months or years of gaming.

Regardless if you are a roleplaying newbie or a weathered veteran, familiar with Dungeonslayers or not: This rule book will give you everything but a 20-sided die to make your first characters and send them on the road to adventure.

Regardless whether the players are sneaking through dark sewers under Storm Bluff, wandering the scorching deserts of Shan'Zasar or exploring the legendary mines of Shimmerstone:

Endless adventures await you.

I do wish  
- as always -  
a lot of fun to all of you.

Christian Kennig, June 2012

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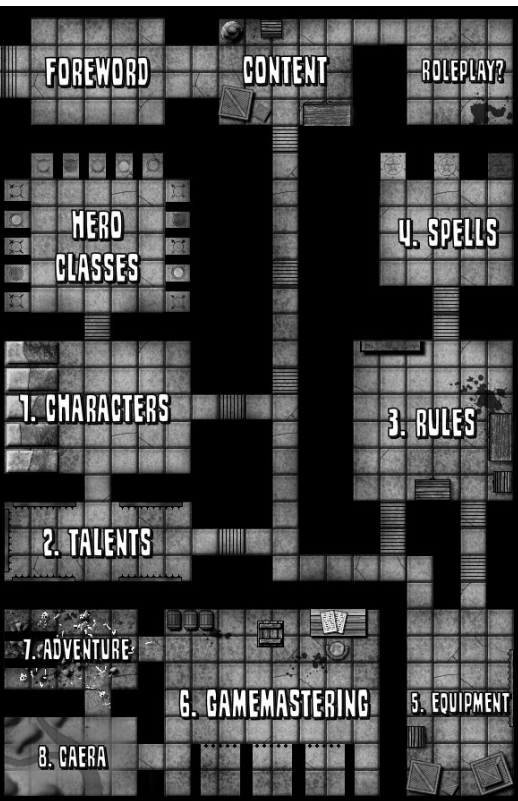
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# ROLE-PLAYING?

In a role-playing game, players assume the roles of so-called 'characters' who venture forth together in search of adventure. They are guided by a Game Master (GM), a sort of moderator. **Dungeonslayers** is set in your classic fantasy world. The players personify the inhabitants of this world - they may be sword wielding fighters, elven archers or mysterious mages. Because players act together as a group, there is no real winner - the goal is to experience the mysteries and challenges that were prepared in advance by the GM.

The Game Master's task is not only to develop the adventure plot ahead of the actual role-playing session. He also assumes the roles of the other inhabitants and beings of the fantasy world during the actual game - maybe that of the grim necromancer, a friendly merchant, servile stable boy or even that of a mighty dragon - and through vivid descriptions brings the world that surrounds the players' characters to life. The actual game story develops through the dialog between Game Master and players and thus the adventure unfolds.

## EXAMPLE OF A ROLE-PLAYING SESSION

The following dialog gives you a pretty good idea of how a role-playing session works. The game takes place in a relaxed atmosphere - snacks and drinks are already on the table, as are the players' character sheets. The following persons take part:

The Game Master (**GM**)

Player 1: Dwarf Fighter (**DF**)

Player 2: Elf Scout (**ES**)

Player 3: Human Wizard (**HW**)

**GM:** "It is late afternoon as you emerge from the forest. Ahead of you, on a small hill, you can now see the weathered ruins of an old, square stone tower. The upper levels must have collapsed

long ago, overgrown debris is scattered among the surrounding trees and bushes. From the shadows of what remains of the archway it does, however, appear as if it is still possible to enter into the first floor.

*On a sheet of paper, the Game Master draws a quick sketch of the clearing and the tower ruins and hands the map over to the players.*

**ES:** "I signal to the others to take cover for the time being. I then have a look around."

**DF:** "Uh, c'mon. If there's anyone in there I'm sure they've already noticed us... let's go!" (*To the GM:*) "Belga draws her axe and walks towards the tower."

**ES:** (*sighs*)

**HW:** "The Dwarf is right. We follow, I go last."

**ES:** "But first I ready my bow and arrow."

**DF:** "I stop at the entrance and take a careful look into the tower."

**GM:** "You look through the archway and see what must have once been a single, large room. Now, however, it rather resembles a sunny, overgrown, inner courtyard. Debris from the upper stories is scattered among the knee-high bushes, thick shrubs and gnarled trees."

*(The GM rolls the dice - a Perception Check for Belga in order to find out whether the Dwarf can see the stairs at the back of the room. But the check fails):* "You see nothing unusual."

**DF:** "Hmmm..."

**HW:** "What are you waiting for? Go-Go-Go."

**ES:** "After you, Miss Belga. I will cover you."

**DF:** "Don't shoot me in the back! (*To the GM*) I go in, my axe ready."

**GM:** "As you enter, a startled bird flies up through the open roof then everything goes quiet again. Somewhere in the distance you hear a woodpecker."

**DF:** "Are there any tracks? You, Elf, come on over and check out the ground."



**ES:** "I stroll over to her and check for tracks."

**GM:** "Do a Check +4."

**ES:** (*throws a die to Read Tracks*) "Yes, successful!"

**GM:** "You indeed discover what are clearly tracks. The grass is trampled, there appears to be a highly frequented path running past the debris and through the grass and bushes."

**HW:** "From animals maybe?"

**ES:** "What sort of tracks are they?"

**GM:** "Roll the dice again - but this time without the +4 bonus."

**ES:** (*rolls the dice again to Read Tracks but this time the check is failed*) "Nope."

**GM:** "Okay. Nothing then. But the bent branches on the bushes and the flattened grass tell you at least that something seems to be passing frequently and that it doesn't care much. But you don't have a clue what it could be."

**ES:** "It's hardly a deer."

**HW:** "Maybe a bear or something like that?"

**DF:** "Or a bunch of dumb oafs."

**HW:** "We should be careful. Is there anything else unusual?"

**GM:** "Indeed there is. From where you are at the entrance you can see that at the rear there are old, coarse stone stairs leading down. The path that the Elf discovered appears to be leading exactly towards it."

(*The GM draws the path and the stairs into the players' map.*)

**DF:** "Okay. Let's go and find out what's down there."

**HW:** "What sort of a tower was this once?"

**GM:** "Roll Mind plus Intellect plus your rank in Education - if you have that talent."

**HW:** (*rolls the dice*) "Success!"

**GM:** "This is definitely not the work of Dwarves. Your wizard rather suspects that this tower was once built by human hands. Perhaps one of the old border towers of Gorma, the Fallen Realm."

**HW:** "That would be at least 400 years ago!"

**DF:** "Can we go down now?"

**ES:** "I light a torch."

**HW:** "No, wait! If there is something or someone down there, the light will give

us away. Let's take a careful look first, it's probably just a small cellar."

**DF:** "Let me use my Dark Vision to take a look. That way we won't have to worry about our light stirring up trouble. (*To the GM*) Belga sneaks down the stairs carefully and looks if she sees anything."

**GM:** "Check on Sneaking."

**DF:** (*rolls dice*) "Hey, success, a nice change!"

**GM:** "Cool. Belga is as quiet as a mouse and sneaks down the stairs. The stairs lead into a small, dark cellar room - 4 by 4 meters maybe. The room appears to be empty with the exception of some old, moldy barrels beside the base of the stairs. An opening on the opposite wall, leads to a passageway that ends at a wooden door. The passageway is about 3 meters long. Everything looks pretty deserted."

**DF:** "I signal to the others that everything is okay and take position in the middle of the room."

**ES:** "I light my torch then follow the Dwarf."

**HW:** "Me too. But first I prepare my magic spell 'Blessing'."

**DF:** "Good idea!"

**ES:** "What's inside the barrels?"

**DF:** "Dunno. Didn't look."

**ES:** "Once I am downstairs, I head over to the barrels. What sort of barrels are they?"

**GM:** "They are very old, large, rotten timber barrels. Maybe they contained beer in the past."

**DF:** "Dwarven beer?"

**GM:** "Who knows."

**HW:** "Can we please keep going? What about the door over there in the small passageway?"

**ES:** "I look into one or two barrels."

**GM:** "There is nothing in them. Only dust and rotten timber."

**DF:** "Okay - the passageway, the door. Goin' there."

**ES:** "We follow. Is it possible to stand side by side?"

**GM:** "Nope."

**HW:** "I'm in the back."

**DF:** "A wooden door, right? Is there a keyhole, bolt or latch?"

**GM:** "Nothing. But it's rickety and riddled with holes."

**HW:** "Uh - does that mean that all the time it would have been possible to see our torch light from the other side ...?"

**GM:** "If there is somebody there, yes."

**DF:** "Oh great. I kick the door in!"

**ES:** "No, wait ...!"

**GM:** "Too late. Belga kicks the door open."

**ES:** *(sighs)*

**DF:** "What do I see?"

**GM:** "Behind the door is another cellar similar in size to the room you just came from. The floor is littered with filthy blankets and leftover foodstuffs. You face four small creatures with their short bows pointed directly at you - Goblins! They have obviously been waiting for you to open the door."

**ES:** "Bingo."

**DF:** "I smash their heads!"

**GM:** "In the correct order of Initiative, please. You are surprised. Therefore the Goblins go first with +10. And they begin to shoot right away."

**DF:** "Yeah, sure."

**GM:** *(rolls the dice a few times)* "Belga is lucky! Only one arrow is on target - make a Defense roll."

**DF:** *(rolls Defense)* "Successful - a 13."

**GM:** "It doesn't penetrate - the arrow just bounces off Belga's armor without causing any harm."

**HW:** "It's my turn now - I cast Blessing on us."

**ES:** "And I shoot over Belga's head at the Goblin on the left *(rolls dice)* - yes, successful! A Coup! 19 points damage."

**GM:** *(rolls dice)* "Through the eye and into the brain. With an unnatural jerk, the Goblin goes down. Now Belga."

**DF:** "I run over to them and hit the first guy I can get at."

**GM:** "That's no problem for Belga. Roll your dice."

**DF:** *(rolls dice)* "Uh, damn it - only a 6."

**GM:** *(rolls dice)* "But the Goblin fumbles: the force of Belga's axe throws him to the ground and he suffers 6 points damage."

**DF:** "Ha!"

We will leave this game session now. Having gained a bit of insight into how the game is played, it is now time to find out more about the actual **Dungeonslayers** rules.



# CHARACTERS

In the game of **Dungeonslayers**, each player takes on the role of a character. Throughout the course of his or her life, the character may advance all the way to level 20. While doing so, the player will have the opportunity to improve his or her character's skills and abilities. Once a character reaches Level 10, he or she may choose a so-called Hero Class, which will allow the character to specialize and which will grant access to individual special abilities.

## ATTRIBUTES & TRAITS

Every Dungeonslayer has nine core values: 3 Attributes and 6 Traits. Higher values are better than lower values.

### THE 3 ATTRIBUTES

Every character has three attributes: **Body**, **Mobility** and **Mind**. Initially, these values range between 4 and 8. Later on in the course of the game it will only be possible to increase these values on a few, very rare occasions.

#### BODY (BOD):

This attribute represents a character's fitness, strength and build. A high BOD value represents a higher stamina and increases the character's damage resistance.

**Traits:** Strength & Constitution

#### MOBILITY (MOB):

The Mobility value indicates how athletic a character is. The MOB attribute is of particular importance when determining the speed of a character.

**Traits:** Agility & Dexterity

#### MIND (MND):

The Mind value represents a character's intelligence and determines how well the character can influence others. MND primarily affects a character's knowledge, perception and magical powers.

**Traits:** Intellect & Aura

### THE 6 TRAITS

There are two corresponding traits for each of the three attributes (Body, Mobility and Mind) for a total of six traits.

**Body:** Strength & Constitution

**Mobility:** Agility & Dexterity

**Mind:** Intellect & Aura

While attributes will hardly ever change once character generation is complete, it is possible to increase the value of traits later on in the course of the game.

#### STRENGTH (ST):

This trait indicates how strong a character is and how hard he or she can hit. The higher a character's ST, the greater the amount of damage that can be inflicted in close combat.

#### CONSTITUTION (CO):

Is the character able to withstand substantial combat damage, disease or poison? The Constitution value is primarily required to determine how well the character can ward off damage.

#### AGILITY (AG):

Does the character have fast reflexes or is he a good athlete? A high AG value ensures that a character will not lag behind his companions.

## DEXTERITY (DX):

In addition to representing actual manual dexterity, Dexterity also influences a character's accuracy with ranged weapons.

## INTELLECT (IN):

Intellect is a measure of how clever, attentive, and deductive a character is. For Mages, Intellect dictates the power their of spells.

## AURA (AU):

Aura determines the character's appearance and charisma. A high value in this trait is also important for the effectiveness of many magic spells.

# COMBAT VALUES

The Combat Values are always based on the current Attributes and Traits values plus any modifications from equipment, primarily the Weapon Bonus (WB) and the Armor Value (AV). If any of these values change, the respective combat values change as well.

### Example:

*Kalthor, the Fighter, (BOD 8, ST 4) carries a longsword (WB+2); his Melee Attack value is therefore 14 (=8+4+2). Later on, Kalthor "finds" a two-handed sword (WB+3) and decides to use this weapon from now on. His Melee Attack value is now 15 (=8+4+3).*



## HIT POINTS (BOD+CO+TO):

This combat value represents the amount of damage a character may suffer before he or she loses consciousness or dies.

Abbreviation: HP



## DEFENSE (BOD+CO+AV):

Defense may reduce the damage a character suffers. An armor item increases the Defense value by its Armor Value.

Abbreviation: DEF



## INITIATIVE (MOB + AG):

Initiative (INI) determines how quickly a character may act during combat. Some weapons and armor items modify this value.

Abbreviation: INI



## MOVEMENT RATE (MOB/2+1):

The Movement Rate (MR) indicates the number of meters a character may move in one combat round.

Abbreviation: MR



## MELEE ATTACK (BOD+ST+WB):

Melee Attack (MAT) is a close combat attack against an opponent. The Weapon Bonus (WB) of the character's melee weapon is added to this value.

Abbreviation: MAT



## RANGED ATTACK (MOB+DX+WB):

This combat value (RAT) is used for attacks with ranged weapons. The Weapon Bonus (WB) of the ranged weapon is added to this value.

Abbreviation: RAT



## SPELLCASTING (MND+AU-AV+SM):

Mages use this value (SPC) to cast their magic (except targeted spells). Armor other than cloth lowers this number by its Armor Value (AV). Each spell will also have a Spell Modifier (SM) which is added to this Spellcasting value when casting that particular spell.

Abbreviation: SPC



## TARGETED SPELLCASTING (MND+DX-AV+SM):

Mages use this Combat Value (TSC) to cast targeted spells at their opponents. The Spell Modifier (SM) of the active spell is added, AV is deducted from this value.

Abbreviation: TSC

## CHARACTER CREATION

The first step in the character generation process is determining the race and class of your character.

**Example:**

*Let's use an Elven Wizard as our example, as this race/class combination covers all aspects of character generation.*

### 1. CHOOSING RACE

By default, every character belongs to one of the three races: Elves, Humans or Dwarves. However, the played setting will ultimately determine which races will be available to players.

#### DWARVES

The tough, bearded and often grumpy Dwarves prefer the life of a Fighter, but they are also very well suited for other classes.

**Racial Bonus:** *ST, CO or DX*

**Racial Abilities:** *Dark Vision, Longevity (slower aging once adulthood is reached), Tough (Defense +1)*

#### ELVES

Elves, with their pointed ears and slender build, make strong fighters, agile scouts or talented mages.

**Racial Bonus:** *AG, DX or AU*

**Racial Abilities:** *Fleet Footed (Sneaking +2), Night vision, Immortal (Elves hardly age once they have reached adulthood; death comes by force only)*

#### HUMANS

The adaptable Humans produced many different cultures and are equally well suited to become Fighters, Scouts or Mages.

**Racial Bonus:** *Any one trait*

**Racial Abilities:** *1 free talent point*

Elves and Dwarves receive special racial abilities which are recorded on the character sheet. Humans, on the other hand, receive a Talent Point instead of a racial ability. The Racial Bonus will be used later on during attribute allocation.

RACE	RACIAL ABILITIES
Elf	Fleet Footed, Nightvision, Immortal
Human	1 Talent Point
Dwarf	Dark Vision, Longevity, Tough

**Example:**

*On the character sheet we note under Race "Elf" and record the racial abilities Fleet-Footed, Nightvision and Immortal.*



## 2. CHOOSING CLASS

You must now choose one of the three available classes: **Fighter**, **Scout** or **Mage**.

When playing a Mage, you must choose whether you would like to play a **Healer**, **Wizard** or **Sorcerer**. This choice will determine the type of magic spells that the character will be able to use.

### FIGHTER

These are the guys for the dirty work. During melee, you will usually find them right in the fray. They are easily identified by their heavy armor and brutal weapons.

**Class Bonus:** *ST* or *CO*

### SCOUT

Swiftness and stealth are a Scout's area of expertise. They prefer ranged combat; bows or crossbows are their indispensable companions.

**Class Bonus:** *AG* or *DX*

### MAGE

These characters master the art of magic, not melee. They try to avoid being in the thick of battle.

**Class Bonus:** *IN* or *AU*

**Healer** - predominantly defensive spells

**Wizard** - offensive and defensive spells

**Sorcerer** - predominantly offensive spells

## 3. DETERMINE ATTRIBUTES

You have 20 points to distribute between the three attributes **Body**, **Mobility** and **Mind** - note: no value may exceed 8.

### Example:

*We give Mind a value of 8. We then split the remaining points between Body and Mobility by allocating 6 points to each.*

## 4. DETERMINE TRAITS

We are now free to distribute 8 points among the six traits.

While it is possible to have traits with a value of **zero**, no trait may exceed a **value of 4** at this time.

### Example:

*Of the 8 points available to us, we allocate 2 each to the traits Constitution and Aura, 3 to Dexterity and 1 to Intellect:*

<b>Body: 6</b>	<b>Mobility: 6</b>	<b>Mind: 8</b>
Strength: 0	Agility: 0	Intellect: 1
Constitution: 2	Dexterity: 3	Aura: 2

## 5. RACIAL & CLASS BONUS

Every character has two points that may be allocated to certain traits based on his or her class and race. These points may be used to raise a trait to a **value greater than 4**. The chart below provides a quick reference to racial and class trait bonuses.

RACE	RACIAL BONUS
Elf	Agility, Dexterity or Aura +1
Human	Any one Trait +1
Dwarf	Strength, Constitution or Dexterity +1
CLASS	CLASS BONUS
Fighter	Strength or Constitution +1
Scout	Agility or Dexterity +1
Mage	Intellect or Aura +1

### Example:

*As an Elven Mage, we increase both Dexterity and Aura by 1 each and change the two values accordingly:*

<b>Body: 6</b>	<b>Mobility: 6</b>	<b>Mind: 8</b>
Strength: 0	Agility: 0	Intellect: 1
Constitution: 2	Dexterity: 4	Aura: 3

## 6. THE FIRST MAGIC SPELL

Mages will now learn one Level 1 magic spell.

The magic spells that are available to the character depend on whether the character is a Healer, Wizard or Sorcerer:

### HEALER SPELLS - LEVEL 1:

*Bestow Defense, Blind, Calm Animal, Consecrate Water, Detect Magic, Enchant Weapon, Healberries, Healing Aura, Healing Touch, Light, Resist Poison, Rout Undead, Sternutation*

### WIZARD SPELLS - LEVEL 1:

*Bestow Scent, Cantrip, Detect/Identify Magic, Enchant Weapon, Fire Beam, Light, Magic Lock, Open*

### SORCERER SPELLS - LEVEL 1:

*Cantrip, Detect/Identify Magic, Enchant Weapon, Fire Beam, Magic Lock, Open*

#### Example:

*Our Elven Wizard learns the spell Fire Beam, which is available to Wizards with Level 1 or higher.*

## 7. EQUIPMENT

Initially, all characters own simple clothing, steel, flint and tinder, a water skin, two healing herbs, a blanket and a backpack or kitbag, as well as 10 Gold Pieces (GP), which they may now use to purchase more equipment.

Lists with goods and their respective prices can be found from page 76 onward.

#### Example:

*On the second page of the character sheet we take note of our basic equipment (simple clothing, steel, flint and tinder, a water skin, blanket and kitbag) and then purchase a rune embroidered robe (AV +0, Aura +1) for 8 Gold Pieces and a quarterstaff (WB +1, TSC +1) for 5 Silver Pieces.*

*We'll keep the leftover coins - you never know when a bit of small change may come in handy.*

## 8. COMBAT VALUES

The formulas used to determine the Combat Values are always based on the character's current attribute and trait values. They must be adjusted immediately in case any changes to these values occur:

### COMBAT VALUES:

**Hit Points** BOD+CO+10

**Defense** BOD+CO+AV

**Initiative** MOB + AG

**Movement Rate** MOB/2+1

**Melee Attack** BOD+ST+WB

**Ranged Attack** MOB+DX+WB

**Spellcasting** MND+AU-AV

**Targeted Spellcasting**

MND+DX-AV

#### Example:

*We'll now determine the five combat values. In doing this, we shall also take into account the SM (Fire Beam: Targeted Spell Casting +1) and our equipment bonuses (AU +1, Targeted Spell Casting +1).*

*Our calculations result in the following combat values:*



*Hit Points 18, Defense 8, Initiative 6, Movement Rate 4m, Melee Attack 7, Ranged Attack 10, Spellcasting 12 and Targeted Spellcasting 14.*

*You can find a detailed breakdown of the values of our example character on page 7.*

## TALENTS FOR FIRST LEVEL

### CHARACTERS

#### ALL CLASSES:

Alertness  
 Artisan  
 Charming  
 Dodge  
 Education  
 Endurance  
 Expertise  
 Lightning Reflexes  
 Lucky Devil  
 Play Instrument  
 Rascal  
 Recuperation  
 Resist Magic  
 Riding  
 Servant of Darkness  
 Servant of Light  
 Swim

#### FIGHTERS:

Blocker  
 Close Combat  
 Dual Wielding  
 Parry  
 Steadfast

#### SCOUTS:

Acrobat  
 Hunter  
 Marksman  
 Stealth  
 Swift  
 Thievery

#### ALL MAGES:

Alchemy  
 Reassess Magic  
 Rune Lore  
 Spellchanger

#### HEALERS:

Armored Mage  
 Caregiver  
 Manipulator

#### SORCERERS:

Fire Magic

## 9. CHOOSING A TALENT

Every character receives one **Talent Point (TP)**; Humans therefore already have 2 TP now.

TPs can be saved or they can be spent on Talents (see page 17), provided that the character meets the class and level requirements of the respective talent. Every talent costs 1TP.

#### **Example:**

*Our Elven Wizard acquires the talent Education which is available to every Level 1 character for one talent point. This character is now technically complete. Now it's time to add some personality.*

## 10. FINISHING TOUCHES

Last but not least, we shall now determine the **gender** of our character and give him or her a **name**.

Every character is proficient in his **native language** and receives an additional point to learn another **language or alphabet**; when choosing languages/alphabets, players should not forget about the common language of the setting. Characters with MND 6+ automatically master all alphabets of their beginning languages (see page 86).

We finally note that the character is at Level 1, has zero Experience Points (XP) and Progress Points (PP). We also note how many Talent Points (TP) the character has left.

Working with the Game Master, you can also work out where your character originates from, how he grew up and why he left in search of adventure, what his beliefs are and what he values.

Is he a reliable follower or will he decide on the spot with whom his loyalty rests? Especially the last couple of questions may only become apparent later on in the game and they may even change over the course of time.

Either way, the character is now ready for the first adventure!



PLAYER:  
Player name

# DUNGEONSLAYERS

AN OLD-FASHIONED ROLEPLAYING GAME

CHARACTER:  
Character name

RACE:  
Elf

1  
LEVEL

0  
PP

0  
TP

CLASS:  
Wizard

RACIAL ABILITIES: *Immortal,  
Night vision,  
Fleet footed*

0  
EXPERIENCE POINTS

HERO CLASS:

**BODY**

6

**MOBILITY**

6

**MIND**

8

**STRENGTH**

0

**AGILITY**

0

**INTELLECT**

1

**CONSTITUTION**

2

**DEXTERITY**

4

**AURA**

3+1  
*Robe*



HIT POINTS

BOD+CO+10



DEFENSE

BOD+CO+AV



INITIATIVE

MOB+AG



MOVEMENT

(MOB/2)+1



MAT

BOD+ST



RAT

MOB+DX



SPG

MND+AU-*AV*



TSG

MND+DX-*AV*

WEAPON	WB			TOTAL	SPECIAL
UNARMED	+0	6		6	OPPONENT'S DEFENSE +5
Quarter Staff	+1	6	-	7	TSC +1

ARMOR	AV	SPECIAL
Runic Robe	+0	Aura +1
	+	
	+	
	+	
	+	
	+	
	+	
	+	
SUM AV	= 0	

SPELL	SM			TOTAL	DISTANCE	GP	EFFECT
Fire Beam	+1	-	13	14	1Nx5m	0	Result = Damage

## EXPERIENCE

Characters receive Experience Points (XP) for defeating opponents, solving puzzles and completing adventures.

## LEVELING

If a character's XP reaches a certain amount, the character will be promoted to the next level. There is a total of 20 levels.

### Example:

*The Elven Scout Jherrant (Level 3 with 589 experience points) receives 118 experience points for his last adventure. The new total is 707 XP - Jherrant has reached Level 4.*

Every time a character reaches a new level, he or she receives **two Progress Points (PP)** and **1 Talent Point (TP)**. Mages are also able to learn new magic **spells** after reaching a new level. From Level 10 onwards, a character may choose to switch to a **Hero Class** (see page 10). The advantages of the Hero class are offset by requiring more XP than a standard class for promotion.

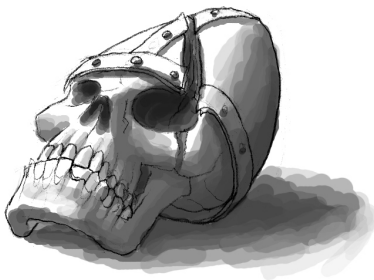
## PROGRESS POINTS

Every time a character reaches a new level, **2 Progress Points (PP)** are gained; these can be used to increase either the character's **Traits** or **Hit Points** or to purchase **TPs**. The cost of each depends on the character's class. It is also possible to spend 1 Progress Point to learn a new **language** or **alphabet** (see page 6).

CLASS	ST	GO	AG	DX	IN	AU	HP	TP
Fighter	2	2	3	3	3	3	1	3
Scout	3	3	2	2	3	3	1	3
Mage	3	3	3	3	2	2	1	3

It may be necessary to save up Progress Points before one can afford a certain increase.

LEVEL	EXPERIENCE	HERO CLASS	PP	TP
1	0	-	0	1-2
2	100	-	+2	+1
3	300	-	+2	+1
4	600	-	+2	+1
5	1,000	-	+2	+1
6	1,500	-	+2	+1
7	2,100	-	+2	+1
8	2,800	-	+2	+1
9	3,600	-	+2	+1
10	4,500	-	+2	+1
11	5,500	6,000	+2	+1
12	6,600	7,600	+2	+1
13	7,800	9,300	+2	+1
14	9,100	11,100	+2	+1
15	10,500	13,000	+2	+1
16	12,000	15,000	+2	+1
17	13,700	17,200	+2	+1
18	15,600	19,600	+2	+1
19	17,700	22,200	+2	+1
20	20,000	25,000	+2	+1



### Example:

*Upon reaching the fourth level, Jherrant receives 2 new Progress Points, which he could use to improve either his Agility or his Dexterity by +1; instead, he wants to increase his Constitution (and therefore indirectly also his Hit Points and Defense). Because he is a Scout, this will, cost him 3 Progress Points.*

*This means that Jherrant will have to wait until he reaches Level 5 before he has saved up the three necessary Progress Points.*

## MAXIMUM VALUE OF TRAITS

The maximum value that can be reached in any individual trait is 12. This may be further modified by the character's race and class:

RACE	BONUS TO BASE VALUE †2
Elf	Agility, Dexterity and Aura +1
Human	Any 2 Traits +1 or any 1 Trait +2
Dwarf	Strength, Constitution and Dexterity +1
CLASS	BONUS TO BASE VALUE †2
Fighter	Strength and Constitution +1
Scout	Agility and Dexterity +1
Mage	Intellect and Aura +1

## TALENT POINTS

Upon reaching a new level, every character receives one **Talent Point (TP)**. In the beginning, every character has 1 TP (Humans have 2TP) which can be used to learn or improve a talent (see page 17).

## TALENT REQUIREMENTS

Note that talents have certain character class and level requirements (Fighter 6, for example). Characters can only learn a talent if their class is listed in the talent description.

## TALENT RANKS

All talents have a rank between I-X. The rank indicates how often a talent may be learned. If, for example, a talent is described as Fighter 4 (III), this means that a Fighter of Level 4 or higher may learn this talent 3 times. The effects of each talent rank may stack. Every talent costs 1TP per rank.

With sufficient TPs, it is possible to learn multiple ranks in a talent at a single occasion.

### Example:

After having reached Level 5, Jherrant spends his talent point on the talent *Marksman II* (which he originally learned when he was at Level 3). Jherrant's ranged attack bonus from *Marksman* thus increases from +1 to +2.

## LEARNING NEW MAGIC SPELLS

Upon reaching a new level, Mages can learn new magic spells. This does not cost any Progress Points or Talent Points, but does require possession of said spells. New magic spells may be found adventuring or purchased from monasteries or other places of mystical learning.

Magic spells vanish from scrolls or magic books once the Mage has learned them. These can therefore not be passed on to other Mages.

The overall spell level sum of the spells the Mage may learn upon reaching a new Level cannot exceed the Mage's newly attained Level. The learning process takes 1 hour per spell level.

### Example:

The Sorcerer Miroslav reaches Level 4. He can now learn 4 Level-1 spells, one single Level-4 spell, or any combination of spell levels that do not exceed his new character Level.



## HERO CLASSES

Depending on their base class, characters have the unique opportunity to specialize by switching to a Hero Class once they reach Level 10. A Hero Class grants access to higher talent ranks and completely new talents, but Hero Classes also require more XP than before to reach a new level (see page 8).

### SWITCHING TO A HERO CLASS

Once a character has reached Level 10, he or she may switch to one of the three Hero Classes that are associated with the character's original class (see below).

This step is final and cannot be reversed.

#### CLASSES AND THEIR HERO CLASSES

**Fighter:**

Berserker  
Paladin  
Weapon Master

**Scout:**

Assassin  
Ranger  
Rogue

**Healer:**

Cleric  
Druid  
Monk

**Wizard:**

Archmage  
Battle Mage  
Elementalist

**Sorcerer:**

Blood Mage  
Demonologist  
Necromancer

When switching to a Hero Class, it may happen that a character has not yet achieved enough XP to have also reached his current level in the Hero Class.

In this case, the character's level is adjusted to the Hero Class on the basis of his or her actual XP and lowered accordingly.

PP and TP that were already received will not be lost. But the character will not receive them again a second time when the character regains the previously lost level.

Any intended switch to a hero class should be discussed with the Game Master in good time, so that it can be taken into consideration during adventure planning.

Every Paladin, for example, is a member of a holy order and must be admitted to that order first. The Game Master may want to develop a more detailed story - or even a whole adventure - around this.

### BENEFITS OF THE OLD CLASS

A Hero Class character can learn the talents available to his Hero Class and original base class.

**Example:**

*Level 12 or higher Fighters can learn the talent Bloodletting. Berserkers, Paladins and Weapon Masters can also learn this talent once they have reached Level 12.*

### THE 15 HERO CLASSES

Every Hero Class is linked to one of the three base classes (in case of Mages, there is a further distinction between Healers, Wizards and Sorcerers) and they cannot be chosen by a character from another base class.

The following list contains a description of the individual Hero Classes together with the class requirements, as well as the talents with their access level and talent rank.

## FIGHTER HERO CLASSES

A character requires Fighter Level 10+ to enter these Hero Classes

## BERSERKER

Rough and tough, Berserkers work themselves into a battle rage, can take quite a beating and cause devastating damage to their foes.

## TALENTS:

- Battle Cry 10 (III)
- Brutal Blow 10 (V)
- Close Combat 10 (V)
- Endurance 10 (X)
- Fury 10 (V)
- Lightning Reflexes 12 (V)
- Smash Armor 12 (V)
- Injure 14 (V)
- Sweeping Blow 14 (III)

## WEAPON MASTER

Weapon Masters are known for their speed, gaining an unparalleled knowledge of many deadly weapons.

## TALENTS:

- Close Combat 10 (V)
- Lightning Reflexes 10 (V)
- Parry 10 (V)
- Perfection 10 (V)
- Weapon Expert 10 (V)
- Marksman 12 (V)
- Sharpshooter 14 (V)
- Injure 14 (V)
- Lacerate Tendons 16 (III)
- Salvo 16 (III)

## PALADIN

Paladins serve a holy order. They may, however, lose the privileges of their hero class if they act against the will of their deity.

## PREREQUISITES:

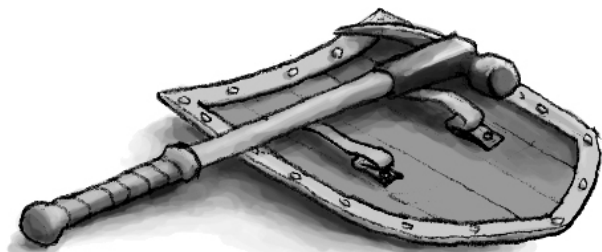
Membership of an Order

## ACCESS TO MAGIC:

Paladins can cast healing spells. The spell access levels correspond to those of the Healer +9 (for example, Healing Touch from Level 10, Resurrection from 19).

## TALENTS:

- Armored Mage 10 (III)
- Blocker 10 (V)
- Caregiver 10 (III)
- Familiar 10 (I)
- Reassess Magic 10 (V)
- Riding 10 (V)
- Servant of Light 10 (V)
- Spellchanger 10 (V)
- Battle Cry 12 (III)
- Close Combat 12 (V)
- Link Familiar 12 (V)
- Mindful Magic 12 (III)
- Smash Demons 12 (III)
- Smash Undead 12 (III)
- Devastation 14 (III)
- Escape Death 16 (III)
- Inspired Retribution 16 (III)



## SCOUT HERO CLASSES

A character requires Scout Level 10+ to enter these Hero Classes

## ASSASSIN

These accurate killers are fast and lethal; they attack either from safe distance or by poisoned blade.

## TALENTS:

- Acrobat 10 (V)
- Alertness 10 (X)
- Backstab 10 (III)
- Defensive Stance 10 (V)
- Dodge 10 (V)
- Lightning Reflexes 10 (V)
- Marksman 10 (V)
- Perfection 10 (III)
- Sharpshooter 10 (V)
- Stealth 10 (V)
- Close Combat 12 (V)
- Injure 12 (V)
- Lacerate Tendons 12 (III)
- Master Climber 12 (III)
- Nasty Shot 12 (V)
- Assassinate 14 (III)
- Directed Poisoning 14 (III)
- Lockpicking 14 (III)
- Mounted Archer 14 (III)
- Salvo 14 (III)
- Slip Away 14 (III)



## RANGER

Rangers are scouts that prefer a life in the wilderness. They make excellent archers.

## TALENTS:

- Alertness 10 (X)
- Familiar 10 (V)
- Hunter 10 (V)
- Marksman 10 (V)
- Mounted Archer 10 (III)
- Nasty Shot 10 (V)
- Riding 10 (V)
- Sharpshooter 10 (V)
- Beast Master 12 (III)
- Link Familiar 12 (V)
- Salvo 12 (V)
- Master Climber 14 (III)

## ROGUE

Rogues are true masters of lock picking, stealing and running away.

## TALENTS:

- Acrobat 10 (V)
- Alertness 10 (X)
- Appraise 10 (V)
- Defensive Stance 10 (V)
- Disengage 10 (III)
- Diversion 10 (III)
- Dodge 10 (V)
- Lightning Reflexes 10 (V)
- Lockpicking 10 (V)
- Pickpocket 10 (III)
- Rascal 10 (V)
- Slip Away 10 (III)
- Stealth 10 (V)
- Thievery 10 (V)
- Master Climber 12 (III)
- Release Spell 12 (III)
- Marksman 14 (V)
- Lucky Devil 16 (V)

## HEALER HERO CLASSES

A character requires Healer Level 10+ to enter these Hero Classes

## CLERIC

Clerics heal in the name of their deity but also help with defense and combat.

## PREREQUISITES:

Membership of an Order

## TALENTS:

- Armor Proficiency 10 (V)
- Armorclad 10 (II)
- Armored Mage 10 (III)
- Blocker 10 (V)
- Smash Undead 10 (III)
- Close Combat 12 (V)
- Smash Demons 12 (III)
- Brutal Blow 14 (III)
- Devastation 16 (V)
- Inspired Retribution 16 (V)

## DRUID

Druids are guardians of nature. They communicate with animals and can even change into their forms.

## TALENTS:

- Animal Form 10 (V)
- Beast's Strength 10 (V)
- Beast Master 10 (III)
- Familiar 10 (X)
- Hunter 10 (V)
- Link Familiar 10 (X)
- Riding 10 (V)
- Elemental Protection 12 (V)
- Bear Form 14 (V)
- Eagle Form 16 (V)

## MONK

Monks toughen their minds through meditation and their bodies through the martial arts.

## ADDITIONAL PREREQUISITE:

Membership of an Order

## TALENTS:

- Acrobat 10 (V)
- Defensive Stance 10 (V)
- Dodge 10 (V)
- Lightning Reflexes 10 (V)
- Stealth 10 (V)
- Unarmed Master 10 (V)
- Disengage 12 (III)
- Elemental Protection 12 (III)
- Slip Away 12 (III)
- Beast Master 14 (III)
- Brutal Blow 14 (III)
- Manipulator 14 (V)
- Smash Demons 14 (III)
- Smash Undead 14 (III)
- Stunning Blow 16 (III)
- Sweeping Blow 16 (III)



## WIZARD HERO CLASSES

A character requires Wizard Level 10+ to enter these Hero Classes

## ARCHMAGE

Archmages have extensive magical knowledge and a broad range of arcane abilities.

## TALENTS:

- Alchemy 10 (X)
- Embed Magics 10 (X)
- Enhanced Cooldown 10 (X)
- Mindful Magic 10 (V)
- Reassess Magic 10 (X)
- Resist Magic 10 (V)
- Rune Lore 10 (X)
- Servant of Darkness 10 (V)
- Servant of Light 10 (V)
- Spellchanger 10 (X)
- Arcane Explosion 12 (V)
- Imp 12 (III)
- Manipulator 12 (V)
- Staff Binding 12 (V)
- Homunculus 14 (III)
- Link Familiar 14 (III)
- Conjurer 16 (III)
- Control Explosion 16 (V)
- Defy Elementals 16 (V)
- Spell Routine 16 (III)
- Subdue Summoned 16 (III)
- Undead Hordes 16 (V)

## ELEMENTALIST

These wizards specialize in controlling the elements and calling elementals.

## TALENTS:

- Combine Elementals 10 (X)
- Control Explosion 10 (V)
- Defy Elementals 10 (X)
- Elemental Protection 10 (V)
- Fire Magic 10 (V)
- Lightning Thrower 10 (V)
- Master of the Elements 10 (V)
- Mindful Magic 10 (V)
- Subdue Summoned 10 (III)
- Devastation 12 (V)
- Elemental Acolyte 14 (III)
- Marksman 16 (V)
- Servitude 16 (V)
- Versatile Summons 16 (III)

## BATTLE MAGE

Battle Mages enter battle with both sword and magic.

## TALENTS:

- Armor Proficiency 10 (V)
- Armorclad 10 (III)
- Armored Mage 10 (III)
- Blocker 10 (V)
- Control Explosion 10 (V)
- Devastation 10 (V)
- Lightning Reflexes 10 (V)
- Marksman 10 (V)
- Mindful Magic 10 (V)
- Parry 10 (V)
- Servant of Darkness 10 (V)
- Servant of Light 10 (V)
- Sharpshooter 10 (V)
- Weapon Expert 10 (III)
- Close Combat 12 (V)
- Enchanted Weapon 12 (III)
- Fire Magic 12 (V)
- Lightning Thrower 12 (V)
- Defy Elementals 14 (V)
- Elemental Protection 14 (V)
- Master of the Elements 14 (V)
- Brutal Blow 16 (III)
- Injure 16 (V)







## SORCERER HERO CLASSES

A character requires Sorcerer Level 10+ to enter these Hero Classes

### BLOOD MAGE

Blood Mages are able to enhance their magic by utilizing the might of their own blood. The price of this are painful, internal injuries that drain their vitality (hit points).

#### TALENTS:

- Blood Shield 10 (V)
- Consuming Sprint 10 (III)
- Endurance 10 (V)
- Painful Gain 10 (III)
- Ritual of Scars 10 (III)
- Bloody Healing 12 (III)
- Cooldown Sacrifice 12 (V)
- Painful Change 12 (III)
- Blood's Might 14 (III)



### DEMONOLOGIST

Demonologists specialize in conjuring and controlling powerful demons.

#### TALENTS:

- Circle Master 12 (III)
- Conjurer 10 (V)
- Demon Spawn 16 (III)
- Demon Spell 16 (III)
- Imp 10 (III)
- Ritual of Scars 12 (III)
- Servitude 16 (V)
- Subdue Summoned 10 (III)
- Versatile Conjuration 16 (III)
- Voracious Conjurer 14 (III)

### NECROMANCER

A Necromancer specializes in raising and controlling the undead.

#### TALENTS:

- Absorb Life 10 (V)
- Necromancy 10 (V)
- Undead Hordes 10 (X)
- Caller of the Dead 12 (V)
- Ritual of Scars 14 (III)
- Delay Death 16 (III)
- Versatile Raising 16 (III)

# TALENTS

Talents each cost one talent point (TP) per talent rank. TPs may be saved for later use. The prerequisites specify at which level of a class a character can learn a talent - the maximum achievable talent rank is the roman numeral in brackets.

Hero Classes still have access to all talents of their base class.

## CLASS ABBREVIATIONS

Fighter (FGT)	<i>Blood Mage (BLM)</i>
Scout (SCO)	<i>Cleric (CLR)</i>
Mage (MGE)	<i>Demonologist (DEM)</i>
- Healer (HEA)	<i>Druid (DRU)</i>
- Sorcerer (SRC)	<i>Elementalist (ELE)</i>
- Wizard (WIZ)	<i>Monk (MNK)</i>
	<i>Necromancer (NEC)</i>
<i>Archmage (ARC)</i>	<i>Paladin (PAL)</i>
<i>Assassin (ASN)</i>	<i>Ranger (RAN)</i>
<i>Battle Mage (BMA)</i>	<i>Rogue (ROG)</i>
<i>Berserker (BER)</i>	<i>Weapon Master (WEM)</i>

## TALENT DESCRIPTIONS

### ABSORB LIFE

NEC 10 (V)

Whenever a living being of at least size category small (see page 102) dies in a radius of 2+talent ranks meters around him, the Necromancer regenerates 2HP per talent rank of Absorb Life.

### ACROBAT

FGT 4 (III), MGE 4 (III), SCO 1 (III), ASN 10 (V), MNK 10 (V), ROG 10 (V)

The character is an experienced climber and gymnast. For all checks involving athletic skill, balancing or climbing the character will get a bonus of +2 per talent rank.

### ALCHEMY

MGE 1 (V),  
ARC 10 (X)

This talent is needed to concoct potions (see page 99). Each talent rank reduces the time needed to prepare potions and gives +1 to all checks for preparing or identifying potions (see page 45).



### ALERTNESS

FGT 1 (V), MGE 1 (V), SCO 1 (V), ASN 10 (X), RAN 10 (X), ROG 10 (X)

The character is quite observant. He will get a bonus of +2 per talent rank to all checks regarding alertness or attention.

### ANIMAL FORM

DRU 10 (V)

Once per day per talent rank, the druid may shape-shift to an animal of size category "normal" or less. He may for example change to a mouse, a cat or a wolf. He may not choose magical or flying animals. All his gear is included in this transformation and any magical

**TALENTS OF THE THREE BASIC CLASSES**

**FIGHTER**

Acrobat 4 (III)  
 Alertness 1 (V)  
 Armor Proficiency 4 (V)  
 Artisan 1 (III)  
 Basher 8 (III)  
 Blocker 1 (III)  
 Bloodletting 12 (III)  
 Brutal Blow 4 (III)  
 Charming 1 (III)  
 Class Master 15 (I)  
 Close Combat 1 (III)  
 Defensive Stance 8 (III)  
 Devastating Strike 15 (III)  
 Dodge 1 (III)  
 Dual Wielding 1 (V)  
 Education 1 (V)  
 Endurance 1 (V)  
 Expertise 1 (III)  
 Grand Master 20 (I)  
 Hero's Luck 10 (III)  
 Hunter 8 (III)  
 Injure 4 (III)  
 Lightning Reflexes 1 (III)  
 Lucky Devil 1 (III)  
 Marksman 8 (III)  
 Parry 1 (III)  
 Play Instrument 1 (III)  
 Rascal 1 (III)  
 Recuperation 1 (V)  
 Resist Magic 1 (III)  
 Riding 1 (III)  
 Servant of Darkness 1 (III)  
 Servant of Light 1 (III)  
 Sharpshooter 12 (III)  
 Smash Armor 8 (III)  
 Steadfast 1 (III)  
 Stealth 4 (III)  
 Swift 8 (III)  
 Swim 1 (III)  
 Thievery 8 (III)  
 Weapon Expert 8 (III)

**HEALER ONLY:**

Armored Mage 1 (I)  
 Battle Healer 12 (V)  
 Blocker 8 (III)  
 Caregiver 1 (III)  
 Escape Death 12 (III)  
 Inspired Retribution 12 (III)  
 Lightning Thrower 12 (III)  
 Manipulator 1 (III)  
 Necromancy 8 (III)  
 Servant of Darkness 1 (III)  
 Servant of Light 1 (V)

**SCOUT**

Acrobat 1 (III)  
 Alertness 1 (V)  
 Armor Proficiency 8 (V)  
 Artisan 1 (III)  
 Blocker 4 (III)  
 Bloodletting 8 (III)  
 Brutal Blow 8 (III)  
 Called Shot 15 (III)  
 Charming 1 (III)  
 Class Master 15 (I)  
 Close Combat 8 (III)  
 Defensive Stance 8 (III)  
 Dodge 1 (III)  
 Dual Wielding 8 (V)  
 Education 1 (V)  
 Endurance 1 (IV)  
 Expertise 1 (III)  
 Familiar 8 (III)  
 Grand Master 20 (I)  
 Hero's Luck 10 (III)  
 Hunter 1 (III)  
 Injure 8 (III)  
 Lightning Reflexes 1 (III)  
 Lucky Devil 1 (III)  
 Marksman 1 (III)  
 Nasty Shot 4 (III)  
 Parry 8 (III)  
 Play Instrument 1 (III)  
 Rascal 1 (III)  
 Recuperation 1 (V)  
 Resist Magic 1 (III)  
 Riding 1 (III)  
 Servant of Darkness 1 (III)  
 Servant of Light 1 (III)  
 Sharpshooter 8 (III)  
 Steadfast 4 (III)  
 Stealth 1 (III)  
 Swift 1 (III)  
 Swim 1 (III)  
 Thievery 1 (III)  
 Weapon Expert 12 (III)

**WIZARDS ONLY:**

Arcane Explosion 8 (III)  
 Fire Magic 4 (III)  
 Lightning Thrower 8 (III)  
 Manipulator 8 (III)  
 Servant of Darkness 1 (III)  
 Servant of Light 1 (III)

**ALL MAGES:**

Acrobat 4 (III)  
 Alchemy 1 (V)  
 Alertness 1 (V)  
 Artisan 1 (III)  
 Charming 1 (III)  
 Class Master 15 (I)  
 Close Combat 8 (III)  
 Defensive Stance 8 (III)  
 Devastation 8 (III)  
 Dodge 1 (III)  
 Education 1 (V)  
 Embed Magics 10 (V)  
 Endurance 1 (III)  
 Enhanced Cooldown 4 (V)  
 Expertise 1 (III)  
 Familiar 4 (III)  
 Grand Master 20 (I)  
 Hero's Luck 10 (III)  
 Hunter 12 (III)  
 Injure 12 (III)  
 Lightning Reflexes 1 (III)  
 Lucky Devil 1 (III)  
 Marksman 8 (III)  
 Mindful Magic 4 (III)  
 Parry 12 (III)  
 Play Instrument 1 (III)  
 Rascal 1 (III)  
 Reassess Magic 1 (V)  
 Recuperation 1 (V)  
 Resist Magic 1 (III)  
 Riding 1 (III)  
 Rune Lore 1 (V)  
 Sharpshooter 12 (III)  
 Spellchanger 1 (V)  
 Spellmaster 15 (III)  
 Steadfast 8 (III)  
 Stealth 4 (III)  
 Swift 4 (III)  
 Swim 1 (III)  
 Thievery 8 (III)

**SORCERERS ONLY:**

Arcane Explosion 8 (III)  
 Conjuror 12 (III)  
 Fire Magic 1 (III)  
 Lightning Thrower 8 (III)  
 Manipulator 8 (III)  
 Necromancy 8 (III)  
 Servant of Darkness 1 (V)  
 Servant of Light 1 (III)

bonus will continue to take effect. This effect lasts until the druid wants to change back or the druid dies. Damage taken while in animal shape will not be healed on changing back.

The druid's MND, IN and AU will not change, but all other attributes, traits and combat values will change to the animal's. He does not gain any special attacks such as snake venom.

The shape shifted druid is not able to speak or to cast spells. He is, however, able to understand spoken languages and to use the senses of the animal to their full extent.

Spells that control animals do not affect the druid in his animal shape.

## APPRAISE

ROG 10 (V)

The character receives a bonus of +3 per rank when appraising the value of an object.

With a successful check on MND+AU the character will perceive if an item is magic. The above bonus will apply. He may not, however, check against MND+RE (like a mage) to discern its function.

## ARCANE EXPLOSION

SRC 8 (III), WIZ 8 (III),  
ARC 12 (V)

Once per talent rank and day the character may discharge his magical energies in an arcane explosion. The explosion forms a sphere with the mage at its center.

The sphere has a fixed diameter of level/2 meters and causes undefendable damage with a check value of 10 per talent rank.

The character may roll a check against MND+RE for each comrade to save him from damage.

The talent "Control Explosion" may be used with "Arcane Explosion".

## ARMOR PROFICIENCY

FGT 4 (V), SCO 8 (V)  
BMA 10 (V), CLR 10 (V)

The character is used to wearing heavy armor and moving around in it. The armor penalty on movement rate is reduced by 0.5m per talent rank.

## ARMORCLAD

BMA 10 (III), CLR 10 (II)

Each rank of this talent allows the character to wear the next class (textile, leather, chain, plate) of armor.

A cleric buying this talent for the first time may thus wear chain mail like a scout instead of armors of textile or leather. However, he may still not use helmets, (see page 39).

The normal reduction of the SM by the AV, e.g. when casting spells, still takes effect.

To negate the effects of armor on spell casting the talent Armored Mage would be needed.

## ARMORED MAGE

HEA 1 (I)  
BMA 10 (III), CLR 10 (III), PAL 10 (III)

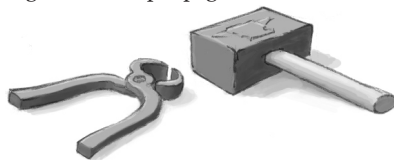
For each talent rank an armor penalty (AV) of 2 may be ignored when casting spells or targeted spells. E.g., two ranks of the talent are needed to cast without penalty when wearing plate mail (AV 3) and a metal helmet (AV 1).

## ARTISAN

FGT 1 (III), MGE 1 (III), SCO 1 (III)

This talent is learned individually for each different trade (bow maker, carpenter, stonemason, armorer, etc.), thus may be learned several times up to rank III.

The character is skilled in the trade and gets a +3 bonus per talent rank on all checks regarding this trade. This applies to crafting new or repairing damaged items as per page 86.



## ASSASSINATE

ASN 14 (III)

Lowers opponent's defense against damage caused by the talent **Backstab** by 5 per talent rank.

The talent is useless against targets that are 2 or more size categories larger than the character (see page 102).

## BACKSTAB

ASN 10 (III)

Once per confrontation, the Assassin may attack a victim with a Backstab if the victim is not aware of the impending attack. The character is restricted to a dagger, a knife or a strangling device (such as a cord or wire).

His melee attack value is enhanced by (DX value multiplied by talent rank) for this round of combat.

If the attack started the confrontation and the attack succeeded, the victim loses its actions for this round of combat.

## BASHER

FGT 8 (III)

If a melee attack is made with blunt weapons, axes or two-handed weapons and a coup is rolled, the defense against this attack is lowered by 5 for each talent rank.

## BATTLE CRY

BER 10 (III), PAL 12 (III)

The character may utter a Battle Cry once per talent rank per combat as a free action. This Battle Cry affects himself and three allies per talent rank, which have to be within shouting distance.

Encouraged by the battle cry, they get a bonus of +1 per talent rank to all attacks. This effect last D20/2 rounds.

A character can only benefit from one battle cry at any time.

## BATTLE HEALER

HEA 12 (V)

Once per talent rank per day the Healer may ignore the cooldown period of a healing spell, even Resurrection.

## BEAR FORM

DRU 14 (V)

Once per day for each talent rank the druid may shape-shift into a bear (s. page 105). All his gear is included in this transformation and any magical bonus will continue to take effect. If the game master allows, the character may choose another animal of size "large" when getting the talent. The transformation takes one round to perform. This effect last until the druid wants to change back or the druid dies. Damage taken while in bear shape will be not be healed on changing back. The druids MND, RE and AU will not change, but all other attributes, traits and combat values will change to a bears. The shape shifted druid is not able to speak or to cast spells. He is, however, able to understand spoken languages and to use the senses of a bear to their full extent. Spells that control animals do not affect the druid in his animal shape.

## BEAST MASTER

DRU 10 (III), RAN 12 (III),  
MNK 14 (III)

The character has a keen sense for animals and gets a +3 bonus on all checks regarding interaction with animals. This also applies to all riding checks to change speed or direction.

Once every 24 hours and per talent rank he can convince any number of wild, aggressive or even starving beasts to spare him and two companions per talent rank, provided they don't act aggressively toward the animals.

This is possible even for rabid or controlled animals, provided a check against MND+AU+talent rank succeeds. This counts as the character's action. The character has one attempt per talent rank.

## BEAST'S STRENGTH

DRU 10 (V)

When shapeshifted to Bear, Eagle or Animal Form, the Druid may enhance all of his combat values by 2.

## BLOCKER

FGT 1 (III), HEA 8 (III), SCO 4 (III), BMA 10 (V), CLR 10 (V), PAL 10 (V)

The character knows how to use his shield effectively in battle.

In each round of combat in which the character does not take offensive action, does not use any movement and uses a shield he gets +2 to his defense per talent rank. This applies to all attacks which he is aware of and which are not made against his back. The character may use the same bonus to check against BOD+CO to avoid being pushed back in combat (see page 42). This is counts as a free action. Once per fight per talent rank the Blocker may ignore a fumble when defending. He may do so even when he is performing an aggressive action.

## BLOOD SHIELD

BLM 10 (V)

The Bloodmage may raise his defense by 2 if he sacrifices 2 HP. This effect lasts D20 rounds and counts as a free action.

## BLOODLETTING

FGT 12 (III), SCO 8 (III)

If a successful attack is made with a knife, dagger, one-handed sword or firearm and the result of the die roll is equal to or lower than the attacker's talent rank in Bloodletting, the opponent's defense against this attack is lowered by 5 for each talent rank.

## BLOOD'S MIGHT

BLM 14 (III)

Once per day per talent rank, the Blood Mage may boost the check value of any one check by adding the value of the included attribute per talent rank.

For example, at rank I, the CTN of a climbing check (MOB+ST) may be enhanced by the mobility value to (MOB+MOB+ST).

Several talent ranks may be used in one check.

However, the Blood Mage will take 2 points of undefendable damage each time he uses a talent rank.

The talent may be used with "Mindful Magic". The talent ranks of "Mindful Magic" used for this will not cause extra damage to the Blood Mage.

## BLOODY HEALING

BLM 12 (III)

When in combat, the Blood Mage may try to heal himself by the force of his own blood. He may do so once per combat for each talent rank. This counts as a free action and the Blood Mage may do so once per combat round. The Bloody Healing may, however, fail.

The character rolls against a check value equal to his own level. If successful he will be healed for twice the check result, on a failure he suffers undefendable damage twice his talent rank.

Rolling a fumble renders the talent unusable for D20 hours.

If the talent "Blood's Might" is applied to "Bloody Healing", either BOD or MND is used as a bonus, whichever is higher.

For each further talent rank two HP may be sacrificed to gain an additional bonus of +2.



## BRUTAL BLOW

FGT 4 (III), SCO 8 (III), BER 10 (V), BMA 16 (III), CLR 14 (III), MNK 14 (III)

Once per talent rank and battle the character may raise his melee attack value by his BOD value.

Several talent ranks may be used in a single blow.

## **CALLED SHOT**

SCO 15 (III)

Once per 24 hours and talent rank, the scout may fire a precise shot on a ranged attack against which no defense roll may be made.

The Called Shot has to be announced ahead of the check roll for the ranged attack. This talent may be combined with other talents (e.g. Nasty Shot). If doing so, each rank of Called Shot used has to be matched with a rank of the other talent.

## **CALLER OF THE DEAD**

NEC 12 (V)

Once per 24 hours and talent rank the Necromancer may ignore the cooldown period of a spell used to raise undead.

## **CAREGIVER**

HEA 1 (III),  
PAL 10 (III)

The character is skilled in the use of healing and protective magic.

He gets a bonus of 1 per talent rank to all healing and protective spells.

## **CHARMING**

FGT 1 (III), MGE 1 (III), SCO 1 (III)

The character gains a +2 bonus on all social interactions, +3 if interacting with the opposite sex. For example, this applies to trying to appear likeable or attempting to tell a convincing story.

Many settings prohibit Dwarves from gaining this talent.

## **CIRCLE MASTER**

DEM 12 (III)

The character is a master at drawing summoning circles, and may invest 2 additional hours of work per talent rank into their completion. The time needed for completion of the circle is lowered by 15 minutes per initially required hour per talent rank. The talent transfers a +1 bonus on summoning per talent rank, even when using improvised summoning circles.

## **CLASS MASTER**

FGT 15 (I), MGE 15 (I), SCO 15 (I)

The character may raise his classes primary attribute by one point:

Fighters raise BOD, Scouts raise MOB and Mages raise MND.

## **CLOSE COMBAT**

FGT 1 (III), MGE 8 (III), SCO 8 (III),  
ASN 12 (V), BER 10 (V), BMA 12 (V),  
CLR 12 (V), PAL 12 (V), WEM 10 (V)

The character is a skilled melee fighter: He receives a bonus of +1 per talent rank to his melee attacks.

## **COMBINE ELEMENTALS**

ELE 10 (X)

The Elementalist may summon further levels of elementals (I) as per talent rank.

The Elementalist has to decide before the summoning how many more elementals will appear. They may appear either as a number of elementals of level I (s. page 72) or may appear combined up to level III. There is no need for an additional elemental portal or additional checks, but the SM will be lowered as per summoning rules.

If the summoning fails, all elementals (combined or not) will gang up against the summoner.

## **CONJURER**

SRC 12 (III),  
ARC 16 (III), DEM 10 (V)

The character is an expert at summoning demons. He gets a +2 bonus per talent rank on all attempts to summon demons and control them.

## **CONSUMING SPRINT**

BLM 10 (III)

By sacrificing 1HP per talent rank the Blood Mage may increase his Movement Rate by 2m per talent rank for D20/2 rounds. This counts as a free action.



## CONTROL EXPLOSION

ARC 16 (V), BMA 10 (V), ELE 10 (V)

One person (including the caster) per talent rank may be spared the effects of one of the character's area effect spells. The character may use the talent once per rank and battle.

## COOLDOWN SACRIFICE

BLM 12 (V)

The Blood Mage can sacrifice 1HP per talent rank (counts as a free action) to reduce the cooldown period of a spell currently cooling down by 1 round per HP thus spent. Cooldown Sacrifice may be used in combination with Enhanced Cooldown.

## DEFENSIVE STANCE

FGT 8 (III), SCO 8 (III), MGE 8 (III), ASN 10 (V), MNK 10 (V), ROG 10 (V)

The character knows to defend himself especially well in a fight.

All attacks against a character will be lowered by 2 per talent rank if he does not perform an offensive action this round. Only attacks he is aware of are affected by this talent.

## DEFY ELEMENTS

ARC 16 (V), BMA 14 (V), ELE 10 (X)

Once per day and talent rank, the elementalists may choose to shrug off elemental damage (e.g. lightning, fire, ice) of all kinds.

This also applies to damage that can not be blocked otherwise (for example from the spell fireball).

This protection is activated as a free action and lasts for a number of consecutive rounds equal to three times the talent rank.

## DELAY DEATH

NEC 16 (III)

The Necromancer may cheat death: If he dies by the rules, he may continue to act as if he was alive for one additional round per talent rank. He may, however, not be decapitated, exploded, vaporized or in a similar state.

If the Necromant is unconscious when he dies, he will remain unconscious, but may be patched up or healed, as if he were still alive.

## DEMON SPAWN

DEM 16 (III)

The Demonologist may summon one additional demon per talent rank when performing a conjuration. The demons must be of identical type. There is no need for extra summoning circles or additional check rolls.

If the summoning fails all demons will gang up against the summoner.

## DEMON SPELL

DEM 16 (III)

For each talent rank the Demonologist may teach one of his known spells to one of his summoned demons, except for spells to summon demons. This counts as an action. The particular demon has this spell active for the duration of his summoning. He may use it following the normal rules for its application.

## DEVASTATING STRIKE

FGT 15 (III)

Once per 24 hours and per talent rank the Fighter may perform a devastating melee attack against which no defense roll is allowed.

A Devastating Strike has to be announced before the melee attack is rolled. It may be used with one rank of another talent (e.g. Brutal Blow) for each rank in Devastating Strike.

## DEVASTATION

MGE 8 (III), BMA 10 (V), CLR 16 (V), ELE 12 (V), PAL 14 (III)

The character knows to use his magic to devastating effect:

The opponent's defense against damage caused by the character's spells or targeted spells is lowered by 1 per talent rank.

## DIRECTED POISONING

ASN 14 (III)

The Assassin knows where to hit his opponent in combat so that a weapon's poison has the maximum effect. When attacking with poisoned weapons, the poisons effect is increased. Per talent rank damaging poisons get +2 damage, stunning poisons get +2 minutes duration and paralyzing poisons get +2 rounds duration.

## DISENGAGE

MNK 12 (III), ROG 10 (III)

The character may completely ignore all melee attacks against him for a round of combat per talent rank and fight. He may, however, not attack his opponents. Instead, he has to move at least two meters away from them.

## DIVERSION

ROG 10 (III)

The Rogue may once per day and talent rank divert a person's attention by fast talking, shoving or other means. The victim is distracted, all its checks against perception of pick pocketing etc. are lowered by the Rogue's level. This effect lasts for (talent rank) x rounds.

## DODGE

FGT 1 (III), MGE 1 (III), SCO 1 (III), ASN 10 (V), MNK 10 (V), ROG 10 (V)

Once per talent rank and fight the character may completely ignore one melee attack against him (counts as a free action). The intent to avoid an attack must be announced before it is known whether a blow strikes or not. The talent is useless against attackers of two size categories or more larger (see p102).

## DUAL WIELDING

FGT 1 (V), SCO 8 (V)

The penalty of -10 to melee attacks and defense when using two weapons in combat is reduced by 2 points for each talent rank (see page 41).

## EAGLE FORM

DRU 16 (V)

Once per day for each talent rank the druid may shape-shift into an eagle (see page 108). All gear is included in this transformation and any magical bonus will continue to take effect. The eagle is able to fly. The druid may also shift shape to the form of smaller birds. The transformation takes one round to perform. This effect last until the druid wants to change back or the druid dies. Damage taken while in bird shape will be not be healed on changing back. The druids MND, RE and AU will not change, but all other attributes, traits and combat values will change to an eagles.

The shape-shifted druid is not able to speak or to cast spells. He is, however, able to understand spoken languages and to use the senses of an eagle to their full extent. Spells that control animals do not affect the druid in his animal shape.

## EDUCATION

FGT 1 (V), MGE 1 (V), SCO 1 (V)

The character has acquired a certain level of education. In contrast to the talent Expertise, which benefits only individual subjects, the character receives a + 2 bonus per talent rank on all checks dealing with common knowledge or solving puzzles.

## ELEMENTAL ACOLYTE

ELE 14 (III)

Once per talent rank and day the Elementalalist may ignore the cooldown period of the spell "Summon Elemental". Alternatively, this may also be used on any spell that causes elemental damage.

## ELEMENTAL PROTECTION

BMA 14 (V), DRU 12 (V), ELE 10 (V), MNK 12 (III)

The character may at any time modify the effect of the ambient temperature on him by up to 15 degrees Celsius per talent rank to make his stay in very cold or hot surroundings more comfortable. He may extend this effect to 2 willing comrades per talent rank.

They must stay within IN meters distance to be affected.

Additionally he may once per 24 hours and talent rank boost his defense against defendable elemental damage (e.g. lightning, ice or fire spells) by 5. He may not do so against undefendable damage, e.g. the spell Fireball.

## EMBED MAGICS

MGE 10 (V),  
ARC 10 (X)

This talent is needed to create magical items (see page 99).

Each rank reduces the production time of magic items and gives +1 to embedding checks when manufacturing them. Embed Magics will help while creating potions and scrolls, but the talents Alchemy or Rune Lore are still required.

## ENCHANTED WEAPON

BMA 12 (III)

This talent is bound to a specific melee weapon for each rank. The character may e.g. invest two ranks in his favored long sword and spend the last rank on a two-handed sword. The character gains +1 to targeted spell casting per invested talent rank when wielding the enchanted weapon.

For each bound talent rank the character may bind one of his spells to the weapon. He may then use the weapon like a wand for this spell.

If an enchanted weapon is destroyed, the bound talent ranks are not lost and may be bound to a different weapon after waiting D20 weeks

## ENDURANCE

FGT 1 (V), MGE 1 (III), SCO 1 (IV),  
BER 10 (X), BLM 10 (V)

The character can take a serious beating. He gets +3 HP for each rank of this talent.

## ENHANCED COOLDOWN

MGE 4 (V),  
ARC 10 (X)

This talent reduces all spell cooldown periods by 1 round per talent rank. However, it is not possible to reduce the cooldown period of a spell below zero rounds.

## ESCAPE DEATH

HEA 12 (III),  
PAL 16 (III)

Once the character has less than 1 HP but is still alive, he heals 1 HP per talent rank every 5 rounds (-1 round per talent rank).

As soon as his HP reach positive numbers, the healing effect ceases and the character can spring back to action.

## EXPERTISE

FGT 1 (III), MGE 1 (III), SCO 1 (III)

This talent is learned individually for each field of knowledge (Old myths, mathematics, science, astronomy, dwarven religion, etc.), so it may be acquired several times to maximum rank III.

The character mastered the particular field of knowledge and gets a +3 bonus to all checks per talent rank acquired for it.

## FAMILIAR

SCO 8 (III), MGE 4 (III),  
DRU 10 (X), PAL 10 (I), RAN 10 (V)

One animal per talent rank joins the characters. Scouts will get an animal (falcon, dog, horse, wolf etc.), Mages will get a small animal (cat, toad, raven etc.), Paladins will always get a war horse. A Druid can choose any kind of animal up to size category "large" (see page 102).

The faithful animals follow simple, monosyllabic commands such as "Sit!" or "Attack!" and get +1 to Intellect. Intelligent conversation, however, cannot be had with them. Furthermore, they may not be trained as spies or the like. A Familiar transfers a bonus of +1 to one of the following Combat Values. This bonus is only active while the familiar is within AU x 5 meters from its master:

CLASS	FAMILIAR BONUS
Scout	Initiative or Ranged Attack
Mage	Spell Casting or Targeted Spell Casting
Paladin	Defense or Melee Attack

The enhanced Combat Value is selected when the Familiar joins the character. The very instant a familiar is killed, the character will take D20/2 undefendable damage and the bonus to the combat value is voided. If a Familiar is not resurrected, the character may choose a new one after at least D20 weeks waiting period for this talent rank. Until then the character has a temporary penalty of -1 to BOD.

## FIRE MAGIC

WIZ 4 (III), SRC 1 (III),  
BMA 12 (V), ELE 10 (V)

The mage is skilled in the application of fire magic. He will get a bonus of +1 per talent rank to all spells that have a fire effect.

## FURY

BER 10 (V)

The Berserker may reduce his defense by 1 point per talent rank and instead raise his melee attack by 2 points. This change may be readjusted each round of combat. This counts as a free action



## GRAND MASTER

FGT 20 (I), MGE 20 (I), SCO 20 (I)

The character may raise one of his attributes (BOD, MOB or MND) by one point.

## HERO'S LUCK








FGT 10 (III), MGE 10 (III), SCO 10 (III)

The character is truly blessed by fortune, he may repeat any dice roll once per day and talent rank. If the character is not pleased with the outcome of the new roll, he may repeat the dice roll again if he has sufficient talent ranks.

## HOMUNCULUS

ARC 14 (III)

The Archmage magically creates a small humanoid companion who can help him with spell casting. The Homunculus has 4 points of BOD, MOB and MND each. The Archmage may freely distribute 6 points between all traits. Homunculi are of size category "Small" (half HP, -2 to hit) and are not able to speak. They do however understand simple words or one word commands of their creator.

 <b>HOMUNCULUS</b>					
<b>BOD:</b>	<b>4</b>	<b>MOB:</b>	<b>4</b>	<b>MND:</b>	<b>4</b>
ST:	0-6	AG:	0-6	IN:	0-6
CO:	0-6	DX:	0-6	AU:	0-6
 SMALL: HP/2					
+2 per talent rank to IN or AU if the homunculus stays within AU (character) x 5 meters.					

The homunculus transfers a bonus of +2 per talent rank to IN or AU if it stays within AU (of the character) x 5 meters from the Archmage. The bonus is freely distributable to IN and/or AU. The Archmage may alter the allocation each round as a free action. The talents "Familiar" or "Link Familiar" do not work with homunculi. Homunculi are extremely cowardly and eschew fights. They will flee if they get damaged, and will return to their master once the danger is over. They will return as quickly as possible. Due to their ability to sense their creator and his mood, this is no problem for them. If the homunculus dies, the Archmage may create another. This takes D20 hours and requires access to an alchemical lab.

## HUNTER

FGT 8 (III), MGE 12 (III), SCO 1 (III), DRU 10 (V), RAN 10 (V)

The character wanders the wilderness and thus gains knowledge regarding tracking, hunting or finding his way. He gains a +2 bonus per talent rank to all checks regarding the above.

He may effortlessly gather one meal per talent rank by finding fruits or hunting small prey. Three such meals count as a daily ration.

## IMP

ARC 12 (III), DEM 10 (III)

For each talent rank, the Conjurer gets a little flying imp that will support him in battle. Imps will utter only snarling noises, but do understand simple words and monosyllabic commands of their summoner.

If the character dismisses the imp or its HP drop below 1HP, it will return to its own plane of existence. If the character wishes, it may be summoned again after D20 hours of absence. An Imp will not be affected by the talents Familiar or Link Familiar.

## INJURE

FGT 4 (III), MGE 12 (III), SCO 8 (III), ASN 12 (V), BER 14 (V), BMA 16 (V), WEM 14 (V)








During melee, the character aims at vulnerable body parts of his opponent:








The opponent's defense against the character's melee attacks is lowered by 1 for each talent rank in Injure.










## IMP

There are three kinds of imps, access to them is gained by acquiring corresponding ranks. When acquiring a new talent rank, the character has to choose which type of Imp he wants to summon. The character may always choose to take an Imp of lower level again.

IMP I	
	
<b>BOD:</b> 7	<b>MOB:</b> 4
<b>MND:</b> 1	
ST: 5	AG: 0
IN: 0	
CO: 1	DX: 0
AU: 0	
	
	
	
Flies with movement rate	
Claws WB+1; XP:35	

IMP II	
	
<b>BOD:</b> 8	<b>MOB:</b> 5
<b>MND:</b> 1	
ST: 3	AG: 0
IN: 0	
CO: 4	DX: 0
AU: 0	
	
	
	
Flies with movement rate x2	
Claws WB+1; XP: 48	

IMP III	
	
<b>BOD:</b> 4	<b>MOB:</b> 5
<b>MND:</b> 3	
ST: 0	AG: 0
IN: 0	
CO: 0	DX: 6
AU: 0	
	
	
	
Flies with movement rate x2	
Claws WB+1; Fire Ray; XP: 44	

## INSPIRED RETRIBUTION

HEA 12 (III),  
CLR 16 (V), PAL 16 (III)

When in combat, the character may increase his melee attack value for one round of combat by four times his talent rank in Servant of Light/Darkness. He may do so once per talent rank.

It is not allowed to combine several ranks of Inspired Retribution into a single attack check.

However, this talent can be freely combined with other talents such as Brutal Blow.

## LACERATE TENDONS

ASN 12 (III), WEM 16 (III)

The character may once per combat and talent rank “lacerate tendons” on his opponent. He must announce this before the appropriate melee attack. The character's defense is then halved for this round of combat only.

If the target takes damage, the damage is halved and the Movement Rate of the target is reduced by 0.5m per talent rank. If the target took no damage, the talent is not used and another attempt may be made. The wounds received by this talent have to be healed magically, but even low level healing magic will do the job.

## LIGHTNING REFLEXES

FGT 1 (III), MGE 1 (III), SCO 1 (III),  
ASN 10 (V), BER 12 (V), BMA 10 (V),  
ROG 10 (V), WEM 10 (V)

The character can react quickly. In combat, he receives a +2 bonus per talent rank to his initiative.

Additionally he may once per battle and talent rank draw, change or pick up a weapon from the ground as a free action.

## LIGHTNING THROWER

HEA 12 (III), SRC 8 (III), WIZ 8 (III),  
BMA 12 (V), ELE 10 (V)

The caster is proficient with magic spells which produce lightning.

He gets a bonus of +1 per talent rank on all spells that cause lightning damage.

## LINK FAMILIAR

ARC 14 (III), DRU 10 (X), PAL 12 (V),  
RAN 12 (V)

Creates a special bond between the character and one of his familiars, who may thereafter communicate telepathically with each other (simple concepts such as “Danger”, “Fly!” or “Help me!”). In addition, a bonus of 3 points per talent rank is distributed to the traits of the familiar.

Every time the character gains a level, his companion will also gain 1 point to any trait. If the animal is killed the link will cease to exist. It will be recreated if the animal is resurrected. If this is not the case, the ranks of talent are not lost and can be used for a new Link with another familiar.

## LOCKPICKING

ASN 14 (III), ROG 10 (V)

The character receives a bonus of +2 per talent rank on all checks to open locks.

In addition, for each talent rank the character may make a new attempt to open the same lock without receiving a penalty (see page 89).

Lockpicking may be used in combination with Thievery.

## LUCKY DEVIL

FGT 1 (III), MGE 1 (III), SCO 1 (III),  
ROG 16(V)

The character is a really lucky devil. Once per day and talent rank, he may ignore a fumble and repeat the respective check.

If he fumbles again, he may repeat this roll too, if he has more than one rank in this talent.

## MANIPULATOR

HEA 1 (III), SRC 8 (III), WIZ 8 (III), ARC 12 (V), MNK 14 (V)

The character is a master of magically affecting other's minds. He gets a bonus of 2 to all mind affecting spells (which are marked with **[M]**).



## MARKSMAN

FGT 8 (III), MGE 8 (III), SCO 1 (III), ASN 10 (V), BMA 10 (V), ELE 16(V), RAN 10 (V), ROG 14 (V), WEM 12 (V)

The character is a skilled ranged attacker. He gets a bonus of +1 per talent rank to ranged attacks and targeted spell casting.

## MASTER CLIMBER

ASN 12 (III), RAN 14 (III), ROG 12 (III)

The character gains a bonus of +2 per talent rank on all climbing checks. The normal climbing speed of Movement Rate/2 is raised by 1m per talent rank. The character may scale craning walls or may even climb along ceilings if they provide enough grip (protrusions, stalactites, small gaps). He may ignore any normal penalties when doing so.

## MASTER OF THE ELEMENTS

BMA 14 (V), ELE 10 (V)

The character is adept at releasing elemental forces.

The character gets a bonus of +1 to all spells doing elemental damage. These are all spells based on earth, fire, air (including lightning spells) or water (including ice spells) magic.

## MINDFUL MAGIC

MGE 4 (III), ARC 10 (V), BMA 10 (V), ELE 10 (V), PAL 12 (III)

Once per talent rank and confrontation, the character may enhance his combat value in spell casting or targeted spell casting for one round by the value of MND, provided the spell harms or heals others. It is possible to combine several talent ranks in a single spell.

## MOUNTED ARCHER

ASN 14 (III), RAN 10 (III)

This talent enables the character to use a two-handed ranged weapon while mounted.

However, as this is a difficult feat, there is a penalty of -5 (trot) or -10 (gallop) to all checks for ranged attacks (see page 91).

The second and third rank of Mounted Archer reduce this penalty by 5 each.

The character needs at least one rank in the talent Riding to be able to use Mounted Archer.

## NASTY SHOT

SCO 4 (III), ASN 12 (V), RAN 10 (V)

Once per talent rank and combat the character may add his Mobility value to his Ranged Attack value. Several ranks of talent may be used for one shot. Targeted Spell Casting is not affected by this talent.



## NECROMANCY

HEA 8 (III), SRC 8 (III),  
NEC 10 (V)

The character has very good knowledge of necromantic spells.

He gets a bonus of +2 per talent rank to all spells that ban, raise or control undead.

## PAINFUL GAIN

BLM 10 (III)

By sacrificing 1HP per talent rank, the Blood Mage may increase his value for spell casting or targeted spell casting by +2 per talent rank for one round of combat. This counts as a free action.

## PAINFUL CHANGE

BLM 12 (III)

Once per talent rank and confrontation, the character may change his active spell to one of his inactive spells. This will inflict D20/2 HP defendable damage. Painful Change counts as a free action.

## PARRY

FGT 1 (III), MGE 12 (III), SCO 8 (III),  
BMA 10 (V), WEM 10 (V)

The character has learned to parry the melee attacks of his opponents.

If he has drawn a close combat weapon, the character receives a +1 bonus per talent rank to his Defense against any melee attack of which he is aware and that does not occur from the rear.

## PERFECTION

ASN 10 (III), WEM 10 (V)

The character may increase the bonuses to melee attacks and against opponent's Defense from a previously learned Weapon Mastery talent for a single type of weapon by one for each talent rank.

## PICKPOCKET

ROG 10 (III)

When attempting to pick pockets, the Rogue may add MOB once every 24 h per talent rank to his check value for pocket picking.

He may use several talent ranks to boost the value for one check. This talent is usable with Thievery.



## PLAY INSTRUMENT

FGT 1 (III), MGE 1 (III), SCO 1 (III)

This talent is learned separately for each instrument (flute, mandolin, harp, drum etc.), may thus be learned several times up to rank III.

The talent masters a certain instrument and adds a +3 bonus per talent rank to all checks regarding this instrument.

## RASCAL

FGT 1 (III), MGE 1 (III), SCO 1 (III),  
ROG 10 (V)

The character receives a bonus of +3 per talent rank on all checks of social interaction involving bluffing, haggling or negotiating.

## REASSESS MAGIC

MGE 1 (V),  
ARC 10 (X), PAL 10 (V)

The caster can unlearn a number of spell levels equal to his own character level once per talent rank and replace them with other spells of the same level total. With Reassess Magic, Mages unsatisfied with their choice of spells may redesign their spell repertoire.



## RECUPERATION

FGT 1 (V), MGE 1 (V), SCO 1 (V)

The character may regain points of BOD that have been lost due to resurrection(s). He may regain one point of BOD per talent rank. BOD may not be increased above its original value with this talent.

## RELEASE SPELL

ROG 12 (III)

The Rogue may read scrolls or spell books like a Mage and trigger their spells. The magical runes forming the spell will fade away and the spell disappears from the scroll or book.

Per talent rank, one of the three Mage classes Healer, Wizard or Sorcerer is selected. From now on the character may read and release all spells that are available to this class, regardless of his level.

## RESIST MAGIC

FGT 1 (III), MGE 1 (III), SCO 1 (III), ARC 10 (V)

Spells directed against the character get a penalty of 2 for each talent rank.

This does not affect spells doing elemental damage (e.g. with lightning, ice or fire).

## RIDING

FGT 1 (III), MGE 1 (III), SCO 1 (III), DRU 10 (V), PAL 10 (V), RAN 10 (V)

A character with this talent has learned to ride a steed. He can easily change the direction or speed of his riding animal by one category and may attack from horseback (see page 91).

The character gains a bonus of +2 per talent rank for all checks on jumps or change of direction or changing speed by more than one category. When fighting mounted, the character gains a +1 bonus against opponents fighting afoot.

## RITUAL OF SCARS

BLM 10 (III), DEM 12 (III), NEC 14 (III)

The character get a permanent magical defense bonus of +2 per talent rank.

After performing this ritual, the entire skin of the character is disfigured by scarred runes. This gives a penalty of -1 per talent rank on all checks regarding social interactions. The ritual comes with a cost, the character permanently loses 1 HP per talent rank.

## RUNE LORE

MGE 1 (V), ARC 10 (X)

This talent is needed to inscribe spells on scrolls (see page 99). Each talent rank reduces the time needed to complete a scroll by one hour. The talent bestows a bonus of +1 to all checks to produce or to identify scrolls. The runes on magical scrolls are not letters of a real alphabet. They are not meant to be read, much less to be translated into meaningful words.

## SALVO

ASN 14 (III), RAN 12 (V), WEM 16 (III)

Once per combat, in a single round of this combat, the character may shoot an additional missile per talent rank with a ranged weapon. The individual shots are treated as separate attacks, so they can not be boosted several times, e.g. by the talent Nasty Shot.

With multiple talent ranks, the additional shots may all be fired in one round or may be distributed over several rounds of combat.

## SERVANT OF DARKNESS

ALL CLASSES 1 (III),  
Exception: SRC 1 (V)  
ARC 10 (V), BMA 10 (V)

The character serves the forces of darkness. He gains a bonus of +1 per talent rank on all attacks against creatures/ Servants of Light. The same is true of his defense against damage by light spells. Characters with this talent may not learn the talent **Servant of Light**.

**LIGHT AND DARKNESS**  
Dungeonslayers uses the terms light and darkness to represent the contrasts of good and evil in fantasy worlds. The specific setting determines how these forces will be called in your world.

## SERVANT OF LIGHT

ALL CLASSES 1 (III),  
Exception: HEA 1 (V),  
BMA 10 (V), PAL 10 (V)

The character serves the forces of light. He gains a Defense bonus of +1 per talent rank on all attacks by creatures or Servants of Darkness. The same applies to damage from Shadow spells. Characters that violate the principles of light (such as meaningless killings) lose talent ranks without compensation. Characters with this talent may not learn the talent **Servant of Darkness**.

## SERVITUDE

DEM 16 (V), ELE 16 (V)

For each talent rank, the character may ask a summoned being an additional question or give it an additional task. The time for which the being must do the character's bidding is extended by one hour per talent rank.



## SHARPSHOOTER

FGT 12 (III), MGE 12 (III), SCO 8 (III)  
ASN 10 (V), BMA 10 (V), RAN 10 (V),  
WEM 14 (V)

In ranged combat, the character is aiming at vulnerable body parts of his target.

The opponent's defense against ranged attacks by the character is lowered by 1 per talent rank.



## SLIP AWAY

ASN 14 (III), MNK 12 (III),  
ROG 10 (III)

The character may move an additional meter per talent rank when performing the actions "Getting up" and "Running". If chained or tied up, he may roll twice per talent rank to squirm out of one shackle, thus needing 2 successes to free both hands. He needs a successful check against MOB+AG to use the talent in this fashion.

## SMASH ARMOR

FGT 8 (III),  
BER 12 (V)

Each time a character damages an opponent with a melee attack, the AV of a randomly determined piece of armor worn by the opponent drops by 1 point per talent rank.

Magically enhanced piece of armor can not be affected by the use of this talent. If the AV of a particular piece of armor drops to zero or less, it is rendered useless. It may be repaired by a talented artisan (see page 86).

The talent is useless against natural armors (exoskeletons, dragon scales, thick hide and similar).

## SMASH DEMONS

CLR 12 (III), MNK 14 (III), PAL 12 (III)

For each talent rank, the character may perform one undefendable melee attack per day against a demon.

The talents use must be announced before the attack role is made. The talent may be combined with other talents such as Brutal Blow or Inspired Retribution (Light).

## SMASH UNDEAD

CLR 10 (III), MNK 14 (III), PAL 12 (III)

Once per 24 hours and talent rank, the character may perform an undefendable melee attack against an undead creature.

The use of the talent has to be announced before the melee attack roll. The talent may be used in conjunction with other talent such as Brutal Blow or Inspired Retribution.

## SPELL ROUTINE

ARC 16 (III)

The Archmage may have 1 additional active spell per talent rank as if using a wand. He does not need to make a spell changing check nor waste a round to use the additional spells.

The additional spell(s) must be chosen when acquiring the talent rank.

## SPELLCHANGER

MGE 1 (V),  
ARC 10 (X), PAL 10 (V)

The character is proficient in changing his active spell. He gets a bonus of +2 per talent rank on rolls to change it.

## SPELLMASTER

MGE 15 (III)

Once every 24 hours, mage may ignore the cooldown period of a particular spell. The spell has to be chosen when acquiring a talent rank. If several talent ranks are taken for the same spell, the spell's cooldown period may be ignored once per talent rank invested in the spell. Spells with a regular cooldown period of more than 24 hours can not be chosen.

## STAFF BINDING

ARC 12 (V)

This talent is bound to a quarterstaff, with each talent rank bound separately. For example, the character may invest two talent ranks in one staff and a third into his backup staff.

The quarterstaff will be magical after binding and will not simply break on rolling a fumble on a melee attack or if exposed to other mundane damage.

The character gets a bonus of +1 per talent rank on Targeted Spell Casting when holding the staff. This is in addition to the normal, non-magical bonus of the staff. Furthermore, one of his spells per talent rank is bound to the staff. From now on, the staff will work as a magic staff for this spell.

If a quarterstaff is destroyed contrary to expectations, the bound talent ranks may be recovered. After D20 weeks the talent ranks may be bound to another staff.

## STEADFAST

FGT 1 (III), MGE 8 (III), SCO 4 (III)

The hit point limit beyond which the character is unconscious is lowered by three points for each talent rank. A character with Steadfast III will faint at -9 HP instead of fainting at 0 HP, provided he can survive that many negative HP (see page 40).

## STEALTH

FGT 4 (III), MGE 4 (III), SCO 1 (III), ASN 10 (V), MNK 10 (V), ROG 10 (V)

The character is skilled in sneaking around and knows how to avoid being noticed.

He get a bonus of +2 per talent rank on all checks regarding stealth, e.g. moving silently, hiding himself or avoiding to get noticed while picking pockets.

## STUNNING BLOW

MNK 16 (III)

Once per talent rank and day the character may conduct a Stunning Blow with a weaponless melee attack. The result is calculated as normal, but no damage is taken. Instead, the victim is paralyzed for 1 round per point of damage received.

The effect ends prematurely if the target is attacked by other means. This includes mind affecting spells or other attacks not doing direct damage.

The talent is useless against targets that are two or more size categories larger than the attacker.

## SUBDUE SUMMONED

ARC 16 (III), DEM 10 (III), ELE 10 (III)

If a character was not able to control a summoned creature (i.e. the spellcasting check failed), he may try to subdue it anyway. The character roll against MND+AU once per talent rank, each attempt counting as an action. If successful, the character may immediately attempt to subdue another summoned entity if any are present. This counts as a free action. Each round, the character may at most subdue a number of creatures up to his talent rank.

## SWEEPING BLOW

BER 14 (III), MNK 16 (III)

When using a two-handed weapon, the character may hit one additional adjacent opponent per talent rank with a sweeping blow. For each further opponent the character wants to hit with his Sweeping Blow, his Melee Attack will be lowered by one point and his Defense will be lowered by two points. This effect last until the character's next turn. Only one check is made for the complete sweeping blow.

A Monk may use this talent only in combination with the talent Unarmed Master. His talent rank of Sweeping Blow can never exceed his talent rank in Unarmed Master.

## SWIFT

FGT 8 (III), MGE 4 (III), SCO 1 (III)

The character is fast and fleet on foot. The Movement Rate is boosted by 1 meter per talent rank.

## SWIM

FGT 1 (III), MGE 1 (III), SCO 1 (III)

The character can swim (see page 93) and receives a bonus of +3 per talent rank on all checks involving swimming.

## THIEVERY

FGT 8 (III), MGE 8 (III), SCO 1 (III), ROG 10 (V)

The character gains a +2 bonus per talent rank regarding all checks concerned with detecting and disarming traps, emptying other people's pockets, picking locks or cheating when gambling.

## UNARMED MASTER

MNK 10 (V)

The Monk is a master of unarmed combat. The WB for unarmed attacks is enhanced by +1 per talent rank.

The normal bonus of +5 to Defense against unarmed attacks does not apply to the monk's attacks. His opponent's Defense is furthermore reduced by 1 per talent rank.

On top of that, an Unarmed Master will get +1 per talent rank to both Defense and Initiative if he does not use a shield and only wears cloth armor.

## UNDEAD HORDES

ARC 16 (V), NEC 10 (X)

The number of undead the Necromancer can raise and control (normally the character's level) is increased by 3 per talent rank.



## VERSATILE CONJURATION

DEM 16 (III)

For each talent rank, the Demonologist may distribute his MND points to enhance any of the combat values of his conjured demons.

## VERSATILE RAISING

NEC 16 (III)

For each talent rank, the Necromancer may distribute his MND/2 points to enhance any of the combat values of his raised undead.

## VERSATILE SUMMONING

ELE 16 (III)

For each talent rank, the Elementalist may distribute his MND points to enhance any of the combat values of his summoned elementals.



## VORACIOUS CONJURER

DEM 14 (III)

Once per 24 hours and talent rank, the Demonologist may ignore the cooldown period of a spell used to summon demons.

## WEAPON EXPERT

FGT 8 (III), SCO 12 (III),  
BMA 10 (III), WEM 10 (V)

The character gains special knowledge of a specific type of melee weapon (such as daggers, long swords or battle axes). In combat he gains a bonus of +1 to melee attacks with this type of weapon. His opponent's defense will be lowered by 1. This talent may not be taken multiple times for one weapon type, but may be enhanced with help of the talent Perfection.

# RULES

## CHECKS

Whenever the outcome of a character's action is not guaranteed, a **check** is made by a dice roll against a **Check Target Number (CTN)**. It is usually calculated by adding one attribute value and one trait value most applicable to the check. The check is successful when a roll on a 20-sided die (D20) does not exceed the CTN.

**Example:**

*The dwarven warrior Gruffneck (Body 8, Strength 2) attempts to kick down a door behind which some goblins are trying to hide. The game master tells Gruffneck's player that the CTN is calculated by adding the attribute **Body** and the trait **Strength**.*

*If Gruffneck's player rolls less than or equal to the CTN:10 (BOD 8 + ST 2), the attempt to kick down the door succeeds.*

In combat, tests are made against **Combat Values**, which are also calculated from an attribute and a trait.

**Example:**

*The fighter Kalthor (MAT 15) attacks an orc with his two-handed sword, rolling a D20. A result of 1 to 15 lets Kalthor hit his adversary.*

Furthermore, many talents (see page 17 ff) give a bonus to various CTNs.

**Example:**

*Andur the scout is looking for enemies, testing against Perception (MND+IN). His talent Alertness II confers a bonus of +2 per rank, making the bonus +4.*

## TYPICAL CHECKS

- Appraise: MND+IN
- Climb: MOB+ST
- Communicate: MND+DX
- Decipher Script: MND+IN
- Defy Poison: BOD+CO
- Disable Traps: MND+DX
- Feat of Strength: BOD+ST
- Flirt: MND+AU
- Haggle: MND+(IN or AU)\*
- Hide: MOB+AG
- Jump: MOB+AG
- Knowledge: MND+IN
- Open Lock: MND+DX
- Perception: MND+IN or 8\*
- Pick Pocket: MOB+DX
- Read Tracks: MND+IN
- Resist Disease: BOD+CO
- Riding: MOB+(AG or AU)\*
- Search: MND+IN or 8\*
- Sneak: MOB+AG
- Start fire: MND+DX
- Swim: MOB+ST
- Wake Up: MND+IN
- Work Mechanism: MND+(DX or IN)\*

\* Use higher value



More detailed rules to these checks are listed on page 87 ff.

## MODIFIERS

For checks which are more or less difficult than normal, modify the CTN before comparing the die roll.

Traversing a deep gorge on a thin rope is much more difficult (very difficult, modifier -8) than hopping about on one leg (routine task, modifier +8), but in either case a check is made against MOB+AG.

The following should give some guidelines to the use of modifiers:

routine +8
very easy +4
easy +2
normal +0
difficult -2
very difficult -4
extremely difficult -8

**Example:**

*Jherrant wants to examine some footprints. As Jherrant (MND 4, IN 2, talent Hunter II adding +4 to the check) is an elven scout and is better trained in reading tracks than others, the Game Master judges the task as very easy (+4), raising the final CTN from 10 to 14 (= MND 4 + IN 2 + Hunter II + very easy 4).*

## COMPARATIVE CHECKS

When two characters pit their skills against one another, the outcome is determined by Comparative Checks. Some Comparative Checks are resolved by comparing identical checks, for example in determining the stronger arm-wrestler or better haggler. Other comparative checks use different checks, such as pitting a guard's Perception versus a burglar's Sneaking check.

When conducting competitive tests, each character rolls the dice for the check, the results are compared to each other:

If only one character succeeds, this character is the winner.

If both succeed, the higher result wins, with the exception of Coups.

If no character succeeds, the check can be repeated if so desired.

**Example:**

*Gruffneck (Body 8, Strength 2) and Kalthor (Body 8, Strength 4) are arm-wrestling. In the first round both fail their die roll, resulting in a standoff. Both make an effort in the next round and both succeed on their roll: Gruffneck gets an 8, while Kalthor pushes down the dwarf's arm with a 12. Gruffneck could only have won had he rolled a 1 (Coup rule).*

## COUPS AND FUMBLES

Even seemingly impossible tasks may be achieved and simple tasks botched. These results are represented by **Coups** and **Fumbles**.

Whenever a 1 is rolled on a check, the player has rolled a **Coup**. It is counted as a success, regardless of all modifiers. **When rolling a Coup, the highest possible successful check result is used for the outcome.** Whenever a 20 is rolled on a check, it is called a **Fumble**. The desired outcome is not achieved, possibly spectacularly so.

**Example:**

*In a fight against goblins, the dwarven fighter Gruffneck (Melee Attack 12) rolls a 1 - a Coup! As a Coup means the highest possible check result, Gruffneck hits with a respectable 12.*

## CTN ABOVE 20

When a CTN exceeds 20, the corresponding check can only fail when rolling a Fumble.

If the exact result of a die roll matters (e.g. while attacking), the value greater than 20 will be used for an additional die roll.

For example, when testing against a value of 25, one roll is made against a CTN of 20 and one is made against the remaining value of 5. The values of all successful checks are added up for the final result.

## CALCULATING RESULTS ABOVE 20

When testing, the player separately rolls the required number of D20. Only the first D20 may fumble the check. A roll of 20 on any subsequent roll is just that - a 20, not a fumble.

When all required dice have been rolled, the player decides which result is assigned to which CTN.

Coups do not mean highest possible value for every single roll, only for their assigned roll and value pairing.

### Example:

*Berserker Laros (Melee Attack 28) attacks a frightening troll, using his talent "Brutal Blow II" completely, giving him a CTN of 44 in this round of combat. Laros' player gets to roll three times, twice with a CTN of 20 and the last one against a CTN of 4.*

*His first roll nets a 2 - no fumble, all further rolls are now considered "safe". Laros' Player then rolls a 1 and a 17 on his remaining rolls.*

*He now assigned the 1 and the 17 to his first and second CTN (CTN are both 20), thus the coup counts as a 20. The remaining roll of 2 is low enough to score with the last CTN of 4.*

*The sum of the results of Laros' rolls means a devastating 39 (= 20 + 17 + 2) points of damage to the unfortunate troll.*



## COMBAT

In a confrontation, play continues in combat rounds, each of which takes five seconds of in-game time.

In a combat round, all involved characters act in order of initiative. Whenever a character's initiative comes up, he may carry out an action and move. The next round of combat begins when all involved characters have acted.

### 1. INITIATIVE

All involved characters act in order of initiative. A tie in initiative is resolved by rolling a D20 once per combat, the higher score getting to act first.

If one party surprises another party, they receive a +10 initiative bonus. This bonus is only applied to the first round of combat.

### 2. MOVEMENT

On a character's turn, he may move up to his Movement Rate in meters.

This movement may be made before or after his action for this round. The movement may not be split, e.g. to move near an opponent, then hit him and finally move away.

Obstacles on the ground such as debris or underbrush may reduce the Movement Rate, halving or even quartering it.

### 3. ACTION

Before or after movement, each character may carry out a single action, e.g. attacking with a Melee Attack, Ranged Attack, Spell or Targeted Spell.

An action may not be saved for future use. It will expire at the end of a character's turn.

Occasionally, characters may perform actions which do not impede the character's freedom to act. These types of action are called **free actions**.



## EXAMPLES OF ACTIONS

Aim  
 Cast Spell  
 Change Spell  
 Charge\*  
 Concentrate (with some spells)  
 Delayed Action  
 Door: kick down/open/close/jam  
 Getting up and Drawing/Retrieving  
 Weapon  
 Getting up\*\*  
 Drink Potion  
 Melee Attack  
 Pick Lock  
 Ranged Attack  
 Run (second movement)  
 Take Healing Herbs  
 Target Spell  
 Waking an unconscious person  
 Weapon: pick up/change/draw

\* If the target is in a straight, unobstructed path within running distance, it may be hit with a melee attack at the end of the movement.

\*\* Only counts as an action if in melee

## ATTACK AND DEFENSE

The result of a successful **attack roll** (by Melee Attack, Ranged Attack, Spell or Targeted Spell) is the damage which is subtracted from the target's hit points.

Whenever a target is damaged, it is automatically entitled to a **Defense** roll, which does not count as an action. On a successful Defense roll the damage will be reduced by the roll's result.

### Example:

*The dwarven warrior Gruffneck (Melee Attack 12) hits an Orc warrior (Defense 15) successfully with a 9. The Orc immediately rolls his Defense, which succeeds with a 4. Thus the orc warrior only takes 5 (=9-4) points of damage.*

ARMOR	CLOTH	LEATHER	CHAIN	PLATE	HELMET	GREAVES/VAMBRACES	SHIELDS
Fighter	Yes	Yes	Yes	Yes	Yes	All	All
Scout	Yes	Yes	Yes	No	Yes	All	All
Healer	Yes	Yes	No	No	No	Leather	All
Sorcerer	Yes	No	No	No	No	No	All
Wizard	Yes	No	No	No	No	No	All

## ARMS AND ARMOR

Weapons and Armors confer bonuses to the Combat Values by means of their **Weapon Bonus (WB)** or their **Armor Value (AV)**.

Furthermore, some weapons alter the **Opponent's Defense (OD)** when trying to avoid damage caused by them.

Because of their size, Two-handed swords, battle axes, long bows and elven bows are too unwieldy for Dwarves to use.

At any given time, only one **helmet**, one **body armor**, one set of **vambrace** and one set of **greaves** may be worn by a character.

Some armors lower **Initiative** and/or **Movement Rate** due to their weight. Fighters may wear all armor without restrictions, Scouts may not wear plate armor.

**Healers** are allowed leather armor, **Wizards** and **Sorcerers** are restricted to cloth armor e.g. robes. All characters may use **shields**, provided they are using only a single one handed weapon or device.

Armor restrictions imposed on the three basic classes are also applied to their respective Hero classes. Some hero classes may acquire the talent **Armorclad**, which allows them to wear more armor types.

## WEARING RESTRICTED ARMOR

Any character wearing armor not suitable for his class suffers consequences. The armor's AV-penalty to Spellcasting and Targeted Spell Casting is quadrupled and Mobility is lowered by AV. This does not apply to armor the character is allowed to wear through the talent Armorclad.

## DAMAGE AND HEALING

As fights are quite deadly in **Dungeonslayers**, Healers tend to be quite busy. Groups without a Healer should always have a stock of Healing Potions or Healing Herbs with them.

## UNCONSCIOUSNESS

Characters, whose Hit Points are reduced to zero or below, have lost consciousness and will wake up after D20 hours with only 1 HP.

An unconscious person may be woken by other means such as shaking, slapping or being splashed with water. If a check against BOD + CON succeeds, they will regain consciousness with 1 HP, but may no longer “catch their breath” (see below).

**Example:**

*An orc chieftain hits Laros (28 HP) for 30 damage, the mercenary fumbles on his Defense roll and is knocked out with -2 HP.*

## DEATH

When a character has more negative HP than his BODY value (e.g. -9 HP with BOD of 8), he or she is dead.

**Example:**

*If Laros (BOD 8) had only 20 HP when he was struck for 30 damage by the orc chieftain, he would be dead with -10 HP.*

## CATCHING BREATH

Characters who have at least 1 HP may “catch their breath” or bandage their injuries after a fight by resting a few minutes. Doing so, they may regain half of their just lost hit points at a rate of 1 HP per minute.

**Example:**

*Gruffneck has just finished off the last of a war band of goblins. He lost a whopping 12 HP during this fight and decides to catch his breath, thus regaining 6 HP.*

## NATURAL HEALING RATE

Injured characters who still have at least 1HP recuperate at a rate of D20/2 HP every 24 hours. For every 4 hours of bed rest during this time, the character gains a bonus of +1 to the result.

## RESURRECTION

In some settings, resurrection by magic (e.g. with the aptly named spell “Resurrection”) is nothing unusual.

Each resurrection of a character permanently lessens BOD by 1 point. Characters with a BOD score of 1 cannot be resurrected.



## COMBAT DETAILS

Once you understand the basic rules of combat, certain aspects of fighting can be expanded by the rules in this section.

### DELAY ACTION

When it is a character's turn to act, he may opt to delay his action. He may then choose to act any time before or after another character acts. He may also move, if he didn't move prior to the delay. Each round that a character delays his action, his Initiative value increases by 2, up to a maximum of +10 after 5 rounds, provided he did not act or move more than 1 meter. After acting or moving more than 1 meter in a round of combat the bonus expires.

### RANGED ATTACKS AND DISTANCES

In all attacks with ranged weapons or targeted spells, the shooter receives -1 to his CTN per 10 meter distance to the target.

While there is no minimum range, ranged attackers will take a -2 penalty when shooting at enemies directly adjacent to them.

### INITIATING INITIATIVE

In certain situations or circumstances, a character may initiate Initiative, e.g. speaking a sentence such as "Enough talk - have at 'em". In these situations only the character who has initiated Initiative may act this round. After this, the first round of normal combat happens. All partaking characters act in sequence of their initiative (highest first), even the character, who initiated Initiative last round.

## COMBAT FUMBLES

As a rule of thumb, a fumble rolled in combat should disable the fumbling character for at least one round. This is made certain by using the following table:

FUMBLING CHECK	RESULT
Defense	Character prone*
Attack	Weapon(s) dropped**
Ranged Attack	Weapon(s) dropped***
Spellcasting	Spell goes inactive, no active spell
Targeted Spell	

- \* Nonmagic wooden shield breaks
- \*\* Nonmagic wooden weapon breaks
- \*\*\* Nonmagic wooden throwing weapon breaks

### MULTIPLE OPPONENTS

A character may divide his melee attack value to attack up to four adjacent opponents.

Each partial value is used for an individual melee attack roll. The character's Defense will be reduced by 2 for each attacked enemy until his next turn (does not apply to the talent "Sweeping Blow").

### AMMUNITION

To avoid cumbersome bookkeeping because of a few copper coins (and to avoid scouts getting penalized), it is recommended to always grant characters sufficient ammunition for their ranged weapons. This should not apply to magical ammunition or to prolonged ranged battles in the wilderness.

### MELEE WITH TWO WEAPONS

When attacking with two one-handed weapons simultaneously, a separate attack roll is made for each weapon. This only counts as one action. However, both Melee Attack and Defense are reduced by 10 (if not modified by the talent "Dual Wielding"), until it is the attacker's turn again in the next round of combat.

## POSITION AND SIZE

Shooting at enemies from above or attacking an opponent from behind has its benefits, while lying on the floor is rather unfavorable. Each being is categorized for size (see page 102), e.g. all player races are considered to be of size category "Normal". There are combat modifiers for fights involving opponents of different size.

POSITION / SIZE	MODIFIERS
Prone	Attack -2, Defense -2
Lateral attack / from above	Attack +1
Attack from behind	Attack +2
Opponent is larger	Attack +2/category
Opponent is smaller	Attack -2/category

## (UN)EQUIPPING ARMOR

Donning armor takes 2 actions per AV (disregard magical AV), only helmets may be put on as a free action. Characters sleeping in uncomfortable metal armor will get a penalty of -1 to all checks after awakening unless a check against BOD + CO is passed. If successive nights are spent sleeping in armor, the penalties may accumulate. This penalty will only wear off through a good night's rest, up to BOD/2 points penalty will thus disappear per night.

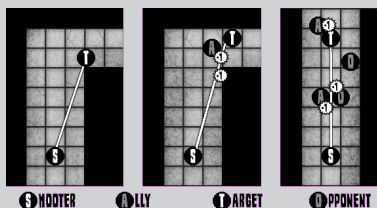
## SHOTS INTO A TURMOIL

A turmoil is a group of individuals, each no more than 1 m apart from their nearest neighbor. Narrow formations of 1 row depth (such as a shield wall) do not count as a turmoil.

A character shooting into such a fray gets a bonus of +1 to ranged attacks per participant, up to a maximum value of +20 due to the increased chance to hit something. If the check result is higher than the attacker's highest possible damage, it is readjusted to that damage value. Chance determines who is hit.

## SHOOTING AND OBSTACLES

For each obstacle (trees, opponents, party members in melee with the target or pieces of walls) that a shot has to pass, a penalty of -1 is applied to ranged attacks and targeted spells.



Failures simply miss, fumbles hit one of the obstacles. Which obstacle is hit is determined by chance and a new attack is rolled, ignoring any fumbles.

## DEFENSELESS OPPONENTS

Tied, sleeping or otherwise helpless opponents take double damage from melee attacks, their Defense rolls are made without any AV modifications.

## TAKING AIM

A character moving only half his movement rate in a round of combat may aim at a moving target as an action. The character gets a bonus of +2 (maximum +10) per round spent aiming to Ranged Attacks or Targeted Spellcasting.

## PUSHING BACK

An opponent may be pushed back one meter by a successful melee attack, if he is of the same or smaller size category as the attacker. The opponent's MR is not affected by this. The attacker may only close in after this push back if he did not use his movement this round. Characters with the "Blocker" talent may check against BOD+CO to avoid being pushed back.

## OPTIONAL COMBAT RULES

### SLAYING DICE (OPTIONAL)

**Note:**

*Slaying dice make combat much less predictable and definitely more deadly.*

*They should not be used without the optional rules for Slayer Points. NPCs will also use Slaying Dice, though they will never use Slayer Points.*

If a Coup is rolled when attacking (only the first die counts when rolling for values above 20 - see p. 37), the attacker immediately rolls the die for another attack. Fumbles don't apply to this roll. If successful, the damage rolled will be added to the outcome of the first die roll. Repeat if another coup is rolled. Slaying Dice also apply to defense checks if a Coup is rolled while defending.

**Example:**



*Gruffnek (Melee Attack 14) attacks an orc (Defense 12). The outcome of his roll is a 1, which means maximum damage (14). He immediately rolls for another attack check - and scores another 1!*

*His damage rolls now add up to 28 points (2 x maximum damage). As he rolled a second Coup, he is entitled to yet another attack roll and scores 8. The orc now takes 36 points of damage (14 + 14 + 8).*

### SLAYER POINTS (OPTIONAL)

Each round a character causes damage he receives a **Slayer Point (SP)**, which may be used immediately. Healers get a Slayer Point for healing comrades wounded in this fight. The maximum number of Slayer Points a character may have is 3. If unused, they will expire after the fight is over or the character is incapacitated. Slayer Points may be used for extra actions or to receive a bonus. These will remain active until the character acts again in the next round of combat. Slayer Points may not be used retroactively to alter the outcome of an already rolled test. The cost in Slayer Points is shown in the following table:

SP	FREE ACTION / BONUS
1	Ignore 2 damage
1	Cooldown Period -1 round
1	Defense +3
1	Opponent's Defense -1
1	Get up in melee
1	MR +1
1	Change/pick up/draw weapon
2	Dodge once *
2	Ignore 6 damage
2	Cooldown Period -3 rounds
2	Defense +8
2	Attack +2
2	Opponent's Defense -2
2	MR +2
2	Repeat failed attack**
2	Change spell (check req.)
3	Second attack in round
3	Ignore 9 damage
3	Cooldown Period -10 rounds
3	Defense +12
3	Knock over injured opponent***
3	Opponent's Defense -4
3	MR +3

\* As with talent of same name

\*\* Does not apply to fumbles

\*\*\* Does not apply to gigantic or larger opponents

## MAGIC

Two types of spells are distinguished in Dungeonslayers:

**Normal Spells** (cast via SPC)  
and  
**Targeted Spells** (cast via TSC)

## CASTING SPELLS

When casting spells, it is usually sufficient to successfully check against Spellcasting, but some spell effects gain from higher rolls on successful checks, e.g. get longer lasting effects. Targeted spells usually do damage according to the result of the check, as is the case in normal combat.

**Example:**

*Sorcerer Miroslav shoots a Fire Beam (targeted spell) at the elven healer Lios. He succeeds with a roll of 14, which is also the damage caused by his Fire Beam. Lios then rolls for his Defense as against any normal attack. Following this Lios casts "Sleep" (normal spell) - the check succeeds with a 4 and Miroslav hits the floor, snoring.*

## SPELL MODIFIER (SM)

Analogous to weapons, each spell has a positive or negative modifier which get applied to spellcasting or targeted spellcasting checks. For some spells the modifier is made up of an attribute and a trait of the spell's intended victim.

**Example:**

*When Lios (Spell Casting 16) took out the sorcerer Miroslav (MND 8, IN 6) with the "Sleep" spell (Spell Modifier:  $-(MND+IN)/2$ ), Lios' CTN was lowered by 7 points to a meager 9.*

If a spell affects multiple targets with different attribute or trait values and thus different penalties to spell casting, one unmodified check is rolled. The unmodified result is then individually modified by the calculated penalty for each target. The resulting values are finally used to check which targets are affected by the single spell.

## CHANGING SPELLS

A Mage may only have one active and thus castable spell, but may cast this spell as often as he likes. A spell's Cooldown Period is the only limit to its use.

To change the active spell a character has to roll a check against MND+IN, which requires a complete action.

The spell is changed on a successful check. A Coup means instant changing without using an action, the spell can be cast immediately.

**Example:**

*After Miroslav has been put to sleep, Lios decides to heal himself. With a successful check against MND+IN he changes his active spell from Sleep to Healing Touch, using his action for this round. He may now use Healing Touch every round.*

## COOLDOWN PERIOD

Once a spell has been cast successfully, its Cooldown Period has to pass before it can be used again.

In the meantime, the character may switch to other spells and cast them.

## MINIMUM LEVELS FOR SPELLS

The minimum level for spells indicates which level is needed for a certain class of Mage to learn it. Healers, Sorcerers and Wizards may have different requirements for the same spell. Many spells are unique to one class.

Hero classes will continue to have access to the spells of their original base class.

## CASTING SILENT AND MOTIONLESS

A Mage will make gestures with their hands and mutter arcane formulas when spellcasting. Being tied up and gagged causes problems for Mages.

When gagged OR tied up the Mage's ability to cast spells or targeted spells is halved. When gagged AND tied, this is decreased to a quarter of its original value (i.e. halved again).

The talent "Expertise" enables a Mage to learn to work magic without gestures and incantations.

Per talent rank in Expertise (max. II in this case), the character may choose to ignore either the penalty for gestureless casting or silent casting.

## ANALYZING MAGIC

With a successful check against MND+AU, mages may *sense* if an artifact, a phenomenon or a place is magical. The range of this ability is equal to the Mage's level in meters.

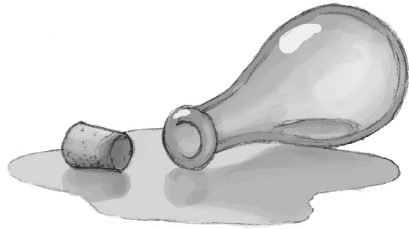
If sensing magic was successful, the character may try to identify it with a check against MND+RE. The character has to touch the magic item or place to do so.

It is not sufficient just to know that something is magical, the character has to feel the magic physically in order to understand it.

These checks are limited to one check per magic analysis. If the checks are failed the character has to gain a level to retry the checks.

Every character, regardless of class, may try to identify potions by cautiously sipping from them. This will not use up the potion or trigger its effects.

The only exception to this are poisons, which may prove quite harmful even if only carefully sampled.



## WANDS

A wand is always made for a specific spell.

Every Mage who has learned a spell and holds the corresponding wand in his hands may use the spell without the need to activate it first.

A Sorcerer who has learned the spell Fireball and is in possession of a wand of Fireball may use the spell at any time. Even if another spell is his active spell, he may cast *Fireball* without changing to *Fireball* first, Cooldown Period permitting.

# SPELLS

Each spell is marked as a  normal spell or a  targeted spell, and at which level Healers , Wizards  or Sorcerers  may learn the spell. Mind influencing spells, against which e.g. undead are immune, are marked with .

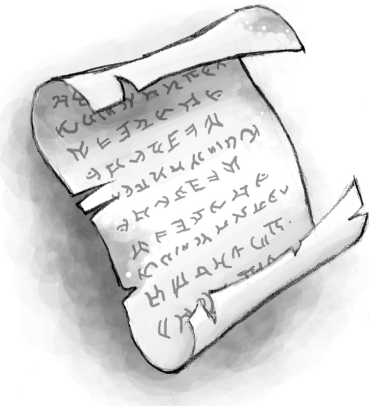
Scheme of the spell representation:

## SPELL NAME



- Price:** The price to purchase the spell
- SM:** The Spell Modifier for the corresponding Check
- Duration:** The spell's duration
- Distance:** The maximum distance to the target, "Self" meaning that only the caster can be the target of this spell.
- Cooldown Period:** The length of time to wait after a successful casting before the spell can be cast again.
- Effect:** The description of the spell effect.

*Unless stated otherwise, the IN values listed for calculations are the spellcaster's.*



HEALER SPELLS	
<b>LEVEL 1</b>	
Bestow Defense, Bestow Scent, Blind, Calm Animal, Cloud of Remorse, Consecrate Water, Detect Magic, Enchant Weapon, Healberries, Healing Aura, Healing Touch, Light, Resist Poison, Rout Undead, Sternutation	
<b>LEVEL 2</b>	
Arrow Of Light, Balance, Blessing, Create Food, Flicker, Frighten, Open, Paralyze, Sleep	
<b>LEVEL 3</b>	
Cleanse, Magic Lock, Neutralize Poison, Slow	
<b>LEVEL 4</b>	
Create Web, Defensive Shield, Guardian, Give to Take, Healing Light, Invigorate, Prolong Defensive Shield, Protective Shell, Strengthen Defensive Shield	
<b>LEVEL 5</b>	
Feather Fall, Forceful Prayer, Identify Magic, Jump, Rust, Terrify, Water Walking	
<b>LEVEL 6</b>	
Burning Faith, Be Friend, Eavesdrop	
<b>LEVEL 7</b>	
Levitate, Penetrating Gaze, Sprint, Weapon of Light	
<b>LEVEL 8</b>	
Banish, Confusion, Eyes and Ears, Magic Ladder, Messenger, Protective Dome, See Hidden	
<b>LEVEL 10</b>	
Chasm, Displace, Holy Hammer, Lance of Light, Lightning Bolt, Reset Cooldown, Restoration, Resurrection, See Invisible	
<b>LEVEL 12</b>	
Destroy Magics, Healing Ray, Part Waters, Prepare Swap, Silence	
<b>LEVEL 14</b>	
Magic Barrier	
<b>LEVEL 16</b>	
Chain Lightning, Hurl, Pillar of Light	
<b>LEVEL 18</b>	
Healing Sphere	
<b>LEVEL 20</b>	
Fly, Invisibility, Teleport	



<b>WIZARD SPELLS</b>	
<b>LEVEL 1</b>	Bestow Scent, Cantrip, Detect Magic, Enchant Weapon, Fire Beam, Identify Magic, Light, Magic Lock, Open
<b>LEVEL 2</b>	Eavesdrop, Jump, Resist Poison, Throw Voice
<b>LEVEL 3</b>	Balance, Feather Fall, Penetrating Gaze, Sternutation
<b>LEVEL 4</b>	Arctic Weapon, Bestow Defense, Concealing Fog, Flicker, Magic Ladder, Scorching Blade, Stumble
<b>LEVEL 5</b>	Arrow of Light, Blind, Confusion, Change Race, Dirt Devil, Fire Lance, Levitate, Mana Bread, Mirage, Reset Cooldown, Sleep, Transformation
<b>LEVEL 6</b>	Breach, Cloud of Remorse, Curse, Displace, Eyes and Ears, Frighten, Guardian, Messenger, Neutralize Poison, Paralyze, Shadow, Shadow Arrow, Telekinesis
<b>LEVEL 7</b>	Be Friend, Calm Animal, Cleanse, Create Food, Destroy Magics, Lightning Bolt, Rust, Sprint
<b>LEVEL 8</b>	Dance, Defensive Shield, Dominate Undead, Fire Wall, Invigorate, Protective Shell, See Hidden, Shadow Blade, Slow, Weapon of Light
<b>LEVEL 9</b>	Create Web, Dominate Animal, Terrify, Water Walking
<b>LEVEL 10</b>	Arcane Sword, Chain Lightning, Chasm, Embiggen, Fire Breath, Fireball, Fly, Healberries, Magic Barrier, Permeate, Prepare Swap, Shrink, Silence, Summon Elemental, Teleport, Wall of Stone
<b>LEVEL 12</b>	Dominate, Hurl, Ice Beam, Invisibility, Lance of Light, Protective Dome, See Invisible
<b>LEVEL 15</b>	Burning Inferno, Ethereal Form, Shadow Lance, Time Stop
<b>LEVEL 17</b>	Boil Blood, Summon Demon
<b>LEVEL 18</b>	Banish, Planar Gate
<b>LEVEL 19</b>	Pillar of Light
<b>LEVEL 20</b>	Shadow Pillar, Vaporize

<b>SORCERERS SPELLS</b>	
<b>LEVEL 1</b>	Cantrip, Detect/Identify Magic, Enchant Weapon, Fire Beam, Magic Lock, Open
<b>LEVEL 2</b>	Bestow Scent, Curse, Eavesdrop, Shadow, Shadow Arrow
<b>LEVEL 3</b>	Concealing Fog, Feather Fall, Jump, Penetrating Gaze, Sternutation, Stumble, Throw Voice
<b>LEVEL 4</b>	Bestow Defense, Dominate Undead, Eyes and Ears, Flicker, Frighten, Magic Ladder, Scorching Blade
<b>LEVEL 5</b>	Change Race, Confusion, Dirt Devil, Fire Lance, Guardian, Levitate, Light, Mana Bread, Sleep
<b>LEVEL 6</b>	Balance, Displace, Paralyze, Raise Skeletons
<b>LEVEL 7</b>	Lightning Bolt, Mirage, Shadow Blade, Sprint, Terrify
<b>LEVEL 8</b>	Arcane Sword, Be Friend, Defensive Shield, Dominate Animal, Invigorate, Messenger, Protective Shell, Raise Zombies, Resist Poison, Rust, See Hidden, Shrink, Silence, Slow, Telekinesis
<b>LEVEL 9</b>	Create Web, Necrologue, Reset Cooldown, Water Walking
<b>LEVEL 10</b>	Chain Lightning, Dance, Dominate, Fire Breath, Fire Wall, Fireball, Fly, Hurl, Shadow Lance, Summon Demon, Teleport, Transformation
<b>LEVEL 12</b>	Destroy Magics, Embiggen, Invisibility, Magic Barrier, Neutralize Poison, Permeate, Prepare Swap, Protective Dome, See Invisible
<b>LEVEL 13</b>	Boil Blood, Call Shades, Cloud of Death
<b>LEVEL 14</b>	Banish, Breach, Chasm, Wall of Stone
<b>LEVEL 15</b>	Burning Inferno, Dementia, Shadow Pillar
<b>LEVEL 16</b>	Ice Beam, Planar Gate, Summon Elemental
<b>LEVEL 18</b>	Ethereal Form, Vaporize
<b>LEVEL 20</b>	Body Explosion, Time Stop

## LIST OF SPELLS

### ARCANE SWORD



**Price:** 920GP

**SM:** +0

**Duration:** IN x 2 rounds

**Distance:** Radius of IN meters

**Cooldown Period:** 24 hours

**Effect:** A sword made of arbitrarily bright light appears within a radius of IN meters from the caster.

It will fight autonomously within this sphere of control and will obey thought commands of the summoner such as "Attack the big troll" or "Protect me".

If the caster moves, the sphere of control moves with him, thus the Arcane Blade will never be further away than IN in meters.

The sword decomposes into its arcane ingredients as soon as its (non-restorable) HPs drop to zero or lower or the duration of the spell has expired.

All combat values of the sword are at its caster's level +10.

The only exception is the Movement Rate, which is equal to twice the Movement Rate of the Mage.

### ARCTIC WEAPON



**Price:** 160GP

**SM:** +0

**Duration:** Check result in rounds

**Distance:** IN x 2 meters

**Cooldown Period:** 100 rounds

**Effect:** The caster envelops a weapon in icy cold. For the duration of the spell, the WB of the weapon is increased by 1 and its damage is considered magical.

When rolling a Coup while attacking, the opponent is frozen for one round of combat as if under the spell Halt. Arctic Weapon may not be used in combination with Scorching Blade. Even if all damage from the Coup was defended against, the Halt effect still takes.

### ARROW OF LIGHT



**Price:** 45GP

**SM:** +2

**Duration:** Instant

**Distance:** IN x 5 meters

**Cooldown Period:** 1 round

**Effect:** Creatures of Darkness get a penalty of 2 to their Defense against this targeted spell's damage.

Characters with the talent Servant of Darkness can not use this spell.

### BALANCE



**Price:** 45GP

**SM:** -2

**Duration:** Until distance is traveled

**Distance:** Touch

**Cooldown Period:** 10 rounds

**Effect:** The target may walk a thin rope or similar narrow walkways with absolute certainty at his normal MR.

Once the spell is cast, its effect will last until the character has moved a distance of twice his normal MR.



## BANISH



**Price:** 255GP  
**SM:**  $-(BOD+AU)/2$  of the entity  
**Duration:** Instant  
**Distance:** Radius of IN x 2 meters  
**Cooldown Period:** 100 rounds  
**Effect:** This spell destroys hostile demons, elementals and undead in the area of effect. A maximum of character level/2 entities will be destroyed. If there are too many entities present, the entities to be destroyed are randomly chosen. Single entities may be selected as targets. The difficulty increases by 2 for each unsuccessful banishing attempt.

## BE FRIEND



**Price:** 370GP  
**SM:**  $-(MND+IN)/2$  of the target  
**Duration:** IN minutes  
**Distance:** IN x 2 meters  
**Cooldown Period:** 24 hours  
**Effect:** If successful, the target considers the mage (and only him!) to be a very good friend. The target will confide in him as he would a close friend. He will do everything for the caster that he would do for a good friend.

## BESTOW DEFENSE



**Price:** 10GP  
**SM:** +0  
**Duration:** 1 round  
**Distance:** IN x 2 meters  
**Cooldown Period:** 0 rounds  
**Effect:** The spell target receives the check result as a bonus to his Defense, until it is the spellcaster's turn again in the next combat round.

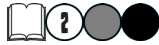
## BESTOW SCENT



**Price:** 10GP  
**SM:** +0  
**Duration:** Check result in minutes  
**Distance:** Touch  
**Cooldown Period:** 100 rounds  
**Effect:** The target will be marked with a scent by the spell caster. This odor may appear pleasant or unpleasant and thus improve or worsen all social interaction checks of the target by 2.



## BLESSING



**Price:** 90GP

**SM:** +0

**Duration:** IN hours

**Distance:** Self

**Cooldown Period:** 24 hours

**Effect:** The Mage and up to IN x 2 party members in a radius of IN x 2 meters are blessed.

For the duration of the spell, they receive a bonus of +1 to all checks.

## BLIND



**Price:** 10GP

**SM:** -(MOB+AU)/2 of the target

**Duration:** Check result in rounds

**Distance:** IN x 5 meters

**Cooldown Period:** 5 rounds

**Effect:** A glaring beam of light shoots forth from the Mage's hand and, with a successful dice roll, blinds its target. This spell's effect is undefendable.

A blinded target has -8 on all checks for actions requiring eyesight.

Even eyeless undead such as skeletons are dazzled by the magical light. Naturally blind creatures are not affected.

## BODY EXPLOSION



**Price:** 3735GP

**SM:** -(BOD+AU)/2 of the target

**Duration:** Instant

**Distance:** IN meters

**Cooldown Period:** D20 days

**Effect:** The spell causes the target to explode from within. The damage is equal to four times the check result, the target rolls his Defense without any armor bonuses from items.

This spell is useless against incorporeal beings such as ghosts.

## BOIL BLOOD



**Price:** 1580GP

**SM:** -(BOD+AU)/2 of the target

**Duration:** Instant

**Distance:** IN meters

**Cooldown Period:** 24 hours

**Effect:** The blood of the target begins to magically boil without coagulating.

The target is affected internally and rolls Defense against the spell without the AV from his equipment. Final damage is double the check result.

The spell is not usable against entities without blood, e.g. many undead.

## BREACH



**Price:** 260GP

**SM:** +0

**Duration:** Check result/2 rounds

**Distance:** Touch

**Cooldown Period:** 100 rounds

**Effect:** The caster opens a circular hole of 1 meter in diameter in a non-magical stone wall of up to IN x 10 cm thickness. After the spell ends, the hole closes up without leaving a trace.

## BURNING FAITH



**Price:** 185GP

**SM:** -2

**Duration:** Check result in rounds

**Distance:** Touch

**Cooldown Period:** 100 rounds

**Effect:** When the caster touches a targeted weapon, it begins to glow with a sacred power. For the duration of the spell, the weapon's damage counts as magical. The WB is enhanced by the casters IN/2, while the target's Defense against attacks with this weapon will be lowered by the same amount.

**BURNING INFERNO**

**Price:** 1420GP  
**SM:** +5  
**Duration:** IN rounds  
**Distance:** IN x 10 meters  
**Cooldown Period:** 24 hours  
**Effect:** A circular area with a radius of IN meters goes up in flames. Everyone in the inferno receives undefendable damage equal to the check result for combat round until the spell ends.

**CANTRIP**

**Price:** 10GP  
**SM:** +0  
**Duration:** Check result in rounds  
**Distance:** IN x 2 meters  
**Cooldown Period:** 10 rounds  
**Effect:** This spell creates small, harmless illusions. For example, the caster can conjure small orbs floating in the air or the illusion of pulling a rabbit from a hat.

**CALL SHADES**

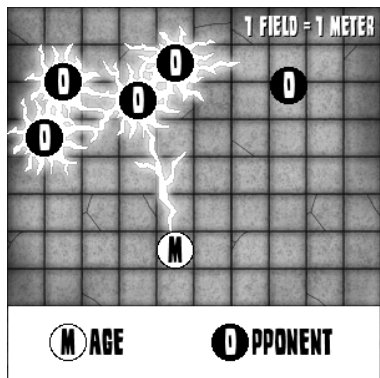
**Price:** 1580GP  
**SM:** +0  
**Duration:** Instant  
**Distance:** Radius of IN x 5 meters  
**Cooldown Period:** 24 hours  
**Effect:** The Sorcerer may corrupt the souls of the dead within the spell's area of effect and bestows a tortured unlife on them. A maximum number of deadly shades, equal to the caster's level, will take form (see page 120). It takes three combat rounds for the shades to take form. Thereafter, they attempt to destroy the summoner in order to return to a peaceful rest. The sorcerer must successfully cast Dominate Undead to avoid this fate. Characters with the talent Servant of Light are not allowed to use the spell.

**CHAIN LIGHTNING**

**Price:** 460GP  
**SM:** +3  
**Duration:** Instant  
**Distance:** IN x 5 meters  
**Cooldown Period:** 5 rounds  
**Effect:** The mage releases a lightning bolt at an opponent which then arcs to up to IN more targets in the vicinity of the first target. Only targets within 2 meters of a previously affected target can be hit by the chain lightning.

**CALM ANIMAL**

**Price:** 20GP  
**SM:** -HP/5 of each target  
**Duration:** IN hours  
**Distance:** Radius of IN x 5 meters  
**Cooldown Period:** 24 hours  
**Effect:** Aggressive animals in the radius of effect can be calmed with this spell. Magical creatures (such as unicorns or nether wolves) are immune to the spell, as are animals which are affected by spells such as Dominate Animal.



Targets in metal armor may not roll for defense against a hit by chain lightning.

## CHANGE RACE



**Price:** 420GP

**SM:** -4

**Duration:** Check result in hours

**Distance:** IN meters

**Cooldown Period:** 24 hours

**Effect:** Up to IN consenting humanoid targets (which may include the Mage) within range of the spell are shape-shifted to another humanoid race of the same size category (page 104). The target's equipment is not affected.

For example, a human could be changed into an orc, or even in a very old dwarf. The characters retain all their abilities and receive none of the abilities of the race into which they were transformed. While the voice adapts to the new race, eyes and facial features continue to resemble the actual features of the transformed character.

## CHASM



**Price:** 325GP

**SM:** -4

**Duration:** IN rounds

**Distance:** IN x 2 meters

**Cooldown Period:** 100 rounds

**Effect:** The spell opens a chasm up to IN meters wide and IN/2 meters in depth and length. Any beings standing on the ground where the chasm opens may try to jump clear with a successful check against MOB+AG. This is a free action. The chasm will quickly close up again after the spell duration expires. Beings who are in the chasm when it closes will instantly receive 2D20 undefendable damage and are trapped without any means of breathing.

This spell may only be cast on solid ground, such as on bedrock, open plains or on the lowest dungeon level.

## CLEANSE



**Price:** 80GP

**SM:** +0

**Duration:** Instant

**Distance:** Touch

**Cooldown Period:** 0 rounds

**Effect:** This spell scrubs an unwashed person, cleans an object (such as a mud-stained cloak), or purifies a meal (of bacteria, rot and toxins).

## CLOUD OF DEATH



**Price:** 790GP

**SM:** -4

**Duration:** Check result x 2 rounds

**Distance:** IN x 5 meters

**Cooldown Period:** 100 rounds

**Effect:** A black, smoking cloud of death with a radius of IN meters appears.

Although the cloud is not opaque, all attacks against targets in it are at a penalty of 2. Characters in the cloud receive a penalty of 2 on all checks requiring eyesight.

Each character in the cloud automatically receives 1 point of undefendable damage every round. If the Sorcerer has the talent Servant of Darkness, his talent rank is added to the amount of undefendable damage each target receives per round.

The cloud can be moved or dispersed by wind.

## CLOUD OF REMORSE



**Price:** 10GP

**SM:** -2

**Duration:** Check result in rounds

**Distance:** IN x 5 meters

**Cooldown Period:** 100 rounds

**Effect:** An invisible cloud of remorse with a radius of IN meters manifests.

Each character within the cloud feels an underlying sense of guilt, has a feeling of insecurity and gets -1 on all checks.

A cloud can be moved or even be dispersed by wind.

## CONCEALING FOG



**Price:** 140GP

**SM:** -2

**Duration:** IN x 2 rounds

**Distance:** IN x 5 meters

**Cooldown Period:** 10 rounds

**Effect:** A fog cloud with a radius of IN in meters appears.

Attacks against targets in the fog receive a penalty of 8, everyone in the fog receives -8 on all checks requiring eyesight.

The cloud may be moved or even be dispersed by wind.

## CONFUSION



**Price:** 210GP

**SM:** -(GEL+AU)/2

**Duration:** Check result in rounds

**Distance:** Radius of IN x 2 meters

**Cooldown Period:** 10 combat rounds

**Effect:** This spell discombobulates the target if successfully cast. The target's actions are determined randomly for the duration of the spell from the following table:

D20	THE DISCOMBOBULATED...
1-5	...attacks his opponents
6-10	...moves about in a randomly determined direction
11-15	...stands around confused
16+	...attacks his own allies

## CONSECRATE WATER



**Price:** 10GP

**SM:** +0

**Duration:** IN hours

**Distance:** Touch

**Cooldown Period:** 24 hours

**Effect:** Clean water is transformed into Holy Water (see box). With each casting of the spell, the healer creates a number of 1/2 liter holy water units equal to half the check result, provided sufficient "normal" water is available as raw material.

## HOLY WATER

Holy Water causes undefendable damage against demons and undead. Each unit of Holy Water has a different attack value, which is determined by rolling a D20.

This value is rolled for when the Holy Water hits the demon or undead, unless the Holy Water was analyzed for its attack value beforehand. This has to be done by a Mage making successful checks first against MND+AU, then MND+IN.

One unit of Holy Water can be applied to a melee weapon or missile as an action. A normal melee attack or ranged attack is then rolled for. If the attack is successful, demons and undead suffer an additional attack with holy water, which does undefendable damage.

The unit of Holy Water is used up after the first hit.

Alternatively, Holy Water may be bottled in vials (WB+0, 2GP). These vials can be used in melee or ranged attacks against demons and undead, shattering the fragile vessels.

In such cases, only the holy water causes damage, not the result of the attack check.

Holy Water may also be used to create protective lines or circles to repel demons or undead for a short time. One unit of Holy Water is used to create 1m of protective line or circle.

## CREATE FOOD



**Price:** 90GP

**SM:** +0

**Duration:** Instant

**Distance:** IN meters

**Cooldown Period:** 24 hours

**Effect:** The caster focuses the magical energies around him and creates the basic ingredient of a simple meal, such as lentils, rice or turnips.

The caster can create ingredients for a number of meals (of which an adult needs 3 each day) equal to his level.

## CREATE WEB



**Price:** 115GP

**SM:**  $-(\text{MOB}+\text{AU})/2$  of each target

**Duration:** Check result/2 rounds

**Distance:** IN x 5 meters

**Cooldown Period:** 10 rounds

**Effect:** A web of sticky astral mass appears which has a radius of IN/2 meters.

Beings hit by the web halves Initiative, Movement Rate and Melee Attack values. No defense roll is made by the target(s).

The spell does not work against beings that are 2 or more size categories (see page 102) larger than the caster.

## CURSE



**Price:** 150GP

**SM:**  $-(\text{MND}+\text{AU})/2$  of the target

**Duration:** Check result days

**Distance:** Touch

**Cooldown Period:** 24 hours

**Effect:** To cast this spell, the Mage must possess something from the target, e.g. a hair or a worn piece of cloth. This object will be destroyed during casting. The target is cursed and suffers a -2 on all checks, either until the spell duration is over or the curse is banished by Destroy Magics.

A target may be cursed several times. The curses have to be dispelled individually if they were not cast by a single caster.

## DANCE



**Price:** 360GP

**SM:**  $-(\text{MND}+\text{AU})/2$  of the target

**Duration:** IN/2 rounds

**Distance:** IN x 5 meters

**Cooldown Period:** 10 rounds

**Effect:** The target, which may not roll for defense, dances for the duration of the spell. Movement Rate is limited to 1 meter per round.

This grotesque spectacle ends prematurely if the target receives damage.

## DEFENSIVE SHIELD



**Price:** 115GP

**SM:** +0

**Duration:** Check result in rounds

**Distance:** Touch

**Cooldown Period:** 100 rounds

**Effect:** The target receives the check result as a bonus to his Defense until the spell duration has passed.

## DEMENTIA



**Price:** 2850GP

**SM:**  $-(\text{MND}+\text{AU})/2$  of the target

**Duration:** Instant

**Distance:** Touch

**Cooldown Period:** D20 days

**Effect:** The target of the spell goes insane instantly and is reduced to a state of drooling idiocy. His MND is instantly and permanently reduced to 0.

Only the spell Restoration may cure this effect. One application of the spell is required for each point of MND to restore.

## DESTROY MAGICS



**Price:** 620GP

**SM:** -Caster Level or -HP/2

**Duration:** Instant

**Distance:** IN meters

**Cooldown Period:** 24 hours

**Effect:** The Mage permanently bans a spell or a magical effect. The spell check is reduced by the level of the being that originally cast the spell.

If the spell is used against a magical creature, including Mages, a penalty of half the creature's HP is applied to the check. If successful, the target is not automatically banned, but will receive undefendable damage of twice the check result. If the target dies, it and any equipment worn will disappear without a trace.

If the caster does not succeed on his spell check, he may himself become a target of the spell: The Mage instantly rolls again, as a free action, treating himself as the new target.



Any spell enhancing effects, e.g. by talents, apply to this second roll as well. The same procedure is used when the caster is trying to banish the magical effect of an object. The spell modifier is the combined levels of all the Mages that contributed to the creation of the artifact.

## DETECT MAGIC



**Price:** 10GP

**SM:** +0

**Duration:** Check result in rounds

**Distance:** Radius of IN x 2 meters

**Cooldown Period:** 10 rounds

**Effect:** If a Mage fails to sense the magic of a location, an object or an entity (see page 45), he may find magic in his surroundings with this spell. All magic in the area of effect of this spell will briefly flash before the eyes of the mage, if it is not concealed, e.g. under a cloak or in a chest.

This spell will cause other Mages within the area of effect to flash as well; the stronger the Mage, the brighter the flash.

## DIRT DEVIL



**Price:** 420GP

**SM:** +0

**Duration:** Up to IN/2 hours

**Distance:** IN x 2 meters

**Cooldown Period:** 24 hours

**Effect:** The mage creates a small, magical servant who cleans, tidies up and packs for him with incredible swiftness. Otherwise, the dirt devil is completely useless, as it does not take other orders, has nothing interesting to say and will simply vanish if it takes damage.

## DISPLACE



**Price:** 260GP

**SM:** +0

**Duration:** Instant

**Distance:** Touch

**Cooldown Period:** 10 rounds

**Effect:** The consenting target is teleported up to check result/2 meters, provided there is a clear line of sight to the destination.

If the rolled distance is not sufficient to reach the destination, the character is still teleported in this direction as far as possible.

## DOMINATE



**Price:** 1120GP

**SM:**  $-(MND+IN)/2$  of the target

**Duration:** IN/2 rounds

**Distance:** IN x 2 meters

**Cooldown Period:** 24 hours

**Effect:** If successful, the target becomes a slave to the caster and will obey every command, except for suicide or self mutilation. It will even turn against its own comrades if so commanded.



**DOMINATE ANIMAL**

**Price:** 410GP  
**SM:** -HP/2 of the target  
**Duration:** IN hours  
**Distance:** IN x 2 meters  
**Cooldown Period:** 100 rounds  
**Effect:** An animal is turned into a mindless slave. It blindly obeys all monosyllabic commands, even if this would cause its own death. The number of animals controlled in this way is limited to the Mage's IN. The animal's behavior will return to normal after the spell duration ends.



**DOMINATE UNDEAD**

**Price:** 205GP  
**SM:** -(MND+AU)/2 of each target  
**Duration:** Until released  
**Distance:** IN x 2 meters  
**Cooldown Period:** 10 rounds  
**Effect:** If successful, the Mage brings a maximum number of undead targets equal to his level under his control, even if they are currently under the control of another spellcaster. If there are more undead present than the caster can dominate, the targets are determined randomly. Dominated undead are totally controlled by the Mage. They may only find their peace if they are released by the Mage or if their controlling Mage dies.

**EAVESDROP**

**Price:** 75GP  
**SM:** -1 per 10m distance  
**Duration:** IN x 2 rounds  
**Distance:** Self  
**Cooldown Period:** 100 rounds  
**Effect:** The mage can move his center of hearing to a point up to IN x 5 meters away. The caster needs an unobstructed line of sight to his "target" and is able to hear everything as if he were at this spot. The Mage does not gain keener hearing, merely the ability to hear things as if being in another place. This point may be an empty space in the room or even a garment of the target.

**EMBIGGEN**

**Price:** 920GP  
**SM:** -4  
**Duration:** Check result/2 in rounds  
**Distance:** Touch  
**Cooldown Period:** 24 hours  
**Effect:** The body size of a willing target is doubled instantly. Any equipment is also affected. Characters grow to size category "large" (see page 102). BOD, ST and CON as well as Movement Rate are doubled for the duration of the spell.

**ENCHANT WEAPON**

**Price:** 10GP  
**SM:** +0  
**Duration:** IN minutes  
**Distance:** Touch  
**Cooldown Period:** 1 round  
**Effect:** This spell gives a weapon magical powers. Its WB increases by one for the duration of the spell. The damage dealt with the enchanted weapon is considered magical and will even harm incorporeal beings such as ghosts.

## ETHEREAL FORM



**Price:** 1420GP

**SM:** +0

**Duration:** Check result x 5 rounds

**Distance:** Touch

**Cooldown Period:** 24 hours

**Effect:** The target - along with all worn equipment - attains a gaseous form and may slip through every little opening. The target may at any time cancel the spell effect as a free action. While in gaseous form, the target's Movement Rate is quadrupled and he is still able to perceive his surroundings. He may not, however, cast spells, talk to, attack, or move into other characters.

If the target has not touched ground within this falling time, it will fall the remaining depth normally, incurring standard damage (see page 83).

If the feather fall was not activated within one minute of casting, it will dissipate harmlessly.

## EYES AND EARS



**Price:** 205GP

**SM:** +0

**Duration:** IN x 2 rounds

**Distance:** Self

**Cooldown Period:** 100 rounds

**Effect:** The Mage enters a trance-like state during which his visual and auditory senses become detached from his body.

His invisible, listening eyes will move at a constant rate of IN meters per round of combat and can penetrate through smallest openings. The caster sees and hears everything as if he himself were present.

## FIRE BEAM



**Price:** 10GP

**SM:** +1

**Duration:** Instant

**Distance:** IN x 5 meters

**Cooldown Period:** 0 rounds

**Effect:** The mage shoots a jet of fire at an enemy, the check result is the damage to the target.

## FIRE BREATH



**Price:** 460GP

**SM:** +3

**Duration:** Instant

**Distance:** IN meters

**Cooldown Period:** 10 rounds

**Effect:** A jet of fire with a diameter of 1m erupts from the caster's mouth, engulfing everyone in a straight line from the caster in flames. The fiery breath causes undefendable damage equal to the check result.

## FEATHER FALL



**Price:** 110GP

**SM:** +0

**Duration:** 1 minute

**Distance:** Touch

**Cooldown Period:** 0 rounds

**Effect:** Once cast, the target has one minute to activate the spell. On activating, the target and any equipment worn, will fall like a feather from a maximum height of double the spell check result in meters. The target will fall 1 meter per combat round and is unable to control the direction of descent.

## FIRE LANCE



**Price:** 210GP

**SM:** +2

**Duration:** Instant

**Distance:** IN x 10 meters

**Cooldown Period:** 0 rounds

**Effect:** This is a more powerful version of the spell Fire Beam.

## FIRE WALL



**Price:** 360GP

**SM:** -2

**Duration:** IN rounds

**Distance:** IN x 2 meters

**Cooldown Period:** 100 rounds

**Effect:** The caster creates a wall of fire, which extends to at most 1m x IN m x IN m. Beings located where the wall of fire appears or who try to jump through it suffer 2D20 defendable damage.



## FIREBALL



**Price:** 460GP

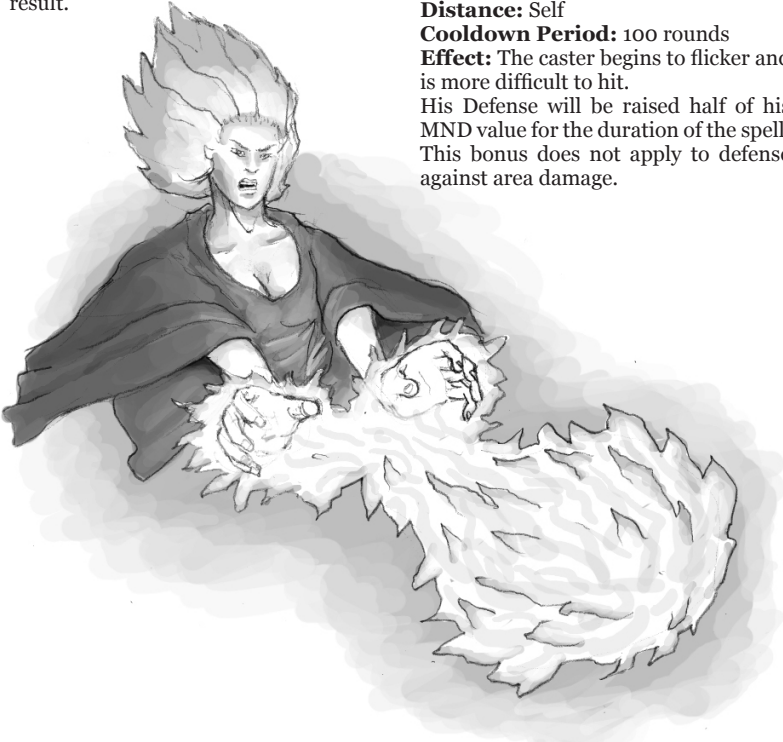
**SM:** +3

**Duration:** Instant

**Distance:** IN x 10 meters

**Cooldown Period:** 10 rounds

**Effect:** The mage shoots a flaming sphere at his opponents, which will cause a fiery explosion 2 x IN meters in diameter. Anyone caught in it will take undefendable damage of the check result.



## FLICKER



**Price:** 45GP

**SM:** -2

**Duration:** Check result x 2 rounds

**Distance:** Self

**Cooldown Period:** 100 rounds

**Effect:** The caster begins to flicker and is more difficult to hit.

His Defense will be raised half of his MND value for the duration of the spell.

This bonus does not apply to defense against area damage.

## FLY



**Price:** 460GP

**SM:** +0

**Duration:** Check result x 5 rounds

**Distance:** Touch

**Cooldown Period:** 100 rounds

**Effect:** The target can fly. Movement Rate is doubled while airborne, and may be doubled again by using a second move action (see page 39). For example, a character with a regular Movement Rate of 4.5 can normally fly up to 9m in a round of combat and may move at 18m per round by taking a second move action. In the latter case, no other actions other than movement are possible.

## FORCEFUL PRAYER



**Price:** 150GP

**SM:**  $-(BOD+AU)/2$  of each target

**Duration:** Instant

**Distance:** Self

**Cooldown Period:** 100 rounds

**Effect:** A blast of holy power shoots from the Healer and causes opponents in a radius equal to twice his level in meters to drop to the ground. Targets do not incur damage from this spell.

## FRIGHTEN



**Price:** 45GP

**SM:**  $-(MND+IN)/2$  of each target

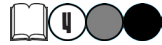
**Duration:** IN rounds

**Distance:** Radius of IN x 2 meters

**Cooldown Period:** 100 rounds

**Effect:** On a successful roll, the affected targets (maximum number equal to half of the caster's level) are struck with panic. The attempt to flee from the caster as quickly as possible. They may return once the spell duration has passed. The spell effect ends prematurely if a fleeing target receives damage.

## GIVE TO TAKE



**Price:** 115GP

**SM:** +0

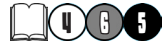
**Duration:** Check result in rounds

**Distance:** Touch

**Cooldown Period:** 5 rounds

**Effect:** The target of the spell regains hit points, in the form of magical healing, equal to half of the net melee damage he deals to an opponent.

## GUARDIAN



**Price:** 115GP

**SM:** +0

**Duration:** IN hours

**Distance:** Touch

**Cooldown Period:** 24 hours

**Effect:** A magical guardian alerts and may wake the caster as soon as a being moves within a distance of less than IN x 2 meters of the target point. This does not apply to beings who were present in the protected area when the spell was cast.

## HEALBERRIES



**Price:** 20GP

**SM:** +0

**Duration:** Instant

**Distance:** Touch

**Cooldown Period:** 24 hours

**Effect:** The healer needs fresh berries, small nuts, tasty leaves, etc. to cast this spell on.

Each item (maximum number equal to the check result, double this for druids) is imbued with healing power. Each healberry heals one hit point instantly when ingested. Up to 10 healberries may be eaten in 1 action. Healberries lose their effect after IN days, or if the mage casts the spell again.

## SPELLS H



### HEALING AURA



**Price:** 10GP

**SM:** +0

**Duration:** Check result x 2 rounds

**Distance:** Self

**Cooldown Period:** 100 rounds

**Effect:** The Healer and any comrades within a radius of IN meters heal one hit point each round.

### HEALING RAY



**Price:** 395GP

**SM:** +0

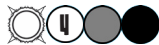
**Duration:** Instant

**Distance:** IN x 2 meters

**Cooldown Period:** 2 rounds

**Effect:** Light beams shoot out from the healer and heal the wounds of up to IN/2 comrades by the amount of the check result. Only one check is rolled for this targeted spell. Apply the distance penalty of the most distant target to the check (see page 41).

### HEALING LIGHT



**Price:** 115GP

**SM:** +2

**Duration:** Instant

**Distance:** IN x 2 meters

**Cooldown Period:** 2 rounds

**Effect:** A beam of light emanate from the healer and heals the target for the check result in hit points.

### HEALING SPHERE



**Price:** 1210GP

**SM:** +2

**Duration:** Instant

**Distance:** Radius of IN x 2 meters

**Cooldown Period:** 24 hours

**Effect:** This spell heals all comrades in its area of effect by the amount of the check result.

## HEALING TOUCH



**Price:** 10GP

**SM:** +1

**Duration:** Instant

**Distance:** Touch

**Cooldown Period:** 0 rounds

**Effect:** The willing target is instantly healed for as many hit points as the check result.

even if stopped by an obstacle. A normal defense roll is permitted against this falling damage.

The target is always in a prone position after being hurled.

## ICE BEAM



**Price:** 560GP

**SM:** +3

**Duration:** Instant

**Distance:** IN x 10 meters

**Cooldown Period:** 10 rounds

**Effect:** An ice beam shoots out of the hands of the Mage. No defense may be rolled against damage from this frosty magic.

In addition, the target is magically frozen, either until IN combat rounds have passed or until it receives any further damage.

## HOLY HAMMER



**Price:** 1325GP

**SM:** +0

**Duration:** IN rounds

**Distance:** Radius of IN x 2 meters

**Cooldown Period:** 100 rounds

**Effect:** A hammer made of bright light appears within IN meters of the Healer. It then proceeds to fight autonomously, but can be directed by the Mage's thought combat commands such as "Stop the demon" or "Help the Paladin". If the character moves, the sphere of control of the hammer moves with him. The holy weapon can never be more than IN x 2 meters away from the Mage. The Holy Hammer disappears if either its hit points are reduced to zero or lower or the spell duration is over. The hit points of the hammer can neither be healed nor restored

All combat values of the Holy Hammer are equal to the Healer's level +8. The only exception is its movement rate, which is twice the Healer's MR.

## IDENTIFY MAGIC



**Price:** 10GP

**SM:** +0

**Duration:** Instant

**Distance:** Touch

**Cooldown Period:** 1 round

**Effect:** Reveals the source and / or function of the magic that imbues an object or location to the caster.

## INVIGORATE



**Price:** 230GP

**SM:** +0

**Duration:** Instant

**Distance:** Self

**Cooldown Period:** 24 hours

**Effect:** The character's hit points are temporarily increased by the check result. Damage to the Mage is deducted from these temporary hit points before the Mage's actual hit points are used. The additional hit points can not be healed. These points are retained until they are either consumed by damage or the spell is cast anew by the character.

## HURL



**Price:** 535GP

**SM:**  $-(BOD+AU)/2$  of the target

**Duration:** Instant

**Distance:** IN/2 meters

**Cooldown Period:** 10 rounds

**Effect:** This spell hurls the target by (check result)/3 meters away from the caster. No defense roll is allowed.

The target takes damage as if falling (see page 83) for the hurled distance,

## INVISIBILITY



**Price:** 1120GP

**SM:** +0

**Duration:** Check result in minutes

**Distance:** Touch

**Cooldown Period:** 24 hours

**Effect:** Renders an object or a living being, including its worn equipment, invisible for the duration of the spell.

The spell ends prematurely if the target attacks someone, casts spells or suffers damage.

## LEVITATE



**Price:** 210GP

**SM:** +0

**Duration:** Check result in rounds

**Distance:** Touch

**Cooldown Period:** 0 rounds

**Effect:** The target may levitate vertically upward or downward instead of moving normally.

The movement rate while levitating is equal to normal ground speed. Using a second move action (see page 39) is not possible.

## JUMP



**Price:** 60GP

**SM:** +0

**Duration:** Instant

**Distance:** Self

**Cooldown Period:** 10 rounds

**Effect:** The Mage either jumps up to check/2 meters from a standstill or instantly extends a jump by this distance. In either case, he lands gracefully on his feet. This may also extend vertical movement, e.g. to reach a balcony.

## LIGHT



**Price:** 10GP

**SM:** +5

**Duration:** Check result in minutes

**Distance:** Touch

**Cooldown Period:** 10 rounds

**Effect:** The causes an inanimate object - such as a staff or a small, concealable coin - to light up as brightly as a torch for the duration of the spell.

## LANCE OF LIGHT



**Price:** 325GP

**SM:** +5

**Duration:** Instant

**Distance:** IN x 5 meters

**Cooldown Period:** 1 round

**Effect:** This is a more powerful version of the spell Arrow of Light. Creatures of Darkness get a penalty of 2 to their defense against this spell's damage.

Characters with the talent Servant of Darkness can not use this spell.





## LIGHTNING BOLT



**Price:** 310GP  
**SM:** +3  
**Duration:** Instant  
**Distance:** IN x 10 meters  
**Cooldown Period:** 1 round  
**Effect:** The caster fires a lightning bolt at an enemy. Opponents in metal armor may not roll for defense against lightning bolts.

## MAGIC LOCK



**Price:** 10GP  
**SM:** +0  
**Duration:** Until lock is opened  
**Distance:** Touch  
**Cooldown Period:** 5 rounds  
**Effect:** This spell magically closes a flap, trunk, door or similar opening. The check result gives the CTN to open this lock (whether with a skeleton key, brute force or magic), only the caster may open it without problems. The spell may be cast upon a mechanical lock to enhance its lock value (LV).

## MAGIC BARRIER



**Price:** 920GP  
**SM:** -2  
**Duration:** IN minutes or concentration  
**Distance:** IN x 2 meters  
**Cooldown Period:** 24 hours  
**Effect:** The Mage creates an immobile, cube-shaped force field with a maximum size of IN / 2 m, which prevents all magic and spell effects from passing through in either direction. Neither Fire Balls, nor Eavesdropping or Teleport spells can break through this barrier. The Magic Barrier remains after the initial spell duration if the Mage sustains it by his uninterrupted concentration. This counts as a whole action.

## MANA BREAD



**Price:** 420GP  
**SM:** +0  
**Duration:** Instant  
**Distance:** IN meters  
**Cooldown Period:** 24 hours  
**Effect:** The caster focuses the magical energies around him and creates warm, but bland Mana Bread. The caster can create a number of loaves equal to half his level. Each of the violet-blue, dough-like lumps is the equivalent of a full meal for one person (of which an adult needs 3 each day).

## MAGIC LADDER



**Price:** 320GP  
**SM:** +0  
**Duration:** Concentration  
**Distance:** IN meters  
**Cooldown Period:** 24 hours  
**Effect:** A magical ladder appears that is up to (IN x Mage level) meters long. The ladder stands firm and requires no support. It remains as long as the caster is concentrating on it (counts as a full action). Scaling the ladder does not break concentration.



## MESSENGER



**Price:** 510GP

**SM:** +0

**Duration:** Until message delivered

**Distance:** IN x 5 kilometers

**Cooldown Period:** 24 hours

**Effect:** Causes a ghostly image of the caster to appear to a personally known entity within range and deliver a message of IN x 2 syllables.

## MIRAGE



**Price:** 210GP

**SM:** -2

**Duration:** IN/2 rounds

**Distance:** IN meters

**Cooldown Period:** 100 rounds

**Effect:** This spell creates a purely optical, immovable illusion with a volume of no more than IN / 2 cubic meters. The illusion is revealed with a successful Perception check (see page 90) modified by half the check result of the Mirage spell.

## NECROLOGUE



**Price:** 1590GP

**SM:** +0

**Duration:** IN questions or IN minutes

**Distance:** Touch

**Cooldown Period:** D20 days

**Effect:** The Mage may seek information from the ghost of a dead person. The ghost has to answer his questions, but not necessarily truthfully.

The spell last for IN minutes or until the ghost was asked IN questions, which are answered by “yes” or “no” only. The ghost understands the Mage’s language and answers in that language.

## NEUTRALIZE POISON



**Price:** 80GP

**SM:** +0

**Duration:** Instant

**Distance:** Touch

**Cooldown Period:** 10 rounds

**Effect:** Instantly neutralizes any non-magical poison, if it is not already too late.

## OPEN



**Price:** 10GP

**SM:** - LV

**Duration:** Instant

**Distance:** Touch

**Cooldown Period:** 10 rounds

**Effect:** Opens a lock without breaking it. If the spell fails to open the lock, the Mage may try again. Each additional attempt lessens the CTN of the spell casting check against this lock by 2. This cumulative penalty against this lock will expire when the caster gains a new level. Normal locks have a LV of 0, which may have been boosted by higher lock quality or the spell Magic Lock.



## PARALYZE



**Price:** 45GP

**SM:** -(BOD+AU)/2 of the target

**Duration:** IN rounds

**Distance:** IN x 5 meters

**Cooldown Period:** 10 rounds

**Effect:** If successful, the target of the spell can no longer move. No defense roll is applicable against this spell.

The paralysis end prematurely if the target is injured. While the target is paralyzed, it may move its eyes, can think clearly and can breathe. A paralyzed Mage could still try to change spells or risk to cast a spell without gestures and silently (see page 45).

## PART WATERS



**Price:** 1185GP

**SM:** +0

**Duration:** Concentration

**Distance:** Touch

**Cooldown Period:** D20 days

**Effect:** The mage can part any and all waters to create a path of 1m width down to the bed of the water. Its length is only limited by the distance penalty for targeted spells (see page 41).

If the spell is used against water elements, it does undefendable damage of the spell's check result and its duration is instant.

**Effect:** This is a more powerful variant of the spell Lance of Light. Creatures of Darkness get a penalty of 2 to their defense against this spell's damage. Characters with the talent Servant of Darkness can not use this spell. Characters with the talent Retribution add their talent ranks to the targeted spell check for the Pillar of Light.

## PENETRATING GAZE



**Price:** 280GP

**SM:** -2

**Duration:** IN rounds

**Distance:** Self

**Cooldown Period:** 24 hours

**Effect:** The caster may see through non-magical, non-living objects up to IN/2 meters thick.

## PLANAR GATE



**Price:** 2580GP

**SM:** -8

**Duration:** IN minutes

**Distance:** IN meters

**Cooldown Period:** D20 days

**Effect:** Opens a door to another plane of existence, which the caster must call by its name. The gate will close again if IN/2 beings move through it or if the spell duration is exceeded.

## PERMEATE



**Price:** 920GP

**SM:** -4

**Duration:** IN/2 rounds

**Distance:** Self

**Cooldown Period:** 24 hours

**Effect:** The mage and all of his worn equipment becomes permeable and may move for IN/2 combat rounds through non-magical, non-living objects.

## PREPARE SWAP



**Price:** 790GP

**SM:** +0

**Duration:** Instant

**Distance:** Self

**Cooldown Period:** 24 hours

**Effect:** Prepares a spell known to the mage, enabling the mage to make this his active spell once as a free action. The Mage is free to swap his active spell within 24 hours of casting Prepare Swap.

## PROLONG DEFENSIVE SHIELD



**Price:** 230GP

**SM:** +0

**Duration:** Instant

**Distance:** Touch

**Cooldown Period:** 24 hours

**Effect:** Doubles the rolled duration of a target's active Defensive Shield.

## PILLAR OF LIGHT



**Price:** 535GP

**SM:** +8

**Duration:** Instant

**Distance:** IN x 10 meters

**Cooldown Period:** 1 round

**PROTECTIVE DOME**

**Price:** 765GP  
**SM:** +0  
**Duration:** Concentration  
**Distance:** Self  
**Cooldown Period:** D20 days  
**Effect:** A dome of force with a radius of IN meters appears around the Mage. The dome stays active as long as the Mage keeps up his concentration. This counts as a whole action.  
 This unmovable dome is impassable from both sides - neither attacks, beings nor spells such as Teleport can pass through it.

**RAISE SKELETONS**

**Price:** 670GP  
**SM:** +0  
**Duration:** Instant  
**Distance:** Radius of IN x 5 meters  
**Cooldown Period:** 24 hours  
**Effect:** In the spell's area of effect, the Sorcerer may raise a number of skeletons (see page 121) equal to his own level to undead life.  
 The skeletons will need three combat rounds to form and rise, then they turn to destroy their summoner to regain their peace. The Mage may prevent this by casting the spell Dominate Undead. Characters with the talent Servant of Light may not use this spell.

**PROTECTIVE SHELL**

**Price:** 115GP  
**SM:** +0  
**Duration:** Check result in combat rounds  
**Distance:** Self  
**Cooldown Period:** 100 rounds  
**Effect:** A force shell with a radius of IN meters appears around the caster. Non-magical missiles simply bounce off the shell, protecting those within its radius.

**RAISE ZOMBIES**

**Price:** 930GP  
**SM:** +0  
**Duration:** Instant  
**Distance:** Radius of IN x 5 meters  
**Cooldown Period:** 24 hours  
**Effect:** In the spell's area of effect, the Sorcerer may raise a number of dead bodies (see page 125) equal to his own level to undead life.  
 The zombies require three rounds of combat to rise, then they turn to destroy their summoner to regain their peace. The Mage may prevent this by casting the spell Dominate Undead. Characters with the talent Servant of Light may not use this spell.



**RESET COOLDOWN**

**Price:** 650GP  
**SM:** - own access level for the spell  
**Duration:** Instant  
**Distance:** Self  
**Cooldown Period:** 24 hours  
**Effect:** By casting this spell, the cooldown period of a currently cooling down spell is set to zero. The target spell must have been cast within the last IN combat rounds.

If the check to reset the cooldown period fails for a particular spell, the Mage may make another attempt after successfully casting that spell again.

**RESIST POISON**

**Price:** 10GP  
**SM:** +0  
**Duration:** IN hours  
**Distance:** Touch  
**Cooldown Period:** 10 rounds  
**Effect:** The target receives a bonus equal to the Mage's level to all checks defending against any poison, venom or similar unsavory circumstances.

When under the influence of this spell, the sole bonus may be used to defend against poisons which would normally do undefendable damage.

**RESTORATION**

**Price:** 650GP  
**SM:** +0  
**Duration:** Instant  
**Distance:** Touch  
**Cooldown Period:** 24 hours  
**Effect:** This spell heals all injuries and even the gravest wounds, leaving no scars. Even severed limbs (if separated no more than D20 hours) may be reattached by this spell.

**RESURRECTION**

**Price:** 650GP  
**SM:** +0  
**Duration:** Instant  
**Distance:** Touch  
**Cooldown Period:** 24 hours  
**Effect:** This spell restores a character back to life.  
 The target must within D20 days of a characters death. Once resurrected, the target returns to life with 1 HP and permanently loses 1 BOD (see page 40). This spell will not help a character who died a natural death, such as of old age. **Caveat:** This spell does not heal the cause of death - e.g. a slashed throat or a trampled body has to be healed with the spell Restoration before casting Resurrection to avoid the character's instant death after being resurrected.



## ROUT UNDEAD



**Price:** 10GP

**SM:**  $-(BOD+AU)/2$  of each target

**Duration:** Check result/2 minutes

**Distance:** Radius of IN x 2 meters

**Cooldown Period:** 100 rounds

**Effect:** Drives away a number of undead equal to half the caster's level in the area of effect.

For the duration of the spell, the undead move away from the caster as quickly as possible up to a distance of check result x 5 meters.

The undead may not attack anyone in the area of effect until the spell duration has passed.

The effect ends prematurely if an affected undead receives damage.

If there are more undead than the Healer may rout, determine randomly which are affected. Alternatively, a specific undead being may be selected as the target for the routing.

If a coup is rolled when routing, the affected undead receive additional defendable damage equal to the actual value of the coup.

## RUST



**Price:** 150GP

**SM:** -WB of the weapon or -AV of the armor

**Duration:** Instant

**Distance:** IN x 2 meters

**Cooldown Period:** 10 rounds

**Effect:** Non-magical weapons and armor will crumble to dust if successfully hit by this spell. This spell only works on metal items.

## SCORCHING BLADE



**Price:** 160GP

**SM:** +0

**Duration:** Check result in rounds

**Distance:** IN x 2 meters

**Cooldown Period:** 100 rounds

**Effect:** A metal blade erupts with magical fire.

This fire does not require oxygen and may be any color of the Mage's choosing.

The weapon's WB is increased by 1 for the duration of the spell and its damage is considered to be magical.

A Coup when attacking creates a small explosion, increasing the rolled damage by D20 for this round of combat.

Flame Blade may not be used in combination with Arctic Weapon.



## SEE HIDDEN



**Price:** 510GP

**SM:** +0

**Duration:** Check result in rounds

**Distance:** Radius of IN x 2 meters

**Cooldown Period:** 24 hours

**Effect:** When this spell is cast, the Mage sees inanimate objects which are hidden from sight briefly twinkle, even if concealed by a curtain or a container. This effect applies whether the objects are concealed by chance or by purpose (traps, secret doors etc.).

This spell does not work on magic or invisible objects.

## SHADOW ARROW



**Price:** 75GP

**SM:** +2

**Duration:** Instant

**Distance:** IN x 10 meters

**Cooldown Period:** 0 rounds

**Effect:** Beings of light suffer a penalty of 2 to their defense against this spell's damage.

Characters with the talent Servant of the Light may not use this spell.

## SHADOW BLADE



**Price:** 360GP

**SM:** +0

**Duration:** Check result in rounds

**Distance:** IN x 2 meters

**Cooldown Period:** 100 rounds

**Effect:** The enchanted blade exudes smoky shadows full of dark magic.

The following effects are valid only when a character with the talent Servant of Darkness uses the weapon:

For the duration of the spell, the WB of the weapon is increased by 1, and its damage is considered magical.

Every time the weapon causes damage, the target's defense will drop by 1. This effect ends when the spells duration ends.

Shadow Blade can not be combined with Scorching Blade, Frost Weapon, Burning Faith or Weapon of Light.

Characters with the talent Servant of Light may not use this spell.

## SEE INVISIBLE



**Price:** 325GP

**SM:** +0

**Duration:** Check result in rounds

**Distance:** Touch

**Cooldown Period:** 100 rounds

**Effect:** The target receives the ability to see invisible objects and creatures normally for the duration of the spell.

Magic, magic effects - with exception of invisibility spell - or hidden traps do not count as invisible for the purposes of this spell.

## SHADOW



**Price:** 75GP

**SM:** -(MOB+AU)/2 of the target

**Duration:** Check result/2 in rounds

**Distance:** IN x 5 meters

**Cooldown Period:** 5 rounds

**Effect:** The target is wrapped in deep shadows, incurring a penalty of -8 to all actions requiring sight. No defense roll is allowed against this spell.

Eyeless undead, such as skeletons, and naturally blind creatures, are not affected by this spell.

## SHADOW LANCE



**Price:** 595GP

**SM:** +5

**Duration:** Instant

**Distance:** IN x 10 meters

**Cooldown Period:** 0 rounds

**Effect:** This is a more powerful version of the spell Shadow Arrow. Beings of light suffer a penalty of 2 to their Defense against this spell.

Characters with the talent Servant of Light may not use this spell.

## SHADOW PILLAR



**Price:** 920GP

**SM:** +8

**Duration:** Instant

**Distance:** IN x 10 meters

**Cooldown Period:** 1 round

**Effect:** This is a more powerful version of the spell Shadow Lance. Beings of light get a penalty of 2 to their defense against this spell.

Characters with the talent Servant of Light may not use this spell.

Characters with the talent Inspired Retribution add their talents rank to the CTN of the targeted spell Shadow Pillar.

## SHRINK



**Price:** 460GP

**SM:** -4

**Duration:** Check result in minutes

**Distance:** Touch

**Cooldown Period:** 24 hours

**Effect:** The voluntary target - including its equipment - will be reduced to a tenth of its size. Characters shrink to size category "tiny" (see page 102).

BOD, ST, CO and Movement Rate are divided by 10 for the duration of the spell.

## SILENCE



**Price:** 395GP

**SM:** -(MND+AU)/2 of the target

**Duration:** IN/2 rounds

**Distance:** IN x 2 meters

**Cooldown Period:** 100 rounds

**Effect:** The target, which may not roll for defense against the spell, is silenced for the duration of the spell. Silenced Mages suffer normal penalties if trying to cast silently for the spell duration (see page 45).

## SLEEP



**Price:** 45GP

**SM:** -(BOD+IN)/2 of the respective target

**Duration:** Instant

**Distance:** Radius of IN x 2 meters

**Cooldown Period:** 10 combat rounds

**Effect:** This spell puts a number of targets to sleep. The maximum number of targets is equal to the casters level. This is a natural sleep from which the targets may be woken by noise or other disturbances.

## SLOW



**Price:** 80GP

**SM:** -(BOD+AU)/2 of each target

**Duration:** IN rounds

**Distance:** Radius of IN x 5 meters

**Cooldown Period:** 10 rounds

**Effect:** This spell halves the movement rate of a maximum number of targets equal to the halved level of the mage.

## SPRINT



**Price:** 220GP

**SM:** -2

**Duration:** Check result in rounds

**Distance:** Touch

**Cooldown Period:** 100 rounds

**Effect:** the movement rate of the target is doubled for the duration of the spell.

## STERNUTATION



**Price:** 10GP

**SM:** -(BOD+AU)/2 of the target

**Duration:** 1 round

**Distance:** IN x 2 meters

**Cooldown Period:** 0 combat rounds

**Effect:** If the spell is cast successfully, the target may move only half its movement rate due to violent sneezing attacks. The spell ends on the beginning of the casters next turn.

The sneezing fits ends prematurely if the spell target receives damage.



**STRENGTHEN DEFENSIVE SHIELD**



**Price:** 230GP  
**SM:** +0  
**Duration:** Instant  
**Distance:** Touch  
**Cooldown Period:** 24 hours  
**Effect:** Doubles the bonus of a Defensive Shield spell already active on a target.

**STUMBLE**



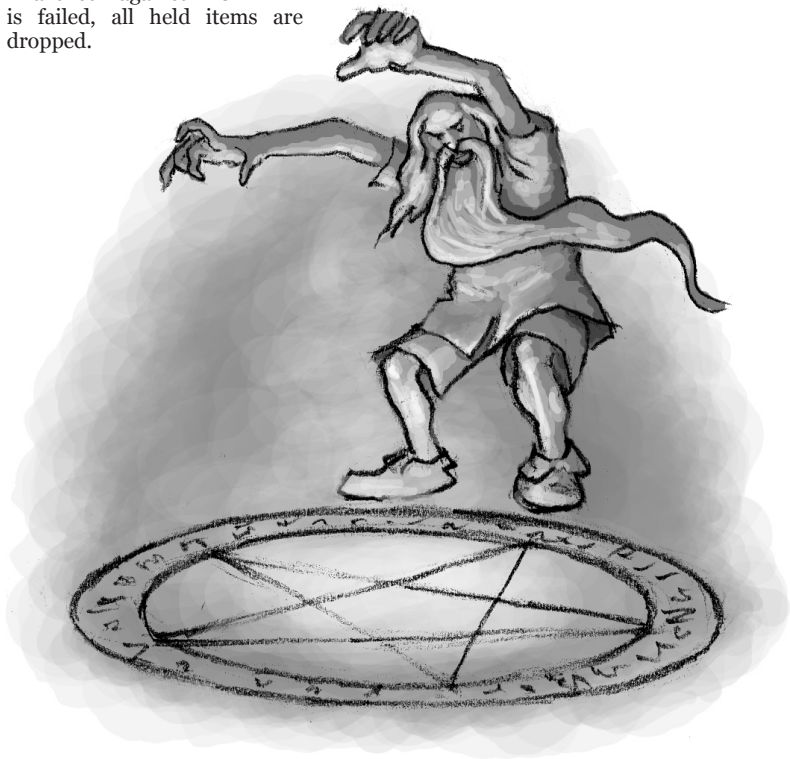
**Price:** 140GP  
**SM:**  $-(MOB+AU)/2$  of the target  
**Duration:** Instant  
**Distance:** IN x 5 meters  
**Cooldown Period:** 100 rounds  
**Effect:** The target, which may not roll any defense against this spell, instantly crashes to the ground.  
 If a check against MOB + DX is failed, all held items are dropped.

**SUMMON DEMON**



**Price:** 1190GP  
**SM:**  $-(BOD+AU)$  of the Demon + Summoning Bonus (see below)  
**Duration:** IN x 2 hours  
**Distance:** Radius of IN meters  
**Cooldown Period:** 24 hours  
**Effect:** The spell caster conjures a demon from another plane of existence. The character may freely choose what kind of demon (see page 105 - 106) he wants to summon. He may choose to summon a flying demon, which will make the summoning more difficult.

All demons hate the lower beings that summon them, but will not be able to harm them if the summoning ritual succeeds. Summoned demons can only attack someone when their summoner tells them to or if they are attacked themselves.



**Orders:** A demon can not return to its own level of existence until it has performed a number of orders for its summoner. The number of orders equals the summoner's IN/2. Demons always understand the language of their summoner.

The orders may be simple questions, but could also be complex instructions such as:

"Follow the road to the next village (order 1) and destroy anyone whom you encounter on the road (order 2)."

If the demon is released by his summoner before the spell duration (IN x 2 hours) ends, or if it has fulfilled all its orders, it will instantly return to its own plane of existence.

**Summoning circles:** To summon a demon, a summoning circle is always needed. This can be hastily scrawled on the floor or may be meticulously drawn over long hours.

The more work that is put into a summoning circle, the higher the chance of a successful invocation:

Each summoning circle has a summoning bonus (SB), which facilitates the check for summoning spells.

SUMMONING CIRCLE DRAWING	SB
Hastily scribbled within one combat round	-2
Made within a few minutes	+0
Each hour spent drawing (max. IN hours)	+1
Drawn with blood	+2
Drawn at night	+2
Putting thirteen burning candles around the circle	+1
More modifications to the finished circle	SB
Specific demon known by name	+2
Daemon can fly	-BOD/2*
Summoning chant after drawing (max. IN/2 rounds)	+1/rd
Sacrifice an intelligent being	+BOD**

\* Demon's BOD

\*\* Victim's BOD

**Example:**

*A greater demon (BOD 7, AU 3 = SM -10), with flight (BOD 7 / 2 = 3.5, rounded up to 4), would give a resulting SM of -14 to the summoning.*

*A summoner with IN 8 could minimize this penalty by drawing the summoning circle for a maximum of 8 hours (+8) at night (+2) and lighting 13 candles around the circle (+2).*

*If he chanted for 4 (IN/2) rounds prior to the actual summoning, the resulting spell modifier would amount to +2 (= -14 + 8 + 2 + 2 + 4).*

**Failed summoning:** A demon is summoned even if the spell check is failed. The summoned demon will not be under the control of his summoner and may act freely. A demon conjured by a failed summoning has but one goal: to destroy its summoner immediately, and thereby return to its own plane of existence. Otherwise it would have to wait for the spells duration to expire, which is not even remotely acceptable.

Characters with the talent Servant of Light are not able to use this spell.

**SUMMON ELEMENTAL**



**Price:** 920GP

**SM:** -Elemental Level x 5

**Duration:** IN hours

**Distance:** Radius of IN meters

**Cooldown Period:** 24 hours

**Effect:** This spell summons an elemental from its plane of existence. There are four varieties of this spell, one separate spell for each element (earth, fire, air, water). All elementals (see pages 108 - 110) exist in three different levels of elemental (I-III), between which the caster may choose freely. All elementals loathe the lower beings that summon them, but will not be able to harm them if the summoning ritual succeeds. Summoned elementals can only attack someone if their summoner orders them to or if they are themselves attacked.

**Orders:** An elemental can not return to its own level of existence until it has executed a number of orders for its summoner. The number of orders equals the summoners IN/2. Elementals always understand the language of their summoner.

The orders may be only simple questions, but could also be complex

instructions such as: "Move to the vil-  
lage over there (Order 1) and set the  
straw roofs on fire (order 2)."

If the elemental is released before the  
spell duration ends or when it has ful-  
filled all its orders, it will immediately  
return to its own plane of existence.  
Every hour there is also a chance of 1-5  
in D20 that it will break free and disap-  
pear immediately.

**Elemental portal:** To summon an el-  
emental, a form of its element is needed  
to serve as a portal from the elemental  
plane. The caster may not summon fire  
or air elementals when submerged, but  
may summon water elementals. The  
portal size defines how many levels of  
elementals may be summoned. The  
sum of levels is freely distributable on  
summoning.

For example, a camp fire may be used to  
summon one elemental of level II, two  
elementals of level I or just one elemen-  
tal of level I. The level sum of the sum-  
moned elementals multiplied by 5 is the  
summoning penalty to the SM. The size  
of the elemental portal gives a bonus to  
the spell check.

ELEMENTAL PORTAL	LEVEL
Fire: Candle flame up to torch	I
Fire: Campfire	II
Fire: Blaze / lava	III
Earth: Soil / gravel / sand	I
Earth: Rock / boulder	II
Earth: Stone mounds or larger	III
Water: Puddle / rain / barrel of water	I
Water: Fountain / pond / lake	II
Water: River / sea / lake	III
Air: Light breeze / Windy weather	I
Air: Stormy	II
Air: Thunderstorm	III
SIZE OF ELEMENTAL PORTAL **	SB
Per m <sup>2</sup> fire-/lava-/water area	+1*
Per m <sup>3</sup> soil / rock / air	+1*

\* May not exceed IN of the summoner  
\*\* This size is also used when determin-  
ing elemental combat factors - see page  
110

**Failed summoning:** An elemental  
is summoned even if the spell check is  
failed. The summoned elemental will  
not be under the control of its sum-  
moner and may act freely. An elemental  
conjured by a failed summoning has but  
one goal - to destroy its summoner im-  
mediately and thereby return to its own  
plane of existence. Otherwise it would  
have to wait for the spells duration to  
expire, which is totally out of the ques-  
tion.

## TELEKINESIS



**Price:** 260GP  
**SM:** -1 per (Level x 5) kg weight  
**Duration:** Concentration  
**Distance:** IN x 5 meters  
**Cooldown Period:** 0 rounds  
**Effect:** This spell allows the caster to  
float an inanimate object with a speed  
of 1m per round of combat, as long as  
he continuously concentrates (counts as  
a full action).

## TELEPORT



**Price:** 920GP  
**SM:** -1 per companion  
**Duration:** Instant  
**Distance:** Touch  
**Cooldown Period:** 24 hours  
**Effect:** This spell teleports the Mage  
and up to IN companions to a loca-  
tion known to the caster. If the caster  
has been there only once and knows  
the place only vaguely, the CTN of the  
spell is halved. On a teleport fumble,  
the characters appear in an object (un-  
der the surface, in a nearby tree) and  
will receive D20 undefendable damage  
(2D20, if the target location is known  
only vaguely).

## SPELLS T



### TERRIFY



**Price:** 300GP

**SM:**  $-(\text{MND}+\text{IN})/2$  of each target

**Duration:** IN minutes

**Distance:** Radius of IN x 5 meters

**Cooldown Period:** 24 hours

**Effect:** If successful, affected targets panic and flee as quickly as possible. They may return only after the spell duration ends. No more targets than the Mage's level will be effected. The effect ends instantly if the fleeing target suffers damage.

**Effect:** The caster can throw his voice to a point up to IN x 10 meters away (assuming a clear line of sight).

This point may be an unoccupied spot in the room or even a piece of clothing on a person.

Everyone within hearing distance of this point can hear the caster.

### THROW VOICE



**Price:** 60GP

**SM:** -1 per 10m distance

**Duration:** IN x 2 rounds

**Distance:** Self

**Cooldown Period:** 100 rounds

### TIME STOP



**Price:** 2130GP

**SM:** -5

**Duration:** Check result in combat rounds

**Distance:** Self

**Cooldown Period:** D20 days

**Effect:** The Mage stops the flow of time until the spell duration ends or he suffers or deals damage.

Other objects and beings can not be moved - they are frozen rigid in time.

## TRANSFORMATION



**Price:** 420GP

**SM:** -2

**Duration:** Check result/2 in hours

**Distance:** Self

**Cooldown Period:** 24 hours

**Effect:** The caster takes on the appearance of another person belonging to his race and of the same gender.

If the caster tries to imitate a specific person, which he knows only in passing or has only seen from a distance, he is prone to errors. Friends of the imitated person may see through the spell with a successful perception check.

Undead creatures, etc. can not be fooled by this effect as it is purely optical.

wants to penetrate it by force. Each and every cubic meter of the Wall of Stone has HP equal to the caster's level.

## WATER WALKING



**Price:** 150GP

**SM:** +0

**Duration:** IN hours

**Distance:** Touch

**Cooldown Period:** 0 rounds

**Effect:** The spell target may walk on water as if on solid ground for a number of rounds equal to the check result. The spell target may freely decide when to activate the spell effect once it has been cast on him. If the spell has not been activated with IN hours of casting, it expires harmlessly.

## VAPORIZE



**Price:** 2230GP

**SM:** -(BOD+AU)/2 of the target

**Duration:** Instant

**Distance:** IN meters

**Cooldown Period:** 24 hours

**Effect:** The water within the target's body boils with incredible heat.

As the damage is done from within the target, the target rolls for defense without any armor bonus. This spell does three times the check result damage.

Targets with little water in their makeup, such as fire elementals and skeletons, are not valid targets for this spell.

## WEAPON OF LIGHT



**Price:** 220GP

**SM:** +0

**Duration:** Check result in rounds

**Distance:** IN x 2 meters

**Cooldown Period:** 100 rounds

**Effect:** The targeted weapon shines with the sacred power of light.

The following effects are only applicable if a character with the talent Servant of Light uses the weapon:

For the duration of the spell, the weapon's WB is increased by 1 and its damage is considered magical.

Each time the weapon causes damage, the Defense of the weapon's user is increased by 1.

This effect ends when the spell duration expires or if the character drops the weapon.

Weapon of Light can not be combined with Scorching Blade, Arctic Weapon or Shadow Blade.

Characters with the talent Servants of Darkness may not use this spell.

## WALL OF STONE



**Price:** 920GP

**SM:** -2

**Duration:** Instant

**Distance:** IN x 2 meters

**Cooldown Period:** 24 hours

**Effect:** The Mage creates a permanent stone wall of up to 1 meter x IN meters x IN meters proportions.

The stone wall must be on solid ground and must appear in empty space.

The Wall of Stone has a defense equal to three times the Mage's level if someone

# EQUIPMENT

As a rule of thumb, **A** indicates if a commodity is usually available in (H)amlets or trading posts, in (V)illages or maybe only in large (C)ities. Other goods are available only in (E)lven or (D)warven settlements. All listed prices are to be halved when the characters try to sell goods to merchants or other people (because they are “used”).

Bad quality halves the indicated price, while exceedingly good quality doubles it.

ON THE ROAD	<b>A</b>	PRICE
Backpack	H	2GP
Bear Trap (MAT 30)	V	10GP
Blanket, warm, travel	H	5SP
Carriage (4 wheels)	H	35GP
Cart (2 wheels)	H	15GP
Climbing gear	H	1GP
Coach Trip (per day)	V	15SP
Compass	V	35GP
Daily Ration (3 Meals*)	H	5SP
Fishing Line and Hook	H	2SP
Rope (10m)	H	1GP
Rowing boat (2 persons)	H	25GP
Ship's passage (per day)	V	1SP
Shoulder Bag	H	5SP
Tent (2 Persons)	V	4GP
Water Skin (5 Liter)	H	5SP

\* an adult needs 3 meals per day

AT THE TAVERN	<b>A</b>	PRICE
"Company"	V	5+ SP
Opulent meal (per person)	H	5GP
Goblet of Wine	H	2CP
Meal in an Inn	H	5CP- 5SP
Mug of Ale	H	1CP
ACCOMMODATION		PRICE
Dormitory		2CP
Room (per person)		2SP-2GP
Stable Place		5CP

**1 GOLD = 10 SILVER = 100 COPPER**

AT THE MERCHANT'S	<b>A</b>	PRICE
Blanket	H	1SP
Cutlery, metal	H	4GP
Cutlery, wooden	H	2SP
Healing Herbs*	H	25SP
Hourglass	V	10GP
Ink (for 50 pages)	H	2GP
Leather Cup	H	1SP
Parchment, sheet	H	5SP
Perfume ** (50 applications)	V	5GP
Pipe	H	5SP
Pot/Pan	H	1GP
Quill	H	1SP
Sack	H	8SP
Smoke Herbs (5 pipes)	H	1SP
Soap (1 piece)	H	5SP
Tankard	H	1GP
Tea (10 cups)	H	5CP
Weapon Paste***	V	5SP
Wooden Cup	H	2SP

\* CTN 10: 1-10 heals HP as die result, 11+ no healing effect

\*\* Gives +1 for 4 hours to all tests regarding social interaction with anyone who might be “interested”

\*\*\* Adds 1 to WB; lasts D20 melee attacks or is enough for D20 missiles for ranged attacks



ILLUMINATION	🏠	PRICE
Candle, tallow (burns 6h)	H	1CP
Candle, wax (burns 10h)	H	2CP
Firewood (bundle)	H	1CP
Lantern Oil (burns 4h)	H	5CP
Lantern	H	5GP
Lantern, Bullseye	H	8GP
Steel, Flint & Tinder	H	5CP
Torch (burns 2h, WB +1)	H	1CP

IN THE TEMPLE	PRICE
Bandages**	1SP
Healing Potion (heals D20 HP)	10GP
Healing Spell (cost per 1 HP)	1SP*
Holy Water (1/2 Liter)	1SP
Pendant with Holy Symbol	1GP
Restoration (Spell)	100GP*
Resurrection (Spell)	500GP*

\* Required Donation if the PC is unknown or unpopular

\*\* Catching breath +1 or natural healing +1

MOUNTS	🏠	PRICE
Camel (in desert regions)	V	175GP
Pony	H	30GP
Riding Horse	H	75GP
Saddle / Saddlebag	H	5+/4GP
Shimmersteed*	E	1000GP
War Hog**	D	500GP
Warhorse	V	400GP

\* Setting option: Only tolerates elven riders

\*\* Setting option: The dwarven alternative to ponies

LOCKS	🏠	PRICE
Simple (LV: 0)	H	1GP
Good (LV: 2)	H	5GP
Solid (LV: 4)	V	10GP
Masterwork (LV: 8)	V	50GP
Dwarven made (LV: 12)	C	250GP

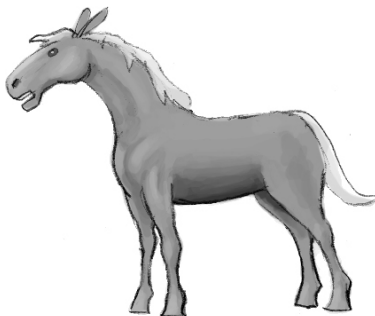
LV = Lock Value (see page 89)

MAGIC SERVICES	PRICE
Identify Magic Item	5GP
Identify Magic Potion	5SP
Magic Service (e.g. Teleport)	Spell Price/2

MISCELLANEOUS	🏠	PRICE
Crowbar (WB +1)	H	15SP
Deck of cards	V	1GP
Lock pick	V	1GP
Handcuffs*	V	8GP
Toolset	V	5GP
Wooden Die (6 - sided)	H	2CP

\* Price increases with lock complexity

ANIMALS	🏠	PRICE
Cat	H	1SP
Chicken	H	2CP
Cow	H	10GP
Dog	H	1GP
Donkey	H	8GP
Hawk	V	500GP
Ox	H	15GP
Pig	H	3GP
Sheep	H	2GP
Songbird (with cage)	V	5GP



CONSTRUCT DWELLING	PRICE
1m <sup>2</sup> of land (if for sale)	25GP
Door, reinforced	20GP
Door, simple	5GP
Fence, timber, 1m wide, 1m high	2GP
Gate	60GP
Glass Window	25GP
House (1 story, stone)	50GP/m <sup>2</sup>
House (1 story, timber framing)	20GP/m <sup>2</sup>
House (1 story, timber)	25GP/m <sup>2</sup>
Keep (1 story, stone)	250GP/m <sup>2</sup>
Palisade, wooden, 1m wide, 3m high	5GP
Stone wall, 1m wide, 3m high	15GP

## EQUIPMENT



ARMOR	AV	SPECIAL	🏠	PRICE
Chainmail	2	Movement Rate -0.5	V	10GP
Leather Armor*	1		H	4GP
Leather Vambrace and Greaves	1		H	4GP
Metal Helmet	1	Initiative -1	H	6GP
Plate Greaves	1	Movement Rate -0.5	V	8GP
Plate Vambrace	1	Movement Rate -0.5	V	7GP
Plate Armor*	3	Movement Rate -1	V	50GP
Robe	0		H	1GP
Runic Robe	0	Aura +1	V	8GP
Shield, Metal	1	Movement Rate -0.5	H	8GP
Shield, Tower	2	Movement Rate -1	V	15GP
Shield, Wooden**	1		H	1GP

\* For a mount, use price \*3

\*\* Breaks on defense fumble

WEAPONS	WB	SPECIAL	🏠	PRICE
Axe(2h)	3	Initiative -2	H	7GP
Battle Flail***	3	Initiative -4, Opponent Defense -4	V	16GP
Bow, elven (2h)*	3	Initiative +1	E	75GP
Bow, long (2h)*	2	Initiative +1	V	10GP
Bow, short (2h)	1	Initiative +1	H	6GP
Brass knuckles	0		V	1GP
Club**	1		H	2SP
Crossbow, heavy (2h)	3	Initiative -4, Opponent Defense -2	V	15GP
Crossbow, light (2h)	2	Initiative -2	H	8GP
Dagger	0	Initiative +1	H	2GP
Dwarven Axe(2h)	3	Initiative -1, Opponent Defense -2	D	60GP
Flail	2	Initiative -2	H	8GP
Great Axe (2h)*	4	Initiative -6, Opponent Defense -4	C	20GP
Halberd (2h)**	2	Initiative -2; typical city guard	V	4GP
Hammer	1	Opponent Defense -1	H	7GP
Hatchet	1		H	6GP
Lance**	+1/+4	Only trot (WB+1) or gallop (WB+4)	V	2GP
Mace/Morningstar	1	Opponent Defense -1	H	7GP
Quarterstaff (2h)**	1	Targeted Spell Casting +1	H	5SP
Sling	0	Distance modifier -1 per 2m	H	1SP
Spear****	1	Usable for melee or ranged combat	H	1GP
Sword, broad	1	Opponent Defense -2	H	8GP
Sword, long	2	Values also apply to Heavy Scimitar	H	7GP
Sword, short	1	Values also apply to Light Scimitar	H	6GP
Throwing Knife	0	Distance -1 per 2m, can be used in melee	H	2GP
Two-handed Sword (2h)*	3	Initiative -2, Opponent Defense -4	H	10GP
Unarmed	0	Opponent Defense +5	-	-
War Hammer (2h)	3	Initiative -4	H	6GP

\* Too unwieldy for dwarves because of size

\*\* Breaks on MAT fumble

\*\*\* Character hits self when fumbling on melee attack (no fumble on hitting yourself)

\*\*\*\* Breaks on RAT fumble



# GAME MASTERING

**Dungeonslayers** is a very intense system - characters may chop down hordes of enemies, but they may also meet their makers rather swiftly. Let us therefore not begrudge them their glory!

Whether you prefer the thrill of dungeon battles and crunching fights or to travel through wilderness or the investigation of unsolved murders and intrigues in city-based adventures - **Dungeonslayers** is suited to all campaign styles.

## DUNGEONS

A dungeon consists of various mysterious vaults that are full of traps, secret passages, monsters and plenty of treasure.

The Unwritten Laws of Dungeonsmithing command that the challenges become harder and harder the further away from the entrance one is.



# DUNGEON PLANNING

The classic dungeon is generally perceived as a dark, mysterious construction full of nasty enemies. But effectively, it is a collection of various adjoining rooms that could be a lot of things:

Abandoned mines, ancient burial mounds, sewer canals under a city, gloomy graveyard catacombs, whole castles, a wizard's tower or even the cargo hold of a galley.

## THE DUNGEON ARCHITECTS

First determine who it was that originally built the dungeon. How long ago was it built? What happened to its builders or their successors if they are no longer around? All these questions give the dungeon some history and authenticity. They provide hints in relation to the architecture and the general appearance of the dungeon. Is it a coarsely carved cave or a complicated system of richly ornamented passageways displaying the skilful art of the finest Dwarven stonemasons, created over many decades and after extensive previous planning?

Why is the entrance where it is? Is there a rear exit? Would it make any sense? The arrangement of the rooms is also important - nobody builds a dungeon where the treasure vault is located right at the entrance, followed by unprotected dormitories and finally the guard rooms.

In this respect it might be quite helpful (and uncover logical mistakes) to take a mental tour of the dungeon and follow the everyday routes and routines of its (former) inhabitants.

## THE DUNGEON STRUCTURE

An interesting dungeon should never have a linear structure but always feature some junctions or crossroads.

This offers more tactical options, creates dynamics and increases suspense

("But what if something comes up from behind?") - having the choice of only one route is no choice at all.

While there may be areas which are somewhat connected by a "line", every larger dungeon should provide the characters with choices and alternative routes. It may also be possible for certain areas to only become accessible after certain things have been done in other areas or if a special "key" was found.

## DUNGEON DANGERS

Is the dungeon currently occupied? By whom? Since when and why? Where do the dungeon dwellers get their supplies? Finally, determine whether there will be any encounters past the entrance. Are they located at fixed way points or do they patrol certain routes at frequent intervals? What sort of traps are there? And where does it make sense to place them? A trip wire right outside the privy in an inhabited dungeon does not really make any sense and a troll cave should probably not feature magic fire devices.

## THE DUNGEON BACKGROUND

Unless the characters come across the dungeon by chance, they are often brought there by rumors or as part of a quest. It doesn't matter what their motive is - killing a monster, rescuing a fair maiden or finding a legendary artifact - the authenticity of the dungeon hinges first and foremost on one thing: Why has the dungeon been waiting for the characters? Why has no one else done this before?

For example, a fortified city or a heavily manned garrison will probably not have waited around for a group of heroes comes along to finally get rid of the footpads who made camp in the nearby ruins.

## LIGHT & SIGHT

Bad lighting, thick fog or heavy rain may affect sight. All checks that require sight become more difficult and are decreased by 2. Checks for characters that are in complete darkness (or which are affected by magic spells such as *Blind*) are decreased by 8 if their actions are dependant on light to be performed. The following table indicates the area that is effectively lit by a light source:

LIGHT SOURCE	LIGHT DIAMETER
Candle	5m
Torch/Lantern	10m
Camp Fire	15m

## DARK & NIGHT VISION

Because of their innate Darkvision, Dwarves can see in complete darkness, while the elven Night Vision still requires a certain minimum level of light (a starlit night sky, for example).

	LITTLE LIGHT	DARKNESS
Elves	as daylight	0m
Humans	10m	0m
Dwarves	as daylight	50m



## DOORS & WALLS



Dungeonslayers can kick in doors and, provided they have the right weapons or tools, strike holes and openings into walls (see page 88).

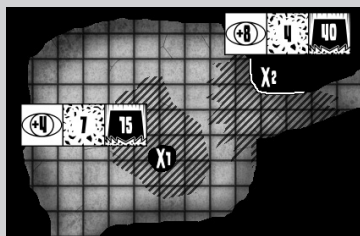
DOORS	KICK IN	LV
Normal	+0	0
Reinforced	-4	4
WALLS	DEFENSE	HP
Clay wall	15	10
Framework	20	15
Timber wall	25	15
Stone wall	40	25
Gate	30	20

## DESTRUCTIBLE DUNGEONS

Collapsing tunnel roofs or walls on opponents underneath them, brings even more action and fun to a fight. But these mechanisms should be used sparingly (1 to 2 areas every few dungeons is quite sufficient). Otherwise players will get used to them too quickly.

When the characters enter a location where roof or wall collapsing is possible, a Perception check (free action) modified by , is made in order to identify where X damage must be caused (; direct damage) so as to cause a collapse in the hatched area.

If there is a collapse, it is determined by way of check (CTN: ) for every character within the affected area () if they are affected and how much damage will be suffered.



### Example:

The coarsely carved room shown in the above illustration has two areas that are in danger of collapsing. Characters might notice them (free action) on entering the room.

To do so, they roll two Perception checks, one with a bonus of +4 (for the ceiling above column X1) and one with a huge bonus of +8 (for the cracked wall segment X2).

If 7 points damage are caused to the column and only 4 points of damage to the wall segment, the respective areas will immediately collapse. All characters within the hatched collapse area must roll a damage check; in case of the column against CTN 15 and in case of the wall segment against CTN 40.

# SLAYER HAZARDS

Apart from monsters, Dungeonslayers may also face many other risks:

## TRAPS

Every decent dungeon needs some proper, well-placed traps that must be discovered and disarmed (see page 88), if the characters wish to avoid the trap's "Attack". Traps typically have a Masking Value (MV) between 0 and 8 which modifies Perception checks.


### TYPICAL TRAPS

**Pit Trap (MV: 0-8)**  
Deals falling damage (see page 83). May also deal extra damage from spears (Melee Attack = height of fall x 3) or acid.

**Poison Needle (MV: 4-8)**  
These traps are often used to secure chests and the like and attack with poison (see page 83).

**Falling Rocks (MV: 0-8)**  
These traps attack with falling rocks that have a typical Check Target Number of between 11 and 30 (CTN: 10+D20).

**Spear Traps (MV: 0-8)**  
One or more spears ejected from walls or the ceiling - triggered by pressure tiles or trip wires - with Melee Attack 15 or higher.



## FIRE & ACID

With few exceptions - such as the magic spell Fireball or the breath of a dragon - a normal Defense roll is made against fire and acid damage.

If the acid attack roll is a Coup, a random non-magical piece of armor belonging to the target will be destroyed.

SIZE OF FIRE	DAMAGE/RD
Torch (like club)	Attack Result
Burning cloth*	D20
Camp fire	D20
Through burning building	2D20
Inferno (no defense!)	2D20
Wet clothes	-D20
Protective blanket*	-D20
ACID QUANTITY	DAMAGE/RD
Acid splash	Attack Result
Bucket load	D20
Full body	2D20
Immersed (no Defense!)	2D20

\* Burns for 15 points of damage or until extinguished (full action)

## DROWNING

Submerged characters (see page 92) are able to hold their breath for BOD+CO rounds. They sink at a rate of 2m per round without the talent Swim.

Once this period of time is over, they must successfully roll BOD+CO every round, otherwise their breath runs out and they start to drown.

Drowning characters suffer D20 damage points per round against which normal Defense can be rolled - but excluding any AV bonuses granted by their armor.

Drowned characters that have been dead for no longer than BOD x 2 combat rounds can be revived with MND+DX+Education+Caregiver check or with healing magic.

## DAMAGE FROM EXHAUSTION

Characters may suffer exhaustion damage due to extreme environment conditions or a lack of food.

It is not possible to roll Defense against damage from exhaustion, nor is it possible to cure it by magic (except Restoration).

Only appropriate countermeasures (cooling or warming, eating etc.) may remedy this.

CAUSE	HP LOSS
Extreme heat/coldness	1 per day
No food	2 per day
No water	5 per day

## DAMAGE FROM FALLS

Dungeonslayers occasionally take deep falls. The damage suffered from falls corresponds to the height of the fall x3 (e.g. Damage 12 in case of a 4m fall) against which a Defense roll is permissible.

## RANDOM ENCOUNTERS

Useful against occasional bouts of boredom, random encounters may add some momentum to a dungeon run that may even surprise the GM.

Apart from the standard method of rolling dice to determine whether a random encounter takes place at certain time intervals or depending on the current flow of the story, Dungeonslayers also utilizes fixed way points in its adventures that lead to random encounters once the player characters reach these points.

The outcome of random encounters should be individually tailored to the respective dungeon and should, if possible - also include positive encounters.

## POISON

Poisons that are stored in airtight containers can be added to drinks, mixed into food, spread onto blades or applied to arrows and crossbow bolts. They do, however, then lose their effect after a maximum of D20 x 10 minutes.

Weapons that have poison applied to them must first hit an enemy and cause damage before the poison can take effect. The poison on a weapon will become useless after one successful attack.

### BECOMING AWARE OF POISONING

Someone who was secretly poisoned (through food, for example) may roll MND+IN+Alertness in order to detect the poison. This CTN is reduced by the Masking Value (MV) of the poison.

### DAMAGE CAUSED BY POISON

Poisons that cause damage roll an attack or cause a fixed amount of damage. Not every poison allows for a Defense roll (armor excluded) in order to reduce the damage.

### SLEEP AND PARALYZING POISONS

The poisoned character must successfully roll BOD+CO+Endurance, otherwise he will be put out of action by the poison. Every additional dose lowers the CTN of the poisoned character by 1, but also the MV of the poison (which may lead to a bonus in a check to detect the poison).

DAMAGE POISONS	PRICE
Dice Damage	4GP per Attack +1
Fixed Damage	25GP per 1 Damage
No Defense	Costs x 4
OTHER POISONS	PRICE
Sleep Poison	100GP per D20 -BOD Minutes
Paralysis Poison	60GP per D20 -BOD rounds
ALL POISONS	PRICE
Masking Value	+10% per +1

## TRAVEL & TRANSPORT

The following table specifies the average distance a group will travel in 12 hours (including breaks), depending on their average speed of transport, the terrain and other circumstances:

ON LAND PER 12H	PLAIN	ROUGH
On foot/cart	40km	25km
Yoke of oxen	30km	-
Horse (walk)	55km	35km
Horse (trot)	80km	55km
Horse (gallop)	100km*	-
Coach	85km	-

\* Takes (15-MOB) hours, after (BOD/2) hours check BOD+CO every 15 minutes (30 minutes in trot), otherwise horse dies.

ON A RIVER/12H	UPSTREAM	DOWNSTREAM
Raft	15km	50km
Canoe	25km	80km
Fishing boat	40km	130km
Rowing boat	80km	180km

ON SEA	12H	WEATHER
Raft	25	(D20-10) x 10%
Rowing boat	90	(D20-5) x 10%
Sailing boat	100	(D20-10) x 15%
Warship	130	(D20-5) x 15%

## TRANSPORT

Vehicles and ships have individual speeds. Carts, carriages, coaches and other land vehicles on open plain without a road move at only half the normal speed. Carts cannot move at all in rough terrain.

On the open sea, speed is determined by the wind and weather.

## HORSE JOURNEYS

Characters that do not have the talent **Riding** can only ride a horse at **walk** speed (= Movement Rate x 1) without getting into trouble. While they cannot gallop at all, they may attempt to trot with a successful Riding check once every hour.

If a character has learned the **Riding** talent, he will have no problem riding his horse in a **trot** (= Movement Rate x 1.5) and even to **gallop** for a number of hours that is equal to half the BOD value of the mount (Movement Rate x 2).

This period is halved in rough terrain and galloping is not possible in difficult terrain. If a mount is forced to gallop longer than the permitted period of time, it will have to successfully pass a BOD+CO check once every hour, otherwise it will die of exhaustion.



## TRAVEL SPEED (OPTIONAL)

If a higher degree of realism, exact information in case of a hot pursuit or if time is of the essence, the following, more detailed rules may be used.

### TERRAIN

When not travelling on an **open plain** or on a **road**, but through forests or hilly regions for example, you will be in **rough terrain**.

**Difficult terrain**, on the other hand, includes wooded hills, treacherous swamps or jagged mountain landscapes.

MR	PLAINS	ROUGH	DIFFICULT
1.5m	1.6 km/h	1.1 km/h	0.5 km/h
2m	2.2 km/h	1.4 km/h	0.7 km/h
2.5m	2.7 km/h	1.8 km/h	0.9 km/h
3m	3.2 km/h	2.2 km/h	1.1 km/h
3.5m	3.8 km/h	2.5 km/h	1.3 km/h
4m	4.3 km/h	2.9 km/h	1.4 km/h
4.5m	4.9 km/h	3.2 km/h	1.6 km/h
5m	5.4 km/h	3.6 km/h	1.8 km/h
5.5m	5.9 km/h	4.0 km/h	2.0 km/h
6m	6.5 km/h	4.3 km/h	2.2 km/h
6.5m	7.0 km/h	4.7 km/h	2.3 km/h
7m	7.6 km/h	5.0 km/h	2.5 km/h
7.5m	8.1 km/h	5.4 km/h	2.7 km/h
8m	8.6 km/h	5.8 km/h	2.9 km/h
8.5m	9.2 km/h	6.1 km/h	3.1 km/h
9m	9.7 km/h	6.5 km/h	3.2 km/h
9.5m	10.3 km/h	6.8 km/h	3.4 km/h
10m	10.8 km/h	7.2 km/h	3.6 km/h

### HEAVILY LOADED CHARACTERS

While it is possible to quickly drop backpacks and bags while in combat, the load carried does affect the travel speed.

Characters carrying a heavy load (such as treasure chests, stolen statues or even an injured mate) travel at **half of their normal travel speed**.

Mounts carrying more than one fully equipped rider are also considered heavily loaded.

### ACTUAL TRAVEL SPEED

The following table shows how many **kilometers can be traveled in one hour** depending on terrain.

Movement Rate is always based on the slowest member of the travel party. Mounted characters always use the Movement Rate of their mount.

### SPEED MARCH

In a rush, characters may attempt to cover as much distance as possible by jogging.

By doing this, it is possible once daily to **increase the travel speed by 50%** for a number of hours that is equal to half the BOD value.

However, the remaining travel speed will be halved for half the time spent jogging.

### FORCED MARCH

A typical journeying party travels an average of 12 hours per day while resting for a total of 2 hours (i.e. 10 hours net travel time per day).

Characters and mounts travelling more than 10 hours per day must roll BOD+CO for every additional hour. If they are unsuccessful, they suffer one point exhaustion damage, which can only be regenerated through natural sleep.

## LANGUAGES & ALPHABETS

In order to understand a text, it is necessary to have the ability to read the letters in which it was written (its alphabet) and to have knowledge of the language used by the author. Languages differ from culture to culture and are determined by the respective setting. Sometimes various languages share the same alphabet. At the outset, every character masters two languages and is possibly also able to read and write the associated alphabet, provided that his starting MND value is 6 or higher (see page 6).

It is possible to learn a new language or a new alphabet for 1 Progress Point, provided, however, that there is sufficient time and that appropriate study facilities are available.

### Setting Option:

*Elven letters and Dwarven runes are well protected in many settings. They will therefore not be simply disclosed to other races.*

## MANUFACTURING GOODS

Characters with the talent **Artisan** are able to produce and repair items, provided that they have learned the respective craft (see page 19) - for example bows and arrows in case of a bowyer or fletcher. Production costs exactly half of the usual price of the goods and takes:

$\frac{\text{Production costs in Gold} \times 10}{1 + \text{rank in Artisan}}$  in Hours

A **repair** (where still possible) does normally not incur any costs and takes only one quarter of this time. Subsequently, if the character manages a successful MND+DX+Artisan roll, the production or repair has been successful. If production takes place without a workshop (-8) or without the right tools (-4), the check will be more difficult.

## AWARDING EXPERIENCE POINTS

Characters can earn experience points in various ways. The following guidelines should be applied in rewarding experience points:

### POINTS FOR OPPONENTS

The XP for killed or outwitted enemies corresponds to the total XP of all enemies, divided by the number of characters involved.

#### Example:

*Five Dungeonslayers kill 10 Goblin Fighters worth 20 XP each. Afterwards, every character receives 40 XP (200/5).*

### POINTS FOR QUESTS

If clearly defined adventure objectives (find the Elven artifact, kill the bad guy etc.) have been achieved, players should be rewarded with at least one quarter of all enemy XP.

#### Example:

*The quest "Extinguish the Goblin Gang" is now complete and each Dungeonslayer receives 10 EP (40/4).*

### POINTS FOR ROLEPLAYING

Atmospheric, entertaining and in-character roleplaying should be rewarded. Per situation, a character may earn up to Level x 2 XP.

#### Example:

*A Level 5 character may earn up to 10 XP per situation by good roleplay.*

### OTHER POINTS AWARDS

Good ideas, clever approaches to problems, overcoming traps and completed adventure stages should be rewarded with 5-25 XP; characters should receive 1 XP for every dungeon room they have entered or for every 10 kilometers traveled.



## EXTENDED CHECKS

This section provides more detailed rules and covers typical checks that may be required during a game of **Dungeonslayers**.

Any talent which may add a bonus to a check in certain situations are also included.

## APPRAISE TREASURE (MND+IN)

## Appraise

A character would often like to know the value of an item that has been found before selling it.

The Game Master should roll the check secretly on behalf of the player:

In case of failure, the character miscalculates the value of the item by 10% per point that the roll result is higher than the CTN.

In case of uneven rolls, the character believes the value to be lower, in case of even rolls, he believes it to be higher than the actual value.

## CLIMB (MOB+ST)

Acrobat, Master Climber

When climbing, characters move at half their movement rate. A climbing check will be necessary for every MOB x 2 meters a character wishes to climb.

In case of failure, the character may retry; he only falls when a Fumble is rolled after reaching the halfway point (see page 83) and if he is not secured.

SURFACE	CTN
Tree	+0 to +8
Smooth wall	-8
Good grip	+8
Coarse stone wall	+2
Sloping	-8 to +8
Rugged rock	+4
OTHER MODIFIERS	CTN
Arm/leg injured each	-8
Pitons	+2
Wet surface	-4
Rope	+8
Stormy	-2



## COMMUNICATE (MND+DX)

Education

This is the attempt to make oneself understood by way of gestures and sounds. The character will receive a bonus of +1 per language he can speak.

## DECIPHER SCRIPT (MND+IN)

Alertness, Education

In order to be able to decipher an ancient, weathered inscription, characters must know the respective language and its alphabet (see page 86).

## DEFY POISON (BOD+CO)

Endurance

A successful BOD+CO roll allows characters to avoid the effects of a poison. The character receives a bonus of +1 per rank in Endurance. However, in case of particularly dangerous poisons, a Defy Poison check is not permitted.

### Setting Option:

*In many settings, Dwarves are considered a tough race and receive a bonus of +2 against poison.*

## DISABLE TRAPS (MND+DX)

Thievery

Once a character knows the location of a trap (i.e. a successful Perception check), he can attempt to disarm it. If the check fails, the trap will be triggered with appropriate consequences.

## FEAT OF STRENGTH (BOD+ST)

Brutal Blow, Devastating Strike

A character that wants to kick in a door, bend iron bars or force open a chest, performs a Feat of Strength.

## FLIRT (MND+AU)

Charming

If a person seeks to impress someone with a likeable appearance and suitable compliments, he or she must roll MND+AU. Modifiers differ depending on the gender of the flirting character:

FLIRTING-MODIFIERS	MALE	FEMALE
Other race	-8	-8
Provocative clothing	-2	+4
Bloodstained	-2	-4
Bad breath	-4	-2
Perfume	+1	+1
Generous	+1	-2
Untidy	-4	-2

## HAGGLE (MND+IN/+AU)

Charming, Rascal

During negotiations - irrespective of whether in relation to market prices, quest rewards or wars - comparative rolls (see page 37) must be rolled - words spoken at the gaming table may give a modifier of -8 to +8. Either IN or AU may be used, depending on which value is higher.

A successful Haggles check would, however, never cause a person to enter into a deal if the terms of this deal were to be totally unacceptable to that person.

During trading deals, it may therefore be helpful to determine in advance how high or low the parties involved would go.



## HIDE (MOB+AG)

### Stealth

A creature that is in hiding - e.g. to escape from pursuers, or in order to waylay someone - rolls a comparative check (see page 37) against the Perception checks of those creatures that he tries to deceive.

HIDE MODIFIERS	CTN
Ideal (underbrush, warehouse)	+8
Good (high grass, recess, pillar)	+4
Deep shadows	+4
Unsuspected hidden creature	+4



## JUMP (MOB+AG)

### Acrobat

If a character wants to do a long jump, he needs a run-up distance that is equal to his Movement Rate. If successful, a character will jump the following distance:

$$\text{Movement Rate}/2 + \text{Check Result} \times 10\text{cm}$$

When jumping downwards, it is possible to jump a distance of

$$\text{Movement Rate} + \text{Check Result} \times 10\text{cm}$$

without suffering any damage. If there is an enemy below the character, the character will be able to attack this enemy without taking up an action with WB+1 while still jumping. If a Jump check failed, the character will reach only half the distance and then fall to the ground.

### Setting Option:

*Elves receive a bonus of +1 meter to all jumping distances.*

## KNOWLEDGE (MND+IN)

### Education, Expertise

Whenever applying knowledge to the analysis of problems or memories in respect of old legends or other questions, a MND+IN check may be rolled in order to determine whether a character can think of a solution.

## OPEN LOCK (MND+DX)

### Thievery, Lockpicking

Any attempt to open a lock is made more difficult by the lock's Lock Value (LV). To open a lock it is necessary to have a tool, which further modifies the check as follows:

TOOL	CTN
Cutlery, Nail, Small Stick	-8
Wire, Needle	-4
Lockpicking set	-2
Additional lockpicks (up to IN)	each +1

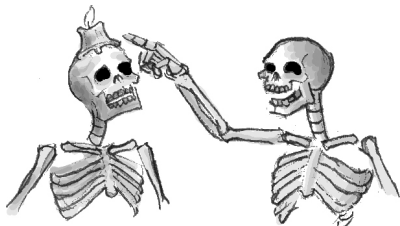
If the check fails, the character may try again. However, each subsequent roll lowers the CTN of this particular lock by 2. This cumulative, negative modifier for the lock will only be reset once the character reaches a new level.

In case of a fumble, the lock will be damaged and can thereafter only be opened by brute force.

## PERCEPTION (MND+IN OR 8)

Thievery, Alertness

These checks should be rolled every time a character has a chance to notice something (drops of blood on the barman's shirt, the distant murmur of a river or the smell of trolls in a cave). If MND+IN should be below 8, a minimum value of 8 will be used.



If characters are searching for traps or secret doors, the talent Thievery is also included in the check.

PERCEPTION MODIFIERS	CTN
More than obvious (explosion)	+8
Obvious (brawl/warning sign)	+4
Adverse conditions (great distance/pouring rain or snow/crowded streets)	-4
Masking value of a trap (vision)	-MV
Door/wall blocking (sound)	-2/-8
Distance to sneaking person (sound)	-1/m

If the characters are not specifically looking or listening for something, the Game Master should roll a secret check.

### Setting Option:

*In many settings, Elves are attributed a particularly high level of alertness. Elves in such settings receive +3 on all Perception checks.*

## PERFORMANCE (\*)

Acrobat, Education, Charming, Play Instrument, Master Climber, Lightning Reflexes

A performance may be the recital of a poem, the performance of a song, a daredevil act, a simple dance or the like. The Game Master determines which talents are involved.

## PICK POCKET (MOB+DX)

Thievery, Stealth, Diversion, Pick-pocket

Pick pocket is a comparative check (see page 37) against which the victim of the theft and any witnesses will also roll Perception checks.

PICK POCKET MODIFIERS	CTN
Object of theft carried beneath clothing	-4
Object of theft carried over clothing	-2
Object of theft carried in bag	+0
Distracting environment	+4

## READ TRACKS (MND+IN)

Hunter, Alertness

The detection and interpretation of tracks is affected by many factors:

READ TRACKS CIRCUMSTANCES	CTN
Pursued creature has the Stealth talent	-rank
Age of track (outdoors)	-1/6h
Through undergrowth	+2
Hard rocky ground	-8
Rain, heavy snowfall	-1/1h
Dusty	+4
Soft ground (mud, snow)	+4
Other pursued creatures	+1 per 3

The character can only obtain the most obvious information ("Several barefooted, small humanoids."). Every other detail that the character may wish to learn requires a further check.

## RESIST DISEASE (BOD+CO)

Endurance

Characters can avoid a disease with a successful BOD+CO roll.

The character receives a bonus of +1 per rank in Endurance.

### Setting Option:

*In many settings, Elves are immune to all types of disease. Dwarves are often considered a tough race and therefore receive a bonus of +2 against diseases.*

**RIDE (MOB+AG/+AU)**

Riding, Mounted Archer, Beast Master

A mount always moves at one of four speeds: Standing (Movement Rate 0), Walk (Movement Rate x 1), Trot (Movement Rate x 1.5) or Gallop (Movement Rate x 2).

Characters without the Riding talent must roll a Ride check with MOB+AG or AU (depending on which value is higher) each time they want their mount to change direction or speed (by one level); this takes one full action.

Characters that have the Riding talent can do this without a check and without using an action.

All characters (including those that have the Riding talent) must roll a Ride check which takes up an action if the mount is to jump over an obstacle or if they want to change the speed by more than one level within the same round (to bring a trotting horse to a halt, for example).

**MOUNTED COMBAT**

If characters who do not have the talent Riding wish to attack while mounted, they must first roll a successful, action-free Ride check. Otherwise, they will not be allowed to attack during this round.

However, if a character does have the talent Riding, he can attack at any time while mounted (without a Ride check).

Depending on the riding speed, the rider's attacks will be further modified:

SPEED	MELEE ATTACK	OTHER ATTACKS
Trot	+BOD/2*	-5
Gallop	+BOD*	-10

\* BOD of the mount

A mounted character attacking an unmounted enemy receives a bonus of +1 on the melee attack because of his elevated position.

It is not possible to attack with two-handed weapons while mounted. Only characters mastering the talent Mounted Archer (see page 29) are able to use ranged weapons that require the use of both hands (such as bows).

**SEARCH (MND+IN OR 8)**

Thievery, Stealth, Alertness

Someone who searches rooms, looks for secret drawers in chests or who seeks signs of secret doors in walls must roll MND+IN. If MND+IN are less than 8, the Check Target Number is 8.

The player decides whether he wants to roll for an individual object only, such as a cupboard for example, for a wider wall area or straight away for the whole location. In case of failure he will, however, not be able to re-roll the check for an object that was already included in the previous search.

PERCEPTION MODIFIERS	CTN
Obvious (papers in a drawer)	+8
Secret drawer/secret door	-4 to -8
Typical hiding place	-2
Bad lighting (humans only)	-2
Masking value of a trap	-MV

**SNEAK (MOB+AG)**

Stealth

The Sneaking speed is always half the Movement Rate. It is always a comparative check (see page 37) against the Perception rolls of any enemies present (such as guards) within a radius of 15 - MOB meters.

Every MOB meters, another Sneaking check will be necessary.

SNEAKING MODIFIERS	CTN
Ground full of crunching leaves	-8
Creaking floor boards	-4
Some sounds in the background	+4
Noise in the background	+8

Any race with the racial ability Fleet-footed (such as Elves) receive a bonus of +2 on Sneaking checks.

## START FIRE (MND+DX)

Hunter

In order to start a fire quickly, a character must roll a MND+DX check (counts as a full action). This requires stone, steel and tinder, which are part of every character's starting equipment and also something to set alight.

If successful, a small flame is created by the character.

## SWIMMING (MOB+AG)

Swim

Characters without the Swim talent must roll a Swimming check for every round they are in deep water, otherwise they may go under and start to drown (see page 82).

SWIMMING CHECK	GTN
Calm water	0
Light swell	-2
Choppy sea, strong current	-4
Stormy sea, raging river	-8
Armor (without magic bonuses)	-AV x 2

Characters with the Swim talent can stay above calm water or light swell for BOD x 2 hours without getting into trouble. In case of a choppy sea or a strong current, only a quarter of this time is possible.

After this period of time, the character must then successfully roll BOD+CO+3 per rank in Swim, otherwise he will start to drown due to exhaustion.

If successful, he must repeat the check after CO minutes. In case of storms or raging rivers, even a character with Swim must roll a check every round.

## WAKE UP (MND+IN)

Lightning Reflexes, Alertness

Every now and then it may be important to determine whether a character is woken by something. As soon as such an occasion occurs, MND+IN must be rolled and modified in accordance with the following table.

WAKE-UP CIRCUMSTANCES	GTN
Faint noise / whispering / failed sneaking check	+0
Conversation at normal volume/sneaking check fumble	+4
Combat noise/loud noise	+8
Kicked/shaken until awake	+8
Damage suffered	autom.
Being the target of a successful spell	+2

After waking up, characters must roll a Perception check (without modification) in order to find their bearings.

If the check is successful, they are able to act in the same round during which they woke up.

If their Initiative has already passed, the situation will be treated as a delayed action (see page 41).

## WORK MECHANISM (MND+DX/+IN)

Thievery, Artisan, Lockpicking

Merely being aware of a secret door or a locked chest does not always mean that the means of opening or circumventing are self-evident. In such a case, it is still necessary to identify the hidden switch or other mechanism with MND+DX in order to open or work them.

If a particular mechanism depends more on brains than brawns, the check is made against MND+IN.

## TREASURE

Even the most imaginatively designed dungeon is not much fun without decent treasure. This can be simple cures (dungeons for new characters should always be well stocked with these) or gold and jewelry, valuable or magic objects which give bonuses on attributes, traits, weapons or armor, or even exotic artifacts that boast wondrous effects.

## TREASURE TABLES

**Dungeonslayers** uses so-called treasure tables (see page 148 ff) to quickly and simply determine discovered loot and treasure:

Enemies and treasures always have a **Treasure Value (TV)** which corresponds to the CTN which must be rolled to determine the result on the loot table.

**Example:**

*The code TV 2C:10 means that two checks with a Check Target Number of 10 are rolled for loot table C (Civilized Humanoids in Wilderness). If successful, the check result corresponds to the loot number of the respective table. Coups do not apply.*

Every now and then - especially in case of powerful opponents and/or big treasures - it may not be necessary to roll a check in relation to the loot number.

**Example:**

*The Dark Sorcerer Beldrak has the treasure value code TV 4D:D20+10. This means that loot can be determined on loot table D four times with D20+10 each without any check.*

It may make sense to create your own loot tables which are tailored to a specific adventure or a certain type of opponent. If there are too many enemies, we recommend that the players roll for loot themselves or that single rolls are made for several opponents.

## MAGIC ITEMS

With the exception of permanent bonuses and effects, a character needs one full action (unless specified otherwise) to trigger the effect of a magic item.

## ITEM BONUSES:

The various magic items grant their wearer magic bonuses for certain checks or values.

The total value of all combined bonuses from worn, magic equipment on one individual may, however, **never be higher than +5**.

**Example:**

*A character with magic armor +3, a magic helmet +1 and a Ring of Protection +2 would only receive a magic bonus of +5 on his or her Defense value, not +6.*

## TALENTS FROM ITEMS:

If an item grants the effect of a talent, this is treated as if the wearer of that item had learned the talent himself - irrespective of the talent requirements or whether the character has already learned the maximum rank of the talent (in which case it would be further increased by the item).

## SPELLS FROM ITEMS:

These may be triggered irrespective of a character's class or level; it always takes one full action to release.

When doing this, the character rolls a check - in accordance with the underlying spell - as if she would cast the spell herself (i.e. also Fighters and Scouts). If the character has an unmodified base value of less than 10 in Casting/Targeted Spell Casting, the item increases the respective value for this check to 10.

If the duration, distance or effect of the spell is based on IN, a base value of 4 must be presumed if the character has a lower value in this trait. The same applies to magic potions.

In case of spells from items it is - unless mentioned otherwise - also necessary to observe the cooldown period before they can be triggered again through the item.

## SCROLLS

Magic spells are found or purchased in the form of magic scrolls, magic books or similar means. Every mage can "read" such a spell without any problems (even if he does not know the proper alphabet), provided that they can be learned by his Mage class.

Once a spell has been learned, the writing fades and disappears, i.e. it cannot be given to other Mages.

The same occurs if a Mage simply reads the spell out loud from the scroll which will immediately trigger the spell (the character must roll a normal, corresponding check, as if this were his own magic spell).

To be able to read the spell out loud it is not necessary that the Mage has reached the access level of the spell; the spell must only be accessible to his Mage class.

It is therefore only possible for a Healer to read the spell Restoration from a scroll - but he can already do this at first level.

## POTIONS

It is only possible to benefit from the effects of one potion of the same type at any one time (one *Cooldown Potion* consumed after the other therefore has the effect of a single *Cooldown Potion* only; a *Defense Potion* and a *Greater Defense Potion*, on the other hand, will add up).

## MAGIC POTIONS

### Anaerobic Potion (200GP)

The user of this bubbling potion does not need to breathe for BOD hours.

### Antidote (150GP)

Works like the Neutralize Poison spell for the imbiber (no check required).

### Battle Potion (25GP)

This orange potion adds +1 to Melee Attack and Defense for one fight.

### Cooldown Potion (50GP)

These light blue potions halve the Cooldown Period of all spells for the duration of one fight.

### Defense Potion (50GP)

Increases Defense by 2 for D20 rds.

### Defense Potion, Greater (100GP)

Increases the user's Defense by 3 for D20 rounds.

### Healing Potion (10GP)

This red liquid heals D20 Hit Points.

### Healing Potion, Greater (25GP)

This deep red liquid heals 2D20 Hit Points.

### Madman's Potion (100GP)

This steamy liquid was developed by a crazed Orc Shaman. It heals D20 Hit Points per round for three rounds and causes the drinker to explode in the fourth round, dealing defendable damage equal to the amount healed in a 2m radius.

### Potion of Aging (500GP)

In an instant the user grows D20 years older, including growth of hair and nails.

### Potion of All Seeing (200GP)

The user is able to see magic, invisible or hidden items and creatures for D20 minutes. (traps, secret doors, etc.)

### Potion of Continuous Healing (20GP)

This purple red liquid heals 1 Hit Point per round for 2D20 rounds.



**Potion of Deep Thought** (200GP)  
This grayish potion doubles the value of MND for MND in rounds.

**Potion of Dwarven Sight** (15GP)  
A black draught, it grants the quaffer Darkvision for D20 hours.

**Potion of Embiggenment** (1000GP)  
The user grows to double his size for D20/2 minutes. BOD, ST and CO are doubled, all derived values are recalculated.

**Potion of Enchant Weapon** (25GP)  
Applied to a weapon, this silvery potion confers the effects of the spell Enchant Weapon for the duration of one fight.

**Potion of Flight** (200GP)  
This yellow potion works like the spell Fly on the user (CTN 20; Fumble precluded).

**Potion of Gaseous Form** (500GP)  
This usually smoky potion effects the drinker with the spell Ethereal Form (CTN 20, fumble precluded)

**Potion of Haste** (200GP)  
The consumer's Movement Rate is doubled for D20 rounds.

**Potion of Invisibility** (500GP)  
This clear, colorless potion casts the spell Invisibility on the imbiber (CTN 20, Fumble precluded).

**Potion of Invulnerability** (1000GP)  
The character gets +20 Defense for D20 rounds by drinking this cloudy red potion. This bonus even applies to undefendable damage.

**Potion of Levitation** (25GP)  
Works like the spell Levitate (CTN 20, Fumble precluded).

**Potion of Luck** (200GP)  
The user may ignore all Fumbles for D20 hours.

**Potion of Perception** (15GP)  
This clear potion confers a +5 bonus on Perception checks

**Potion of Restoration** (1000GP)  
This milky potion casts the spell Restoration onto the imbiber (no check required).

**Potion of Sure Shot** (25GP)  
Raises Ranged Attack and Targeted Spell Casting by 1 for one battle.

**Potion of Spider Walk** (50GP)  
The character may scale walls and even ceilings upside down at his normal Movement Rate for D20 rounds.

**Potion of Strength** (150GP)  
This potion doubles ST for ST in rounds. It reeks of sweat.

**Potion of Talent Improvement** (100GP)  
Metallic smelling potion that raises one known Talent by one rank for D20 rounds.

**Potion of Teleportation** (1000GP)  
This smoky swirling potion casts the spell Teleport on the imbiber (no check necessary), but no one else is affected.

**Potion of Youth** (5000GP)  
The user is instantly rejuvenated by D20 years.

**Spellcasting Potion** (25GP)  
Boosts Spell Casting and Targeted Spell Casting by one for the duration of one fight.

**Spellchanging Potion** (10GP)  
Grants +10 to all Spell Change checks for the duration of one combat.

**Shrinking Potion** (100GP)  
The consumer shrinks to a tenth of his size for D20 minutes. BOD,ST an CO are halved, all derived values are recalculated.

**Vitality Potion** (500GP)  
This blood red potion increases Hit Points by D20 for D20 hours.

**Potion of Water Walking** (100GP)  
This brown potion confers the effects of the spell Water Walking on the user (Check Value 20, Fumble precluded).

## MAGIC WEAPONS & ARMOR

Magic bonuses and effects of weapons only apply while they are equipped; armor must be worn.

The damage dealt by an enchanted weapon is deemed magic damage. This means that it will also injure incorporeal beings such as ghosts.

If a weapon was given a name during its creation and if this name is known, a character may call this name out loud once per fight in order to increase its attack value by 1 for one combat round.

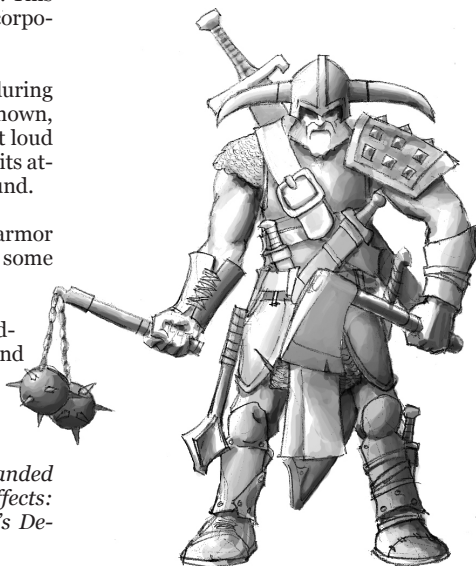
Most enchanted weapons and armor have a magic bonus of +1 to +3, some granting talents and spells on top.

**Weapon Bonus:** this bonus is added to the WB and the Initiative and deducted from the opponent's Defense on a successful attack.

### Example:

*The values of a magic two-handed sword have the following total effects: WB +5, Initiative +0, Opponent's Defense -6.*

**Armor Bonus:** this bonus is a magic bonus that is added to the AV (without any effects on Spell Casting/Targeted Spell Casting), while the normal deductions from Initiative and movement are reduced by 1 per bonus or 0.5 m (at best nullifying them).



## EXAMPLES OF MAGICAL WEAPONS

### Bloodletter

A magical dagger +2 embedded with **Bloodletting +III**.

### Fatal Sting

A deadly longbow +2 that grants **Nasty Shot +II** and **Sharpshooter +II**.

### Hateful Hatchet

An ancient hatchet +1 embedded with **Injure + III**.

### Kingsblood

This dagger with *Shadow Blade* and *Invisibility* is rumored to have killed kings. The Cooldown Period can be ignored once daily.

### Orcslayer

A legendary dwarven axe +1 with **Brutal Blow +II**.

### Ruthless Bow

This short bow +1 with *Terrify* is perfect for sneaky shots.

### Scatterfoe

Unimpressive looking, this two-handed sword grants **Sweeping Blow +II** when used.

### Staff of the Mage

This quarterstaff +1 conveys +3 to Targeted Spell Casting (bringing the bonus to TSC up to 4).

### Steel Flame

This is a well-worn longsword +1 with *Scorching Blade*.

### Wrath Hammer

A plain, heavy war hammer +3 which was once the property of a great Dwarven Hero.

## EXAMPLES OF MAGICAL ARMOR

### Bear's Plate

Decorated with a bear's hide and claws, this plate armor +2 grants its wearer **Fury +I** and a +1 to *Strength*.

### Blood armor

This blood red plate armor is embedded with the Talent **Injure +I**.

### Garment of the Eagle

This leather armor +1, light beige and decorated with eagle feathers, grants +1 to *Mind*.

### Healer's Robe

Plain and white and +1 to all Healing spells. A classic!

### Hide of the Healer

Fashioned from white fur, this leather armor grants the wearer +2 to Healing spells.

### Hunter's Vestments

This greenish-brown leather armor grants the wearer +1 *Agility* and the talent **Hunter +I**.

### Lion's Plate

Plate armor with ornate lion heads, grants a bonus of +1.5m to Movement Rate

### Mail of the Scout

This chain mail, with brown fur shoulder pads, grants the wearer +1 to *Agility*.

### Marksman's Mail

Lined with dark green cloth strips, this chain mail +1 grants +3 to Ranged Attack.

### Mercenary's Faithful

Chain mail +1, adorned with blue highlights, the wearer enjoys +1 to Melee Attack.

### Ranger's Mail

Reinforced with brown leather padding, this chain mail +1 grants +1 to *Mobility*.

### Robe of Deep Thought

This dull gray robe +2 endows the wearer with +1 to *Intellect*.

### Robe of Power

This violet robe +3 grants +1 to *Mind*.

### Robe of Thunder

A bluish gray robe +1 with embellishments of thunderclouds and lightning. It grants +1 to all Lightning spells. Perpetually billows as if in a light breeze.

### Runic Fire Robe

A fiery red robe +3 with embroidered flames and **Fire Magic +V**.

### Sturdy Plate

This massive Plate Armor +3 is reinforced with metal inlays. It even covers the neck area and grants a +2 to Defense.

### Warden's Armor

Made entirely out of fur, the wearer gains the spell *Dominate Animal*.

### Warrior's Plate

This swankily embellished plate armor +2 gets a lot of looks and grants its wearer a +1 to *Body*.

### Wolf's Cloak

Made from a whole wolf's pelt, the wearer gains +3 to all Perception checks. The wolf's head (sans its former content) acts as a cowl.

## SET ITEMS

Some items can be combined to form a so-called set.

When combining set items, additional effects emerge when more items of the set are worn.

### SELCOR'S ROBE

Example of a set item

#### Magical Robe +3

A blood-red Robe.

#### Heartmaster Set

Selcor's Necklace  
Selcor's Robe  
Selcor's Headband  
Selcor's Wand

#### Set Bonuses

(cumulative)  
1 part: Enhanced  
Cooldown +I  
2 part: Enhanced  
Cooldown +I  
3 parts: Enhanced  
Cooldown +I  
4 parts: SPC and  
TSC +1

## MISCELLANEOUS MAGIC ITEMS

In addition to weapons and armor, a virtually limitless variety magic items could be conceived of. Here is a small selection.

### Cooldown Ring

This simple ring lowers the Cooldown Period of all spells of the wearer by one.

### Bowman's Vambrace

Grants +2 to Ranged Attack whenever a bow is used.

### Gloves of Maiming

These blood-soiled suede gloves provide the wearer with **Brutal Blow +I** and **Injure +I**.

### Girdle of Troll Strength

This belt, studded with small iron plates, raises the bearer's Strength by 3.

### Elven Boots

These comfortable boots increase Movement Rate by 1.



### Elven Cloak of Stealth

This cloak was woven with fairy yarn. It has **Stealth +III** embedded and grants +3 to Hide checks.

### Elven Saddle

This finely crafted saddle grants **Riding +I**.

### Scepter of Fireballs

A scepter into which *Fireball* was embedded. Cooldown Period may be ignored twice per day.

### Magic Carpet

A legendary item from the hot desert lands. The spells *Fly* and *Sprint* are embedded.

The spells act permanently on anyone sitting in the middle of the carpet, no spellcasting checks necessary.

### Phantasmal Messenger

Each of these smoke-filled vials contains a charge of the *Messenger* spell.

### Fudgers Deck o' Cards

This beautiful deck of card is embedded with the spell *Time Stop*.

### Necklace of Regeneration

This simple silver chain heals one HP per combat round.

### Warhorn

Blowing this horn encourages comrades with the embedded **Battle Cry +I**.

### Crystal Ball

Extremely fragile, the spell *Eyes and Ears* is embedded.

### Cloak of the Watcher

Embroidered with eye patterns, it grants the wearer **Alertness +III**.

### Sleeping Dust

Affects a target with the *Sleep* spell when thrown or sprinkled.

### Ring of Protection +1 to +3

Raises Defense, causes no armor penalty.

### Charm of Levitation

The *Levitation* spell is embedded in this amulet.

### Emerald Key

Can cast the *Open* spell once every 24 hours.

### Ring of Spells

This ring is embedded with *Spell Changer*, allowing the wearer to instantly change the active spell once per day.

### Ring of Invisibility

Rumor has it that this ring is embedded with *Invisibility*, but will eventually subdue the bearer completely.

**Ring of Spellchange**

This ring contains the talent **Spell-changer +V**, granting +10 to change one's spells.

**Magic Quiver**

Each arrow drawn from this quiver has a magic weapon bonus of +1 for the duration of one combat round.

**CREATING MAGIC ITEMS**

Mages who have the talents **Alchemy**, **Embed Magics** or **Rune Lore** are able to create magic items.

The cost to create a magic item is always half of the listed price in the equipment lists. If a creation attempt fails, any ingredients are consumed or useless.

**SCRIBING MAGIC SCROLLS**

A Mage must have the talent **Rune Lore** to create a spell scroll. Furthermore, the spell which is to be transcribed must be in the Mage's repertoire.

Finally, the Mage requires special ingredients (exotic inks, special parchment) which cost half the listed price of the spell.

Production can be a lengthy process, requiring meticulous accuracy and diverse drying times. Throughout this process, the Mage must dedicate himself to it for 1-2 hours per day for

$$\frac{\text{Spell List Price}}{1 + \text{Rank in Rune Lore} + \text{Embed Magics}} = \text{Days}$$

After this period, a check is made against MND+DX+Rune Lore to determine success or failure.

**BREWING POTIONS**

Potions may be brewed with the talent **Alchemy**. The only exception is Holy Water, for which a spell exists.

Furthermore, the caster needs the necessary ingredients that cost half the list price of the potion that is to be created (see page 94). The brewing process takes several steps and fermentation processes, altogether

$$\frac{\text{Spell List Price}}{1 + \text{Rank in Alchemy} + \text{Embed Magics}} = \text{Days}$$

The character needs access to a laboratory for this duration. Outfitting a new laboratory costs 250GP.

The process succeeds on a check against MND+IN+Alchemy.

**CREATING ITEMS**

A Mage needs to have the talent **Embed Magics** to create items such as flaming swords, enchanted armor or magic rings.

Furthermore, the talent **Artisan** is required in a suitable profession for the desired item, such as bowyer, goldsmith or bladesmith.

The Artisan talent may be contributed by another character, who has to be available in the creation of the item for the entire duration.

The following pages cover the step by step process to create magic items.

## 1. DETERMINE BASE COST

In addition to the cost of the raw material of an item (equivalent to half its list price), various ingredients such as fine crystals, rare plants or even the blood of dangerous monsters are needed to permanently embed magic in it. The cost for these ingredients and the raw material price make up the **base price**:

Raw materials cost  
(half original price)  
+ 125 GP  
= **Base cost in GP**

## 2. DETERMINE ADDITIONAL COST

**Additional costs** are determined according to the desired abilities of the item.

**Final cost** is determined by adding base cost and additional cost:

Base cost  
+ all additional cost  
= **Final cost (in GP)**

The following is a list of possible additional costs:

### A. EMBED ACTIONS

Items can allow certain actions to be performed at no action cost, e.g. drawing a magical sword. The cost depends on the type and duration of the freedom of action:

FREE ACTION	COST
Get up once in combat	250GP
Draw weapon once in combat	500GP
Concentrate for D20* rounds	750GP
Change spell once in combat	1,000GP

\* Determined upon creation

## B. EMBEDDING BONUSES

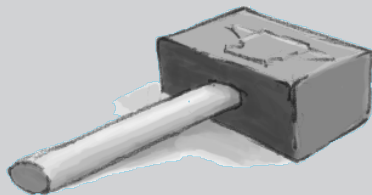
The following table shows the cost of persistent bonuses (from +1 to +3) to specific checks (including checks for single spells), Combat Values (or groups of spells), Traits or Attributes:

BONUS TO	+1 BONUS	+2 BONUS	+3 BONUS
Single Check	125GP	250GP	500GP
Weapon Bonus	(WB + mag. bonus) x 250		
Armor Bonus	(AV + mag. bonus) x 500		
Combat Value*	250GP	500GP	750GP
Trait	500GP	1,000GP	1,500GP
Attribute	1,000GP	2,000GP	4,000GP

\* Movement Rate is increased by 0.5 per +1 bonus.

**Weapon Bonus:** Total cost is the sum of the nonmagical WB of the chosen weapon plus the magical bonus (+1 to +3), multiplied by 250.

This bonus is added to WB and Initiative and reduces an opponent's Defense accordingly.



**Armor Bonus:** Total cost is the sum of the nonmagical AV of the chosen armor item plus the magical bonus (+1 to +3), multiplied by 500.

This bonus is added to AV without affecting Spellcasting or Targeted Spellcasting. Penalties to Initiative are reduced by 1 and penalties to Movement Rate are reduced by 0.5 per magical plus. These penalties may thus be negated completely.

## C. EMBEDDING TALENTS

Talents can be embedded rank-wise into items. The only exception is **Embedded Magics**, which cannot be embedded itself.

A character who knows the talent to the desired rank has to be present for the whole period of creation.

The cost per embedded talent rank are based on the level at which the provider of the talent to the creation process may gain an initial talent rank:

### COST PER TALENT RANK

(Initial talent access level x 125) GP

If more than one talent is to be embedded, the above factor of 125 is increased by 50 for each additional talent.

For example, if four different talents were to be embedded, the cost for each rank would increase to a factor of 275 (= 125 + 50 + 50 + 50).

## D. EMBEDDING SPELLS

A Mage may create items with embedded spells. The Mage must be able to cast these spells.

The additional cost of spells in magic items is based on the price it would cost to have this spell cast. Spells which would cost less than 125 GP cost 125 GP in item creation.

## D1. EMBEDDING SPELLS

A magic spell can be embedded into an item and may be cast as per the rules regarding spells cast from magic items.

### COST PER SPELL

(Price\* of spell x 3) GP

\* At least 125GP

## D2. EMBEDDING SPELL CHARGES

Individual spell charges are far cheaper, but may eventually be expended (e.g. a ring with 10 charges of Fireball)

### COST PER CHARGE

(Price\* of spell/5) GP

\* at least 125GP

**Recharging:** Spent charges may be refreshed if a Mage casts the appropriate spell onto the item.

The maximum number of charges an item can hold can not be increased by refreshing.

## D3. CREATING MAGIC WANDS

The cost to create magic wands (see page 45) are calculated as follows:

### MAGIC WAND COST

(Price\* of spell x 2) GP

\* at least 125GP

## D4. SHORTEN COOLDOWN PERIODS

The cooldown period of specific spell effects of an item or the intrinsic spells of a Mage can be shortened by IN/2 of the caster.

SHORTENED COOLDOWN PERIOD	-1 ROUND
Specific spell of item	250 GP
Specific spell of bearer	125GP
All spells of bearer	2500GP

## 05. IGNORING COOLDOWN PERIODS

Cooldown periods of specific spells may be ignored altogether (e.g. an amulet of teleportation which can be used every round).

IGNORE COOLDOWN PERIOD	COST
1x daily	Price* of spell x 3
2x daily	Price* of spell x 5
3x daily	Price* of spell x 12
Permanent**	Price* of spell x 25

\* at least 125GP

\*\* The Mage also loses a point of MND permanently

## 3. CREATING ITEMS

When creating an item, the Mage and Craftsman need access to an appropriate workshop for:

$$\frac{\text{Item Creation Cost in Gold}/20}{\text{Rank in Embed Magics} + \text{Artisan}} = \text{Hours}$$

Once this time has passed, the Mage rolls against MND+IN+Embed Magics and the Craftsman against MND+DX+Artisan. Note that the Mage may fill the role of Craftsman if the appropriate talents are known. Both rolls need to succeed to create the item.

### GEMS AND JEWELS

Precious gems and jewels may be worked into all magic items except for spells and scrolls to facilitate the process:

Per precious materials worth a quarter of the total cost, a bonus of +1 to **Embed Magics** and **Artisan** is granted.

## BESTIARY

What would a dungeon be without monsters, a voyage through the wilderness without dangerous predators or a campaign without villains?

## A QUICK DEATH

So as to not hinder gameplay, opponents whose HP drop below 1 should be considered dead - important NPC excepted.

## SIZE CATEGORIES

Every creature in Dungeonslayers falls into one size category

SIZE	EXAMPLE
Tiny (<0.5m)	Bat, Rat
Small (0.5 - 1m)	Goblin, Halfling, Tentacle Brain
Normal (1m - 3m)	Elf, Human, Dwarf
Large (3m - 6m)	Ogre, Horse, Troll
Huge (6m - 12m)	Giant, Whale
Colossal (12+ m)	Dragon

Though large monsters are easier to hit (+2) than smaller ones (see page 42), they have considerably more stamina.

## FOE FACTOR

The Foe Factor (FF) is listed for each entity. This FF correlates to the total sum of levels the players characters should have to have a fair chance of beating the monster. It is not an encompassing life insurance, merely a rough guideline for the GM.



## MODIFYING CV

Feel free to modify the CV of monsters to reflect a stronger or weaker specimen, maybe a weak youngling or an especially dangerous opponent.

One can just wing it or treat the monster as having a character class and improve it via Progress Points.

## HEROIC AND EPIC OPPONENTS

To depict especially powerful opponents, these can be created to be heroic or even epic monsters. Their CV change as follows:

OPPONENT	HP	DEFENSE	T MAT	XP	LOOT
Heroic	x5	+2	+2	x2*	x2
Epic	x10	+4	+4	x2*	x4

\* increase normal XP by (4+additional HP) prior to doubling

Furthermore, loot from heroic and epic opponents may be expanded to the GMs liking.

## CREATURE TYPES

All being described here are assigned to a specific creature type:


	Animals
	Constructs
	Humanoids
	Magical Entities
	Plant Beings
	Undead

Most **animals** are shy and afraid of open fire.

The cost to create a **construct** is shown in case the player characters want to manufacture one themselves.

All **undead** have Darkvision.

EXAMPLE CREATURE STAT BLOCK

Creature Type  
 and Name

OD = Opponent's Defense

Special abilities

The entry "Trophy" means that in case of a successful check on the loot table, a trophy can be removed via a (MOB+DX+Hunter) check (e.g. skinning the creature)

FF=Foe Factor

EXAMPLE CREATURE

<b>BOD:</b> 7	<b>MOB:</b> 10	<b>MND:</b>
ST: 3	AG: 5	IN: 0
CO: 1	DX: 0	AU: 0



7

9

15

9

12

Attacks	Defenses
<p> Claw/Bite (WB: 2; OD:1)</p>	<p> Fur (AV+1)</p>

**Multiple attacks (+ n):** Can carry out n additional attacks as a free action each round.

**Natural weapons:** On a fumbled melee attack against an armed opponent his weapon is hit. The defender instantly rolls an undefendable attack with his weapon against the fumbling creature.

**Loot:** Trophy (TV 1A:18)

FF: 2	Size: N	XP: 74
-------	---------	--------

All combat values include modifiers from items.

Multiple types of attacks don't automatically mean that the Creature can use all of these within a single round of combat. Only abilities will permit this.

Size Category

(T)iny  
(S)mall  
(N)ormal  
(L)arge  
(H)uge  
(C)olossal

## LIST OF CREATURES












For your convenience, all modifiers to the statistics of the creatures are included in the combat values. For clarity, they are listed in the monster description.

ALLIGATOR			
<b>BOD:</b> 12	<b>MOB:</b> 10	<b>MND:</b> 1	
ST: 2	AG: 5	IN: 0	
CO: 4	DX: 0	AU: 0	
Attacks		Defenses	
Bite (WB+2; OD-2)		Scale Armor (AV+2)	
	<b>Charge:</b> When running a distance at least equal to MR, a special melee attack may be performed (Melee Attack + BOD).		
	<b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.		
	<b>Swim:</b> May swim instead of walking. If a second move action is taken, MR is doubled.		
Loot:	Trophy (TV 1A:14)		
FF: 10	Size: L	XP: 151	

ANIMATED ARMOR			
<b>BOD:</b> 10	<b>MOB:</b> 6	<b>MND:</b> 0	
ST: 4	AG: 0	IN: 0	
CO: 4	DX: 0	AU: 0	
Attacks		Defenses	
Long Sword (WB+2)		Metal Creature (AV+5)	
	<b>Darkvision:</b> Can see in total darkness.		
	<b>Mind immunity:</b> Immunity against mind affecting spells (Charms, Sleep, Hypnosis etc.) and all spells marked with [I].		
Creation:	1875GP + Armor smith		
FF: 8	Size: N	XP: 72	

BANSHEE			
<b>BOD:</b> 6	<b>MOB:</b> 9	<b>MND:</b> 10	
ST: 19	AG: 0	IN: 3	
CO: 19	DX: 0	AU: 9	
Attacks		Defenses	
Claws (WB+2; OD-2)		Ethereal (AV+8)	
	<b>Agging:</b> The target ages by 1 year per point of damage taken when struck.		
	<b>Creature of Darkness (setting option):</b> Is considered to be a Creature of Darkness in most settings. Rules applied to such entities affect this creature.		
	<b>Fear:</b> May induce Fear once per combat on all targets seeing it. Targets not succeeding against MND+IN+level are intimidated and get a -2 penalty to all rolls for the rest of the combat. The target will flee if rolling a Fumble.		
	<b>Fight:</b> May fly with double MR instead of walking. If the action "Running" is chosen while flying, effective speed is MR x 4.		
	<b>Mind immunity:</b> Immunity against mind affecting spells (Charms, Sleep, Hypnosis etc.) and all spells marked with [I].		
	<b>Only vulnerable to magic:</b> Only damaged by magical weapons or spells. Exception: any <b>vulnerabilities</b> also do damage.		
	<b>Power of the Dead:</b> Gets MND + AU as a bonus to ST and CO.		
	<b>Spell:</b> <i>Banshee Wail:</i> SM: -(BOD+AU)/2 of each target; Everyone in 9m radius suffer undefendable damage of check result. Cooldown: 10 rounds.		
FF: 23	Size: N	XP: 284	









 <b>BASILISK</b>					
<b>BOD:</b> 14	<b>MOB:</b> 7	<b>MND:</b> 1			
ST: 3	AG: 3	IN: 0			
CO: 4	DX: 0	AU: 1			
					
					
Attacks		Defenses			
Bite (WB+2; OD-2)		Scales (AV+2)			
	<b>Gaze Attack:</b> Attacks anybody not succeeding MND+AU with its gaze attack (free action). Those attacking the creature without looking at it suffer -4 to all attacks, but are no longer subject to gaze attacks.				
	<b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.				
	<b>Night Vision:</b> Can see with minimal illumination as if in broad daylight.				
	<b>Petrification:</b> A successful gaze attack petrifies the target. Check against BOD+AU to avoid. Petrification can be cured by Restoration.				
Loot:	Trophy (TV 2A:20)				
FF:	18	Size:	L	XP:	206







 <b>BOAR</b>					
<b>BOD:</b> 10	<b>MOB:</b> 7	<b>MND:</b> 1			
ST: 2	AG: 2	IN: 0			
CO: 5	DX: 0	AU: 0			
					
					
Attacks		Defenses			
Tusks (WB+2; OD-1)		Thick Bristles (AV+2)			
	<b>Charge:</b> When running a distance at least equal to MR, a special melee attack may be performed (Melee Attack + BOD).				
	<b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.				
Loot:	Trophy (TV 1A:10)				
FF:	6	Size:	N	XP:	79

## DEMONS

For all types of Demons:

	<b>Charge:</b> When running a distance at least equal to the movement rate, a special melee attack may be performed (Melee Attack + BOD).
	<b>Creature of Darkness (setting option):</b> Is considered to be a Creature of Darkness in most settings. Rules applied to Creatures of Darkness affect this creature.
	<b>Darkvision:</b> Can see in total darkness.
	<b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.

 <b>BEAR</b>					
<b>BOD:</b> 12	<b>MOB:</b> 8	<b>MND:</b> 1			
ST: 3	AG: 4	IN: 0			
CO: 3	DX: 0	AU: 0			
					
					
Attacks		Defenses			
Paw (WB+2; OD-2)		Thick Fur (AV+1)			
	<b>Charge:</b> When running a distance at least equal to MR, a special melee attack may be performed (Melee Attack + BOD).				
	<b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.				
Loot:	Trophy (TV 1A:16)				
FF:	9	Size:	L	XP:	139

 <b>LESSER DEMON</b>					
<b>BOD:</b> 5	<b>MOB:</b> 5	<b>MND:</b> 5			
ST: 2	AG: 2	IN: 2			
CO: 2	DX: 2	AU: 2			
					
					
Attacks		Defenses			
Claw (WB+1, OD -1)		Demon skin (AV+2)			
FF:	1	Size:	S	XP:	71

GREATER DEMON					
<b>BOD:</b> 7	<b>MOB:</b> 7	<b>MND:</b> 6			
ST: 3	AG: 3	IN: 3			
CO: 3	DX: 3	AU: 3			
Attacks			Defenses		
Claw (WB+2, OD -2)			Demon skin (AV+2)		
FF: 4	Size: N	XP: 104			

BATTLE DEMON					
<b>BOD:</b> 9	<b>MOB:</b> 8	<b>MND:</b> 8			
ST: 4	AG: 4	IN: 4			
CO: 4	DX: 4	AU: 4			
Attacks			Defenses		
Claw (WB+3, OD -3)			Demon skin (AV+2)		
FF: 8	Size: L	XP: 152			

WAR DEMON					
<b>BOD:</b> 15	<b>MOB:</b> 10	<b>MND:</b> 10			
ST: 7	AG: 5	IN: 5			
CO: 7	DX: 5	AU: 5			
Attacks			Defenses		
Claw (WB+4, OD -4)			Demon skin (AV+2)		
FF: 23	Size: H	XP: 297			

DEMON LORD					
<b>BOD:</b> 20	<b>MOB:</b> 20	<b>MND:</b> 10			
ST: 10	AG: 10	IN: 5			
CO: 10	DX: 10	AU: 5			
Attacks			Defenses		
Claw (WB+5, OD -5)			Demon skin (AV+2)		
FF: 42	Size: C	XP: 579			

## DRAGONS

For every type of Dragon:

**Breath weapon:** Usable every D20 rounds. Does undefendable damage as per ranged attack. Only magical AV bonuses may be used to defend. Cone of DX x 5m length and DX x 3m width at the end.

**Creature of Darkness / Light (setting option):** Is considered to be a Creature of Darkness / Light in most settings. Rules applied to such entities affect this creature.

**Crush:** Can attempt one undefendable attack per combat round at -6 to crush the target, which has to be 1+ size categories smaller. Each size category difference reduces the -6 penalty by 2.

**Darkvision:** Can see in total darkness.

**Devourer:** Swallows the target on a melee attack Coup if it is 2+ size categories smaller. The target receives 1 HP undefendable damage each round and suffers a penalty of 8 on all checks. The victim may only free himself by causing damage with a melee attack Coup.

**Dive Attack:** If at least a distance of MR x 2 is covered flying ("running"), a special melee attack may be performed (MAT + BOD). This may happen during movement, not only before or after movement as normal.

**Fear:** May induce Fear once per combat on all targets seeing it. Targets not succeeding against MND+IN+level are intimidated and get a penalty to all rolls for the rest of the combat. This penalty is -1 for a whelp, -2 for a young dragon and -3 for a mature dragon. The target will flee if rolling a Fumble.








**Flight:** May fly with double MR instead of walking. If the action "Running" is chosen while flying, effective speed is MR x 4.








**Flinging:** A melee attack Coup (tail swipe) hurls the target (1+ size categories smaller) for damage/3 meters. Defendable fall damage applies, the target ends up prone.

**Multiple attacks:** Can carry out 1 additional attack (bite, claw, breath weapon or tail swipe) as a free action each round.








**Natural weapons:** Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.













 <b>MATURE DRAGON</b>			
<b>BOD:</b> 24	<b>MOB:</b> 16	<b>MND:</b> 10	
ST: 6	AG: 4	IN: 2	
CO: 6	DX: 4	AU: 3	
 600	 35	 20	 20
		 35	 25
<b>Attacks</b>		<b>Defenses</b>	
Multiple attacks (WB+5; OD-5)		Dragon scales (AV+5)	
<b>Loot:</b>	Trophy (TV 8A:D20+10), TV #(A:D20+10)x10, #12M:20		
<b>FF:</b> 63	<b>Size:</b> C	<b>XP:</b> 907	

 <b>DRAGON WHELP</b>			
<b>BOD:</b> 9	<b>MOB:</b> 11	<b>MND:</b> 5	
ST: 2	AG: 3	IN: 1	
CO: 2	DX: 3	AU: 2	
 63	 14	 14	 10
		 14	 17
<b>Attacks</b>		<b>Defenses</b>	
Multiple attacks (WB+3; OD-2)		Dragon scale (AV+3)	
<b>Loot:</b>	Trophy (TV 2A:D20+10)		
<b>FF:</b> 18	<b>Size:</b> L	<b>XP:</b> 255	










<i>Color</i>	<i>Breath</i>	<i>Creature of</i>
Blue	Lightning	Darkness
Bronze	Sonar	Light
Yellow	Sandstorm	Darkness
Gold	Light	Light
Green	Poison gas	Darkness
Red	Fire	Darkness
Black	Acid	Darkness
Silver	Mercury	Light
White	Ice	Darkness










 <b>YOUNG DRAGON</b>			
<b>BOD:</b> 16	<b>MOB:</b> 12	<b>MND:</b> 7	
ST: 4	AG: 3	IN: 2	
CO: 4	DX: 3	AU: 2	
 225	 24	 15	 12.5
		 24	 19
<b>Attacks</b>		<b>Defenses</b>	
Multiple attacks (WB+4; OD-4)		Dragon scale (AV+4)	
<b>Loot:</b>	Trophy (TV 4A:D20+10), TV #(A:D20+10)x10, #8M:19		
<b>FF:</b> 36	<b>Size:</b> H	<b>XP:</b> 481	










 <b>DOG</b>			
<b>BOD:</b> 5	<b>MOB:</b> 6	<b>MND:</b> 1	
ST: 3	AG: 3	IN: 0	
CO: 0	DX: 0	AU: 0	
 11	 6	 9	 6
		 9	
<b>Attacks</b>		<b>Defenses</b>	
Bite (WB+1)		Fur (AV+1)	
	<b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.		
<b>FF:</b> 1	<b>Size:</b> S	<b>XP:</b> 31	








 <b>EAGLE</b>			
<b>BOD:</b> 3	<b>MOB:</b> 8	<b>MND:</b> 1	
ST: 1	AG: 3	IN: 0	
CO: 0	DX: 1	AU: 1	
			
			
Attacks		Defenses	
Talons (WB+1)		Feathers (AV+1)	
 <b>Flight:</b> May fly with double MR instead of walking. If the action "Running" is chosen while flying, effective speed is MR x 4.			
 <b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.			
 <b>Dive Attack:</b> If at least a distance of movement rate x 2 is covered flying ("running"), a special melee attack may be performed (Melee Attack + BOD). This may happen during movement, not only before or after movement as normal.			
Loot: Trophy (TV 1A:11)			
FF: 1	Size: S	XP: 52	









ELEMENTALS










 <b>AIR ELEMENTAL II</b>			
<b>BOD:</b> 6	<b>MOB:</b> 8	<b>MND:</b> 1	
ST: 2	AG: 0	IN: 0	
CO: 3	DX: 3	AU: 0	
			
			
Attacks		Defenses	
Gust of air (WB+1, -1 ⚔ per 2 meters)		No solid form (AV+8)	
 <b>Flight:</b> May fly with double MR instead of walking. If the action "Running" is chosen while flying, effective speed is MR x 4.			
 <b>Susceptible:</b> Receives double damage from earth / rock / stone attacks.			
FF: 4	Size: S	XP: 68	









 <b>AIR ELEMENTAL III</b>			
<b>BOD:</b> 10	<b>MOB:</b> 9	<b>MND:</b> 1	
ST: 2	AG: 0	IN: 0	
CO: 5	DX: 3	AU: 0	
			
			
Attacks		Defenses	
Gust of air (WB+2, -1 ⚔ per 2 meters)		No solid form (AV+8)	
 <b>Flight:</b> May fly with double MR instead of walking. If the action "Running" is chosen while flying, effective speed is MR x 4.			
 <b>Susceptible:</b> Receives double damage from earth / rock / stone attacks.			
FF: 9	Size: N	XP: 92	

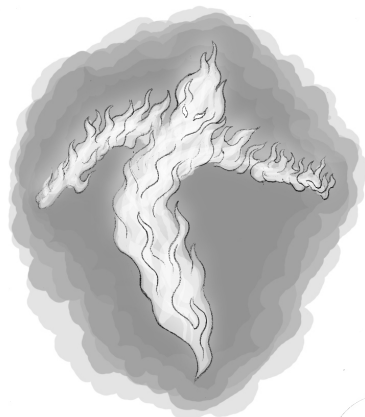
 <b>AIR ELEMENTAL I</b>			
<b>BOD:</b> 15	<b>MOB:</b> 9	<b>MND:</b> 1	
ST: 2	AG: 0	IN: 0	
CO: 7	DX: 4	AU: 0	
			
			
Attacks		Defenses	
Gust of air (WB+4, -1 ⚔ per 2 meters)		No solid form (AV+8)	
 <b>Flight:</b> May fly with double MR instead of walking. If the action "Running" is chosen while flying, effective speed is MR x 4.			
 <b>Susceptible:</b> Receives double damage from earth / rock / stone attacks.			
FF: 16	Size: L	XP: 143	










 <b>EARTH ELEMENTAL I</b>			
<b>BOD:</b> 12	<b>MOB:</b> 2	<b>MND:</b> 1	
ST: 3	AG: 1	IN: 0	
CO: 4	DX: 0	AU: 0	
			
			
Attacks		Defenses	
Stone Fist (WB+4)		Stone Being (AV+4)	
 <b>Susceptible:</b> Receives double damage from lightning / storm / wind attacks.			
FF: 8	Size: S	XP: 44	










 <b>EARTH ELEMENTAL II</b>			
<b>BOD:</b> 17	<b>MOB:</b> 2	<b>MND:</b> 1	
ST: 4	AG: 1	IN: 0	
CO: 5	DX: 0	AU: 0	
 32	 26	 3	
 2	 25		
Attacks		Defenses	
Stone Fist (WB+4)		Stone Being (AV+4)	
 <b>Susceptible:</b>	Receives double damage from lightning / storm / wind attacks.		
FF: 15	Size: N	XP: 70	










 <b>FIRE ELEMENTAL II</b>			
<b>BOD:</b> 13	<b>MOB:</b> 6	<b>MND:</b> 1	
ST: 4	AG: 0	IN: 0	
CO: 6	DX: 0	AU: 0	
 29	 27	 6	
 4	 18		
Attacks		Defenses	
Flame Strike (WB+3)		No solid form (AV+8)	
 <b>Flight:</b>	May fly with double MR instead of walking. If the action "Running" is chosen while flying, effective speed is MR x 4.		
 <b>Susceptible:</b>	Receives double damage from ice / frost / water attacks.		
FF: 15	Size: N	XP: 95	










 <b>EARTH ELEMENTAL III</b>			
<b>BOD:</b> 22	<b>MOB:</b> 2	<b>MND:</b> 1	
ST: 5	AG: 1	IN: 0	
CO: 7	DX: 0	AU: 0	
 78	 33	 3	
 2.5	 31		
Attacks		Defenses	
Stone Fist (WB+4)		Stone Being (AV+4)	
 <b>Susceptible:</b>	Receives double damage from lightning / storm / wind attacks.		
FF: 23	Size: L	XP: 124	



 <b>FIRE ELEMENTAL I</b>			
<b>BOD:</b> 9	<b>MOB:</b> 5	<b>MND:</b> 1	
ST: 3	AG: 0	IN: 0	
CO: 5	DX: 0	AU: 0	
 12	 22	 5	
 3.5	 14		
Attacks		Defenses	
Flame Strike (WB+2)		No solid form (AV+8)	
 <b>Flight:</b>	May fly with double MR instead of walking. If the action "Running" is chosen while flying, effective speed is MR x 4.		
 <b>Susceptible:</b>	Receives double damage from ice / frost / water attacks.		
FF: 9	Size: S	XP: 70	

 <b>FIRE ELEMENTAL III</b>			
<b>BOD:</b> 18	<b>MOB:</b> 6	<b>MND:</b> 1	
ST: 6	AG: 0	IN: 0	
CO: 7	DX: 0	AU: 0	
 70	 33	 6	
 4.5	 28		
Attacks		Defenses	
Flame Strike (WB+4)		No solid form (AV+8)	
 <b>Flight:</b>	May fly with double MR instead of walking. If the action "Running" is chosen while flying, effective speed is MR x 4.		
 <b>Susceptible:</b>	Receives double damage from ice / frost / water attacks.		
FF: 24	Size: L	XP: 145	

 <b>WATER ELEMENTAL I</b>			
<b>BOD:</b> 6	<b>MOB:</b> 8	<b>MND:</b> 1	
ST: 3	AG: 0	IN: 0	
CO: 3	DX: 2	AU: 0	
 10	 17	 8	 5
		 11	 12
Attacks		Defenses	
Water Spray (WB+2, -1 ⚡ per 2 meters)		No solid form (AV+8)	
	<b>Susceptible:</b> Receives double damage from fire-based attacks, spells and effects.		
	<b>Swim:</b> May swim instead of walking. If a second move action is taken, MR is doubled.		
FF: 3	Size: S	XP: 60	

 <b>WATER ELEMENTAL III</b>			
<b>BOD:</b> 15	<b>MOB:</b> 9	<b>MND:</b> 1	
ST: 5	AG: 0	IN: 0	
CO: 6	DX: 4	AU: 0	
 62	 29	 9	 6
		 24	 17
Attacks		Defenses	
Water Spray (WB+4, -1 ⚡ per 2 meters)		No solid form (AV+8)	
	<b>Susceptible:</b> Receives double damage from fire-based attacks, spells and effects.		
	<b>Swim:</b> May swim instead of walking. If a second move action is taken, MR is doubled.		
FF: 16	Size: L	XP: 133	










All types of Elementals are visible to the naked eye. Air Elementals appear as cloudy swirls.











An Elemental may be pitted against an occurrence of an element, such as dousing a camp fire or a burning comrade. In this case, find the level (I-III) of the element most closely described in the table on page 73. This level is multiplied by 5. Thereafter, add +1 per square meter if the element is fire, lava or water or +1 per cubic meter if it is earth, rock or air.

This final result is used for a comparative check, where the Elemental rolls against BOD+ST.

The Elemental gains a bonus of +8 if opposing its own element and a penalty of -8 if opposing an element against which it is vulnerable.













If the Elemental fails the comparative check, it suffers the check result difference as damage, but may try again next turn.














 <b>WATER ELEMENTAL II</b>			
<b>BOD:</b> 11	<b>MOB:</b> 8	<b>MND:</b> 1	
ST: 4	AG: 0	IN: 0	
CO: 3	DX: 3	AU: 0	
 24	 22	 8	 5
		 18	 14
Attacks		Defenses	
Water Spray (WB+3, -1 ⚡ per 2 meters)		No solid form (AV+8)	
	<b>Susceptible:</b> Receives double damage from fire-based attacks, spells and effects.		
	<b>Swim:</b> May swim instead of walking. If a second move action is taken, MR is doubled.		
FF: 9	Size: N	XP: 83	

 <b>FELINE PREDATOR</b>			
<b>BOD:</b> 7	<b>MOB:</b> 10	<b>MND:</b> 1	
ST: 3	AG: 5	IN: 0	
CO: 1	DX: 0	AU: 0	
 27	 9	 15	 9
		 12	
Attacks		Defenses	
Claw/Bite (WB+2, OD-1)		Fur (AV+1)	
	<b>Multiple attacks:</b> Can carry out 1 additional attack as a free action each round.		
	<b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.		
	<b>Night Vision:</b> Can see with minimal illumination as if in broad daylight.		
Loot:	Trophy (TV 1A:11)		
FF: 2	Size: N	XP: 84	
























 <b>FLYING SWORD</b>			
<b>BOD:</b> 10	<b>MOB:</b> 5	<b>MND:</b> 0	
ST: 4	AG: 0	IN: 0	
CO: 4	DX: 0	AU: 0	
 12	 19	 5	 3.5
Attacks		Defenses	
Long Sword (WB+2)		Metal Entity (AV+5)	
 <b>Flight:</b> May fly with double MR instead of walking. If the action "Running" is chosen while flying, effective speed is MR x 4.			
Creation:		1513 GP + Weapon Smith	
FF: 8	Size: S	XP: 57	











 <b>GARGOYLE</b>			
<b>BOD:</b> 7	<b>MOB:</b> 7	<b>MND:</b> 1	
ST: 2	AG: 1	IN: 0	
CO: 2	DX: 2	AU: 1	
 10	 13	 8	 4.5
Attacks		Defenses	
Stone Claws (WB+2)		Stone Entity (AV+4)	
 <b>Climber:</b> Can scale walls and ceilings with normal movement rate (free action).			
 <b>Darkvision:</b> Can see in total darkness.			
 <b>Dive Attack:</b> If at least a distance of movement rate x 2 is covered flying ("running"), a special melee attack may be performed (Melee Attack + BOD). This may happen during movement, not only before or after movement as normal.			
 <b>Flight:</b> May fly with double MR instead of walking. If the action "Running" is chosen while flying, effective speed is MR x 4.			
 <b>Mind immunity:</b> Immunity against mind affecting spells (Charms, Sleep, Hypnosis etc.) and all spells marked with [I].			
 <b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.			
 <b>Susceptible:</b> Receives double damage from lightning / storm / wind attacks.			
Loot:		Trophy (TV 1A:8)	
FF: 6	Size: S	XP: 91	

 <b>GHOST</b>			
<b>BOD:</b> 1	<b>MOB:</b> 11	<b>MND:</b> 10	
ST: 1	AG: 0	IN: 3	
CO: 16	DX: 2	AU: 6	
 27	 25	 11	 6.5
Attacks		Defenses	
Ghostly Claws (WB+1, OD-2)		Incorporeal (AV+8)	
 <b>Aging:</b> The target ages by 1 year per point of damage taken when struck.			
 <b>Creature of Darkness or Light (setting option):</b> Considered to be a Creature of Darkness / Light in most settings. Rules applied to such entities affect this creature.			
 <b>Fear:</b> May induce Fear once per combat on all targets seeing it. Targets not succeeding against MND+IN+level are intimidated and get a -2 penalty to all rolls for the rest of the combat. The target will flee if rolling a Fumble.			
 <b>Flight:</b> May fly with double MR instead of walking. If the action "Running" is chosen while flying, effective speed is MR x 4.			
 <b>Mind immunity:</b> Immunity against mind affecting spells (Charms, Sleep, Hypnosis etc.) and all spells marked with [I].			
 <b>Only vulnerable to magic:</b> Only damaged by magical weapons or spells. Exception: <b>susceptibilities</b> also do damage.			
 <b>Power of the Dead:</b> Gets MND + AU as a bonus to ST and CO.			
 <b>Spell:</b> Terror			
FF: 17	Size: N	XP: 245	














GIANT	
	
<b>BOD:</b> 27	<b>MOB:</b> 6
<b>MND:</b> 2	
ST: 7	AG: 3
IN: 1	
CO: 7	DX: 0
AU: 0	
     	
Attacks	Defenses
Tree Club (WB+4, OD-4) Rock (WB+4, OD-4)	Thick Hide (AV+1)
 <b>Crush:</b> Can attempt one undefendable attack per combat round at -6 to crush the target, which has to be 1+ size categories smaller. Each size category difference reduces the -6 penalty by 2.	
 <b>Entangle:</b> A melee attack Coup holds the target if it is 1+ size categories smaller. The target suffers ST hit points defendable damage each round, cannot move and suffers a penalty of 2 on all checks per size category difference. Escaping: Target rolls comparative check with MOB+ST against the entangler's BOD+ST.	
Loot: Trophy (TV 1A:20)	
FF: 30	Size: H
XP: 387	


GIANT LIZARD	
	
<b>BOD:</b> 15	<b>MOB:</b> 12
<b>MND:</b> 1	
ST: 5	AG: 5
IN: 0	
CO: 14	DX: 0
AU: 0	
     	
Attacks	Defenses
Fierce Bite (WB+4)	Scales (AV+2)
 <b>Charge:</b> When running a distance at least equal to MR, a special melee attack may be performed (Melee Attack + BOD).	
 <b>Climber:</b> Can scale walls and ceilings with normal movement rate (free action).	
 <b>Devourer:</b> Swallows the target on a melee attack Coup if it is 2+ size categories smaller. The target receives 1 HP undefendable damage each round and suffers a penalty of 8 on all checks. The victim may only free himself by causing damage with a melee attack Coup.	
 <b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.	
 <b>Night Vision:</b> Can see with minimal illumination as if in broad daylight.	
Loot: Trophy (TV 2A:16)	
FF: 25	Size: H
XP: 316	

GIANT BAT	
	
<b>BOD:</b> 4	<b>MOB:</b> 6
<b>MND:</b> 1	
ST: 2	AG: 2
IN: 0	
CO: 1	DX: 0
AU: 0	
     	
Attacks	Defenses
Sharp Teeth (WB+2)	-
 <b>Darkvision:</b> Can see in total darkness.	
 <b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.	
 <b>Swim:</b> May swim instead of walking. If a second move action is taken, MR is doubled.	
FF: 1	Size: S
XP: 41	



GIANT SNAKE	
	
<b>BOD:</b> 9	<b>MOB:</b> 12
<b>MND:</b> 1	
ST: 5	AG: 3
IN: 0	
CO: 3	DX: 0
AU: 0	
     	
Attacks	Defenses
Bite (WB+2, OD-2)	Scales (AV+2)
 <b>Entangle:</b> A melee attack Coup entangles the target if it is 1+ size categories smaller. The target suffers ST hit points defendable damage each round, cannot move and suffers a penalty of 2 on all checks per size category difference. Escaping: Target rolls comparative check with MOB+ST against the entangler's BOD+ST.	
 <b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.	
 <b>Poison:</b> If the target received poison damage, its rolls a Defy Poison check. If failed, the target suffers 1 undefendable damage each round for D20 combat rounds.	
Loot: Trophy (TV 1A:18)	
FF: 8	Size: L
XP: 143	

 <b>GIANT SQUID</b>		
<b>BOD:</b> 22	<b>MOB:</b> 10	<b>MND:</b> 1
ST: 5	AG: 8	IN: 0
CO: 4	DX: 0	AU: 0
Attacks	Defenses	
Tentacles (WB+2)	-	
<p><b>Entangle:</b> A melee attack Coup holds the target if it is 1+ size categories smaller. The target suffers ST hit points defensible damage each round, cannot move and suffers a penalty of 2 on all checks per size category difference. Escaping: Target rolls comparative check with MOB+ST against the entangler's BOD+ST.</p>		
<p><b>Multiple attacks:</b> Can carry out 5 additional attacks as a free action each round.</p>		
<p><b>Multiple limbs:</b> Attacks with multiple limbs (free action). These may be severed or crushed by a Coup melee attack, lowering the number of attacks.</p>		
<p><b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.</p>		
<p><b>Swim:</b> Usual mode of movement is swimming. If a second move action is taken, MR is doubled.</p>		
Loot:	Trophy (TV 2A:18)	
FF:	35	Size: H XP: 397


 <b>GOBLIN</b>		
<b>BOD:</b> 5	<b>MOB:</b> 7	<b>MND:</b> 3
ST: 2	AG: 2	IN: 1
CO: 1	DX: 2	AU: 0
Attacks	Defenses	
Branch / Knife (WB+4)	Smelly Rags (PA+1)	
	<p><b>Creature of Darkness (setting option):</b> Is considered to be a Creature of Darkness in most settings. Rules applied to such entities affect this creature.</p>	
	<p><b>Night Vision:</b> Can see with minimal illumination as if in broad daylight.</p>	
Loot:	TV 1B:10	
FF:	1	Size: S XP: 42



## GOLEMS


The following applies to all Golems

	<b>Charge:</b> May add BOD to MAT when attacking an opponent after running a distance of at least equal to MR.
	<b>Darkvision:</b> Can see in total darkness.
	<b>Flinging:</b> A melee attack Coup hurls the target (if smaller) for damage/3 meters. Defendable fall damage applies, the target ends up prone.
	<b>Mind immunity:</b> Immunity against mind affecting spells (Charms, Sleep, Hypnosis etc.) and all spells marked with [I].

 <b>GOLEM, BONE</b>		
<b>BOD:</b> 10	<b>MOB:</b> 12	<b>MND:</b> 0
ST: 5	AG: 6	IN: 0
CO: 0	DX: 0	AU: 0
Attacks	Defenses	
Bony Claw (WB+2)	-	
	<p><b>Multiple attacks:</b> Can carry out 3 additional attacks as a free action each round.</p>	
	<p><b>Multiple limbs:</b> Attacks with multiple limbs (free action). These may be severed or crushed by a Coup melee attack, lowering the number of attacks.</p>	
Creation:	2613 GP + Carpentry	
FF:	11	Size: L XP: 148


Golem, Clay		
<b>BOD:</b> 10	<b>MOB:</b> 6	<b>MND:</b> 4
ST: 3	AG: 2	IN: 0
CO: 3	DX: 0	AU: 0
Attacks		
Clay Fist (WB+1)		
Defenses		
-		
<b>Creation:</b>	2338 GP + Stonemason	
FF: 8	Size: L	XP: 110

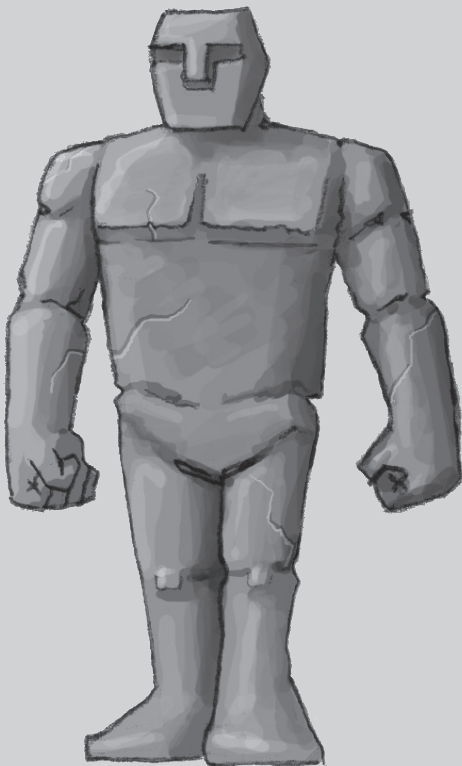
Golem, Stone		
<b>BOD:</b> 18	<b>MOB:</b> 4	<b>MND:</b> 4
ST: 4	AG: 0	IN: 0
CO: 5	DX: 2	AU: 0
Attacks		
Stone Fist (WB+4)		
Defenses		
Stone Entity (AV+4)		
<b>Creation:</b>	3338 GP + Stonemason	
FF: 23	Size: L	XP: 160














 **Crush:** Can attempt one undefendable attack per combat round at -6 to crush the target, which has to be 1+ size categories smaller. Each size category difference reduces the -6 penalty by 2.










Golem, Crystal		
<b>BOD:</b> 8	<b>MOB:</b> 10	<b>MND:</b> 4
ST: 3	AG: 0	IN: 0
CO: 3	DX: 5	AU: 0
Attacks		
Crystal Fist (WB+2)		
Defenses		
Crystal Entity (AV+3)		
	<b>Spell:</b> <i>Lightning Bolt</i>	
<b>Creation:</b>	2513 GP + Stonemason	
FF: 10	Size: L	XP: 134






Golem, Iron		
<b>BOD:</b> 20	<b>MOB:</b> 5	<b>MND:</b> 0
ST: 5	AG: 2	IN: 0
CO: 6	DX: 0	AU: 0
Attacks		
Iron Fist (WB+6)		
Defenses		
Metal Entity (AV+5)		
<b>Creation:</b>	3750 GP + Armor smith	
FF: 27	Size: L	XP: 173

 **Crush:** Can attempt one undefendable attack per combat round at -6 to crush the target, which has to be 1+ size categories smaller. Each size category difference reduces the -6 penalty by 2.



 <b>HARPY</b>					
<b>BOD:</b> 8	<b>MOB:</b> 6	<b>MND:</b> 6			
ST: 2	AG: 2	IN: 1			
CO: 2	DX: 1	AU: 2			
					
					
Attacks		Defenses			
Talons (WB+2)		Feathers (AV+1)			
	<b>Charm:</b> The creature may charm its opponent by <i>Beckoning</i> .				
	<b>Dive Attack:</b> If at least a distance of movement rate x 2 is covered flying ("running"), a special melee attack may be performed (Melee Attack + BOD). This may happen during movement, not only before or after movement as normal.				
	<b>Flight:</b> May fly with double MR instead of walking. If the action "Running" is chosen while flying, effective speed is MR x 4.				
	<b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.				
	<b>Night Vision:</b> Can see with minimal illumination as if in broad daylight.				
	<b>Spell:</b> <i>Beckoning</i> (works as the spell <i>Dominate</i> , cooldown period 10 rounds)				
Loot:	Trophy (TV 1A:8)				
FF:	10	Size:	N	XP:	128

 <b>HOBGOBLIN</b>					
<b>BOD:</b> 11	<b>MOB:</b> 6	<b>MND:</b> 3			
ST: 2	AG: 0	IN: 2			
CO: 3	DX: 3	AU: 0			
					
					
Attacks		Defenses			
Long Sword (WB+2) Short Bow (WB+1, I+1)		Chain Mail (AV+2, MR-0-5), Helmet (AV+1; I-1), Wooden Shield (AV+1)			
	<b>Creation of Darkness (setting option):</b> Is considered to be a Creation of Darkness in most settings. Rules applied to such entities affect this creature.				
	<b>Night Vision:</b> Can see with minimal illumination as if in broad daylight.				
Loot:	TV 1B:18				
FF:	4	Size:	N	XP:	71

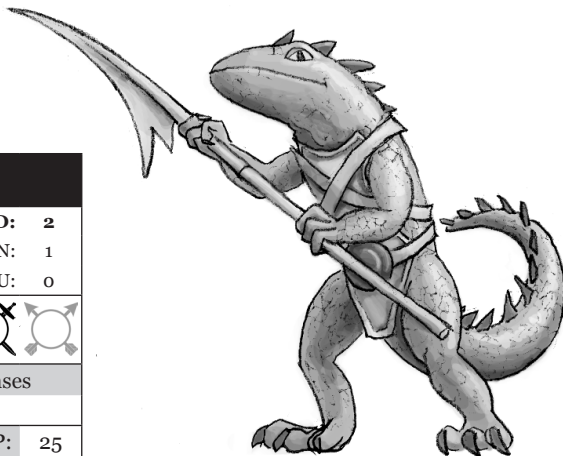
 <b>MORSE</b>					
<b>BOD:</b> 10	<b>MOB:</b> 11	<b>MND:</b> 1			
ST: 2	AG: 7	IN: 0			
CO: 2	DX: 0	AU: 0			
					
					
Attacks		Defenses			
Hoof (WB+2)		-			
	<b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.				
FF:	4	Size:	L	XP:	101



HYDRA			
<b>BOD:</b> 14	<b>MOB:</b> 10	<b>MND:</b> 1	
ST: 5	AG: 2	IN: 0	
CO: 6	DX: 0	AU: 0	
Attacks		Defenses	
Bite (WB+2, OD-2)		Scales (AV+2)	
<p> <b>Flinging:</b> A melee attack Coup hurls the target (if smaller) for damage/3 meters. Defendable fall damage applies, the target ends up prone.</p>			
<p> <b>Multiple attacks:</b> Can carry out 5 additional attacks as a free action each round.</p>			
<p> <b>Multiple limbs:</b> Attacks with multiple limbs (free action). These may severed or crushed by a Coup melee attack, lowering the number of attacks.</p>			
<p> <b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.</p>			
<p> <b>Night Vision:</b> Can see with minimal illumination as if in broad daylight.</p>			
<p> <b>Regeneration:</b> Regenerates HP every round as per check result of the regeneration check (CTN: BOD). This is a free action. HP lost due to fire or acid can not be regenerated. A Coup regrows a head.</p>			
<p> <b>Swim:</b> May swim instead of walking. If a second move action is taken, MR is doubled.</p>			
Loot: Trophy (TV 1A:20)			
FF:	23	Size:	L
XP:	246		

LICH			
<b>BOD:</b> 7	<b>MOB:</b> 6	<b>MND:</b> 9	
ST: 17	AG: 0	IN: 8	
CO: 21	DX: 4	AU: 8	
Attacks		Defenses	
-		Magic Robe +3 (AV+3)	
<p> <b>Creature of Darkness (setting option):</b> Is considered to be a Creature of Darkness in most settings. Rules applied to such entities affect this creature.</p>			
<p> <b>Fear:</b> May induce Fear once per combat on all targets seeing it. Targets not succeeding against MND+IN+level are intimidated and get a -1 penalty to all rolls for the rest of the combat. The target will flee if rolling a Fumble.</p>			
<p> <b>Mind immunity:</b> Immunity against mind affecting spells (Charms, Sleep, Hypnosis etc.) and all spells marked with </p>			
<p> <b>Power of the Dead:</b> Gets MND + AU as a bonus to ST and CO.</p>			
<p><b>Spells:</b> Arcane Sword, Breach, Burning Inferno, Call Shades, Cloud of Death, Confusion, Create Web, Dominate, Dominate Undead, Ethereal Form, Ice Beam, <b>Invisibility</b>, Jump, Magic Lock, Mirage, Planar Gate, Raise Skeletons, Shadow, Shadow Lance, Sleep, Stumble, Time Stop</p>			
Loot:	Trophy #(A:20)x10, #10M:20		
FF:	26	Size:	N
XP:	299		

KOBOLD			
<b>BOD:</b> 3	<b>MOB:</b> 6	<b>MND:</b> 2	
ST: 1	AG: 1	IN: 1	
CO: 1	DX: 2	AU: 0	
Attacks		Defenses	
Small club (WB+1)		-	
FF:	1	Size:	S
XP:	25		

















LIZARD MAN		
<b>BOD:</b> 9	<b>MOB:</b> 8	<b>MND:</b> 3
ST: 4	AG: 0	IN: 2
CO: 2	DX: 2	AU: 0
Attacks		
Spear (WB+1)		
Defenses		
Scaly Skin (AV+1)		
	<b>Night Vision:</b> Can see with minimal illumination as if in broad daylight.	
	<b>Flinging:</b> A melee attack Coup (tail swipe) hurls the target (if same size or smaller) for damage/3 meters. Defendable fall damage applies, the target ends up prone.	
Loot:	TV 1B:12, #2B:17	
FF: 3	Size: N	XP: 71

MINOTAUR		
<b>BOD:</b> 14	<b>MOB:</b> 6	<b>MND:</b> 4
ST: 4	AG: 2	IN: 1
CO: 3	DX: 1	AU: 1
Attacks		
Club, Horns or Hoof (WB+2; OD-2)		
Defenses		
Hide (AV+1)		
	<b>Charge:</b> When running a distance at least equal to MR, a special melee attack may be performed (Melee Attack + BOD).	
	<b>Crush:</b> Can attempt one undefendable attack per combat round at +6 to crush the target, which has to be 1+ size categories smaller. Each size category difference reduces the -6 penalty by 2.	
Loot:	Trophy (TV 1A:16), TV 2B:20	
FF: 12	Size: L	XP: 138



MEDUSA		
<b>BOD:</b> 11	<b>MOB:</b> 6	<b>MND:</b> 7
ST: 3	AG: 0	IN: 2
CO: 3	DX: 2	AU: 2
Attacks		
Claws/Snakes (WB+2)		
Defenses		
Scaly Skin (AV+1)		
	<b>Flinging:</b> A melee attack Coup (random tail swipe) hurls the target (same size or smaller) for damage/3 meters. Defendable fall damage applies, the target ends up prone.	
	<b>Gaze Attack:</b> Attacks anybody not succeeding MND+AU with its gaze attack (free action). Those attacking the creature without looking at it suffer -4 to all attacks, but are no longer subject to gaze attacks.	
	<b>Multiple attacks:</b> Can carry out 5 additional attacks as a free action each round.	
	<b>Petrification:</b> A successful gaze attack petrifies the target. Check against BOD+AU to avoid. Petrification can be cured by <i>Restoration</i> .	
Loot:	Trophy (TV A:18) TV #5A:20, #5M:20	
FF: 18	Size: N	XP: 205

MONSTER SPIDER		
<b>BOD:</b> 12	<b>MOB:</b> 9	<b>MND:</b> 1
ST: 3	AG: 2	IN: 0
CO: 2	DX: 4	AU: 0
Attacks		
Bite (WB+2; OD-2) Webbing (WB+2)		
Defenses		
Carapace (AV+1)		
	<b>Climber:</b> Can scale walls and ceilings at normal movement rate (free action). May drop on victims, adding BOD to MAT.	
	<b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.	
	<b>Paralysis Effect:</b> Webbing renders target unable to move for check result in rounds. Check against BOD+ST to avoid. Usable every 10 rounds.	
Loot:	Trophy (TV 1A:12)	
FF: 11	Size: L	XP: 165

 <b>MUMMY</b>		
<b>BOD:</b> 12	<b>MOB:</b> 4	<b>MND:</b> 4
ST: 10	AG: 0	IN: 0
CO: 10	DX: 0	AU: 2
		
		
Attacks		Defenses
Putrid Touch (WB+1)		Bandages (AV+1)
	<b>Attribute loss:</b> For each attack causing damage, BOD is lowered by one, killing the target if it reaches zero. 1 point of attribute is regenerated per day or per use <i>Restoration</i> .	
	<b>Creature of Darkness (setting option):</b> Is considered to be a Creature of Darkness in most settings. Rules applied to such entities affect this creature.	
	<b>Fear:</b> May induce Fear once per combat on all targets seeing it. Targets not succeeding against MND+IN+level are intimidated and get a -1 penalty to all rolls for the rest of the combat. The target will flee if rolling a Fumble.	
	<b>Mind immunity:</b> Immunity against mind affecting spells (Charms, Sleep, Hypnosis etc.) and all spells marked with [I].	
	<b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.	
	<b>Power of the Dead:</b> Gets MND + AU as a bonus to ST and CO.	
	<b>Susceptible:</b> Receives double damage from fire-based spells and effects.	
Loot:	TV #2A:18, #1M:16	
FF:	18	Size: N    XP: 124

 <b>NETHER WOLF</b>		
<b>BOD:</b> 11	<b>MOB:</b> 8	<b>MND:</b> 1
ST: 4	AG: 2	IN: 0
CO: 2	DX: 2	AU: 0
		
		
Attacks		Defenses
Bite (WB+1) or Fire Breath (WB+2)		Fiery Fur (AV+1)
	<b>Breath weapon (fire):</b> Usable every D20 rounds. Does undefendable damage (as per ranged attack). Only magical AV bonuses may be used to defend. Cone of DX x 5m length and DX x 3m breadth at the end.	
	<b>Charge:</b> When running a distance at least equal to MR, a special melee attack may be performed (Melee Attack + BOD).	
	<b>Creature of Darkness (setting option):</b> Is considered to be a Creature of Darkness in most settings. Rules applied to such entities affect this creature.	
	<b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.	
	<b>Susceptible:</b> Receives double damage from ice and water based attacks and effects.	
Loot:	Trophy (TV 1A:16)	
FF:	7	Size: S    XP: 115





**OGRE**

<b>BOD:</b> 12	<b>MOB:</b> 4	<b>MND:</b> 2
ST: 3	AG: 2	IN: 1
CO: 3	DX: 0	AU: 0

50	17	6	3.5	17	
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Attacks	Defenses
Club (WB+2; OD-2)	Smelly Hides (AV+1)

**Creature of Darkness (setting option):** Is considered to be a Creature of Darkness in most settings. Rules applied to such entities affect this creature.

**Entangle:** A melee attack Coup catches the target with the free hand if it is 1+ size categories smaller. The target suffers 3 hit points defensible damage each round, cannot move and suffers a penalty of 2 on all checks per size category difference. *Escaping: Target rolls comparative check with MOB+ST against the entangler's BOD+ST.*

**Night Vision:** Can see with minimal illumination as if in broad daylight.

Loot:	TV 1B:8, #1B18				
FF:	10	Size:	L	XP:	121



**OWLDRITCH**

<b>BOD:</b> 14	<b>MOB:</b> 6	<b>MND:</b> 1
ST: 4	AG: 3	IN: 0
CO: 3	DX: 0	AU: 0

54	18	9	4.5	20	
----	----	---	-----	----	--

Attacks	Defenses
Claw (WB+2, OD-2)	Feathers (AV+1)

**Darkvision:** Can see in total darkness.

Loot:	Trophy (TV 1A:14)				
FF:	11	Size:	L	XP:	115

**PONY**

<b>BOD:</b> 9	<b>MOB:</b> 8	<b>MND:</b> 1
ST: 2	AG: 5	IN: 0
CO: 2	DX: 0	AU: 0

63	11	13	7.5	13	
----	----	----	-----	----	--

Attacks	Defenses
Hoof (WB+2, defending)	-

**Natural weapons:** Hits attacker's weapon on a fumbled melee attack against an armed opponent. The opponent instantly rolls an undefensible attack with his weapon against the fumbling creature.

FF:	3	Size:	L	XP:	92
-----	---	-------	---	-----	----



**ORC**

<b>BOD:</b> 10	<b>MOB:</b> 6	<b>MND:</b> 2
ST: 2	AG: 0	IN: 1
CO: 3	DX: 3	AU: 0











23	14	6	4	13	10
----	----	---	---	----	----

Attacks	Defenses
Spear (WB+1)	Leather Armor (AV+1)













**Creature of Darkness (setting option):** Is considered to be a Creature of Darkness in most settings. Rules applied to such entities affect this creature.












**Night Vision:** Can see with minimal illumination as if in broad daylight.

Loot:	TV 1B:14, #1B16				
FF:	2	Size:	N	XP:	63









 <b>RAT</b>		
<b>BOD:</b> 2	<b>MOB:</b> 4	<b>MND:</b> 1
ST: 1	AG: 2	IN: 0
CO: 0	DX: 0	AU: 0
		
		
Attacks		Defenses
Sharp Teeth (WB+1)		-
 <b>Darkvision:</b> Can see in total darkness.		
 <b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.		
 <b>Swim:</b> May swim at MR. If the action "Running" is performed, MR is doubled as if walking on the ground.		
FF: 1	Size: T	XP: 26












 <b>RUST BUG</b>		
<b>BOD:</b> 8	<b>MOB:</b> 7	<b>MND:</b> 1
ST: 4	AG: 0	IN: 0
CO: 4	DX: 0	AU: 0
		
		
Attacks		Defenses
Antennae (WB+1)		Carapace (AV+3)
 <b>Darkvision:</b> Can see in total darkness.		
 <b>Multiple attacks:</b> Can carry out 3 additional attacks as a free action each round.		
 <b>Multiple limbs:</b> Attacks with multiple antennae (free action). These may be severed or crushed by a Coup melee attack, lowering the number of attacks.		
 <b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.		
 <b>Rust:</b> Each hit reduces the AV of a random metallic, non-magical armor piece of the target by 1. The WB of any non-magical metal weapon hitting the creature is also reduced by one.		
Loot: Trophy (TV 1A:6)		
FF: 8	Size: N	XP: 111








 <b>SHADE</b>		
<b>BOD:</b> 11	<b>MOB:</b> 11	<b>MND:</b> 0
ST: 5	AG: 0	IN: 0
CO: 4	DX: 2	AU: 0
		
		
Attacks		Defenses
Claw (WB+2, OD-2)		Incorporeal (AV+8)
 <b>Aging:</b> The target ages by 1 year per point of damage taken when struck.		
 <b>Creature of Darkness (setting option):</b> Is considered to be a Creature of Darkness in most settings. Rules applied to such entities affect this creature.		
 <b>Flight:</b> May fly with double MR instead of walking. If the action "Running" is chosen while flying, effective speed is MR x 4.		
 <b>Mind immunity:</b> Immunity against mind affecting spells (Charms, Sleep, Hypnosis etc.) and all spells marked with [1].		
FF: 14	Size: N	XP: 126












 <b>SHARK</b>			
<b>BOD:</b> 13	<b>MOB:</b> 6	<b>MND:</b> 1	
ST: 4	AG: 3	IN: 0	
CO: 3	DX: 0	AU: 0	
 39	 16	 9	 6
<b>Attacks</b> Bite (WB+2, OD-2)		<b>Defenses</b> -	
 <b>Charge:</b> When running a distance at least equal to MR, a special melee attack may be performed (Melee Attack + BOD).			
 <b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.			
 <b>Swim:</b> MR is swimming speed. If a second move action action is taken, MR is doubled.			
<b>Loot:</b>	Trophy (TV 1A:12)		
<b>FF:</b> 9	<b>Size:</b> N	<b>XP:</b> 106	













 <b>SHIMMERSTEED</b>			
<b>BOD:</b> 9	<b>MOB:</b> 12	<b>MND:</b> 1	
ST: 2	AG: 6	IN: 0	
CO: 3	DX: 0	AU: 0	
 66	 12	 18	 10.5
<b>Attacks</b> Hoof (WB+2)		<b>Defenses</b> -	
 <b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.			
 <b>Night Vision:</b> Can see with minimal illumination as if in broad daylight.			
<b>FF:</b> 4	<b>Size:</b> L	<b>XP:</b> 106	












 <b>STRANGLEVINE</b>			
<b>BOD:</b> 6	<b>MOB:</b> 8	<b>MND:</b> 0	
ST: 3	AG: 0	IN: 0	
CO: 4	DX: 0	AU: 0	
 30	 11	 8	 7.5
<b>Attacks</b> Root Strike (WB+2)		<b>Defenses</b> Wooden (AV+1)	
 <b>Entangle:</b> A melee attack Coup entangles the target if it is 1+ size categories smaller. The target suffers 3 hit points defensible damage each round, cannot move and suffers a penalty of 2 on all checks per size category difference. <b>Escaping:</b> Target rolls comparative check with MOB+ST against the entangler's BOD+ST.			
 <b>Mind immunity:</b> Immunity against mind affecting spells (Charms, Sleep, Hypnosis etc.) and all spells marked with [M].			
 <b>Multiple attacks:</b> Can carry out 4 additional attacks as a free action each round.			
 <b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.			
<b>Loot:</b>	Firewood		
<b>FF:</b> 7	<b>Size:</b> N	<b>XP:</b> 122	

 <b>SKELETON</b>			
<b>BOD:</b> 10	<b>MOB:</b> 8	<b>MND:</b> 0	
ST: 3	AG: 2	IN: 0	
CO: 2	DX: 2	AU: 0	
 22	 12	 10	 5
<b>Attacks</b> Bone Claw (WB+1)		<b>Defenses</b> -	
 <b>Creature of Darkness (setting option):</b> Is considered to be a Creature of Darkness in most settings. Rules applied to such entities affect this creature.			
 <b>Mind immunity:</b> Immunity against mind affecting spells (Charms, Sleep, Hypnosis etc.) and all spells marked with [M].			
<b>FF:</b> 4	<b>Size:</b> N	<b>XP:</b> 72	















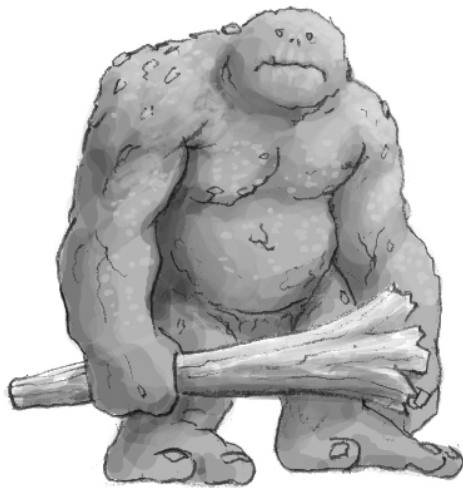
 <b>SWARM</b>		
<b>BOD:</b> -	<b>MOB:</b> -	<b>MND:</b> -
<b>ST:</b> -	<b>AG:</b> -	<b>IN:</b> -
<b>CO:</b> -	<b>DX:</b> -	<b>AU:</b> -
     		
Attacks		Defenses
-		-
	<b>Mind immunity:</b> Immunity against mind affecting spells (Charms, Sleep, Hypnosis etc.) and all spells marked with [I].	
	<b>Swarm (beetles, rodents, snakes):</b> Considered as a single opponent. The swarm value ( <b>SWV</b> ) is equal to its current number of members/10 (initially maximum 200 and thus SWV 20). Per 1 HP damage 10 members die (SWV = -1). Swarms can redistribute members to adjacent areas and attack their own and each adjacent area simultaneously with full attack value. <b>MAT, DEF and HP are equal to the current SWV.</b>	
FF: 5	Size: S	XP: 68
















 <b>TREE WARDEN</b>		
<b>BOD:</b> 20	<b>MOB:</b> 1	<b>MND:</b> 1
<b>ST:</b> 5	<b>AG:</b> 0	<b>IN:</b> 0
<b>CO:</b> 5	<b>DX:</b> 0	<b>AU:</b> 0
     		
Attacks		Defenses
Branch Strike (WB+2)		Thick Bark (AV+2)
	<b>Flinging:</b> A melee attack Coup hurls the target (1+ size categories smaller) for damage/3 meters. Defendable fall damage applies, the target ends up prone.	
	<b>Multiple attacks:</b> Can carry out 3 additional attacks as a free action each round.	
	<b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.	
	<b>Night Vision:</b> Can see with minimal illumination as if in broad daylight.	
	<b>Susceptible:</b> Suffers double damage from fire-based spells, attacks and effects.	
Loot:	Firewood	
FF: 23	Size: L	XP: 158












 <b>TENTACLE BRAIN</b>		
<b>BOD:</b> 4	<b>MOB:</b> 6	<b>MND:</b> 1
<b>ST:</b> 2	<b>AG:</b> 2	<b>IN:</b> 0
<b>CO:</b> 1	<b>DX:</b> 0	<b>AU:</b> 0
     		
Attacks		Defenses
-		-
	<b>Attribute loss (MND):</b> For each successful casting of the <i>Ray of Thought Devouring</i> , MND will be lowered by one, reducing the target to complete dementia if reaching zero. 1 point of MND can be restored per use of the spell <i>Restoration</i> .	
	<b>Darkvision:</b> Can see in total darkness.	
	<b>Hover:</b> May hover instead of walking. Movement Rate may be doubled by using the "Run" maneuver.	
	<b>Targeted Spell:</b> <i>Ray of Thought Devouring</i> (invisible, causes mental damage and also <b>attribute loss</b> ).	
FF: 7	Size: S	XP: 89













 <b>TROLL</b>		
<b>BOD:</b> 16	<b>MOB:</b> 6	<b>MND:</b> 2
ST: 4	AG: 0	IN: 1
CO: 4	DX: 3	AU: 0
 <b>60</b>	 <b>22</b>	 <b>9</b>
 <b>5</b>	 <b>22</b>	 <b>13</b>
Attacks		Defenses
Club (WB+2; OD-2) Rock (WB+4, OD-4)		Swarthy Skin (AV+2)
 <b>Creature of Darkness (setting option):</b> Is considered to be a Creature of Darkness in most settings. Rules applied to such entities affect this creature.		
 <b>Darkvision:</b> Can see in total darkness.		
 <b>Entangle:</b> A melee attack Coup grabs a target if it is 1+ size categories smaller with the free hand. The target suffers 4 hit points defendable damage each round, cannot move and suffers a penalty of 2 on all checks per size category difference. <b>Escaping:</b> Target rolls comparative check with <i>MOB+ST</i> against the entangler's <i>BOD+ST</i> .		
 <b>Regeneration:</b> Regenerates HP every round as per check result of the regeneration check (CTN: BOD). This is a free action. HP lost due to fire or acid can not be regenerated.		
 <b>Susceptible:</b> Suffers double damage from light-based spells, attacks and effects.		
Loot: TV #1B:16		
FF: 14	Size: L	XP: 202



 <b>UNICORN</b>		
<b>BOD:</b> 9	<b>MOB:</b> 13	<b>MND:</b> 1
ST: 2	AG: 6	IN: 1
CO: 2	DX: 0	AU: 1
 <b>63</b>	 <b>11</b>	 <b>19</b>
 <b>11</b>	 <b>12</b>	 <b>0</b>
Attacks		Defenses
Multiple (WB+1; OD-2)		-
 <b>Charge:</b> When running a distance of at least equal to MR, BOD is added to a melee attack.		
 <b>Creature of Light (setting option):</b> Is considered to be a Creature of Light in most settings. Rules applied to such entities affect this creature.		
 <b>Fear:</b> May induce fear once per combat on all creatures or servants of darkness seeing it. Targets not succeeding against MND+IN+level are intimidated and suffer a -1 penalty to all checks for the rest of the combat. The target will flee if rolling a Fumble.		
 <b>Flinging:</b> A melee attack Coup hurls the smaller target for damage/3 meters. Defendable fall damage applies, the target ends up prone.		
 <b>Mind immunity:</b> Immunity against mind affecting spells (Charms, Sleep, Hypnosis etc.) and all spells marked with [M].		
 <b>Multiple attacks:</b> Can carry out 1 additional attack (horn of hoof) as a free action each round.		
 <b>Night Vision:</b> Can see with minimal illumination as if in broad daylight.		
 <b>Spell:</b> May cast the spell <i>Sprint</i> at any time without having to roll a check. Cooldown periods still apply.		
Loot: TV 1B:12; #2B:17		
FF: 9	Size: L	XP: 189

 <b>VAMPIRE BAT</b>			
<b>BOD:</b> 5	<b>MOB:</b> 4	<b>MND:</b> 1	
ST: 3	AG: 0	IN: 0	
CO: 2	DX: 0	AU: 0	
			
			
Attacks		Defenses	
Claws (WB+1)		-	
<b>Dive Attack:</b> If at least a distance of MR x 2 is covered flying ("running"), a special melee attack may be performed (MAT + BOD). This may happen during movement, not only before or after movement as normal.			
 <b>Flight:</b> May fly with double MR instead of walking. If a second move action is performed while flying, effective speed is quadruple MR.			
 <b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.			
 <b>Sonar:</b> The creature orients itself by sonar.			
FF:	1	Size:	T
XP:	55		

 <b>VILE WATCHER</b>			
<b>BOD:</b> 8	<b>MOB:</b> 4	<b>MND:</b> 10	
ST: 0	AG: 0	IN: 2	
CO: 4	DX: 2	AU: 3	
			
			
Attacks		Defenses	
-		Swarthy Skin (AV+2)	
 <b>Anti Magic:</b> All magic in a radius of 10 meters around the creature is cancelled. This does not apply to the creature's magic or its own spells.			
 <b>Creature of Darkness (setting option):</b> Considered to be a Creature of Darkness in most settings. Rules applied to such entities affect this creature.			
 <b>Darkvision:</b> Can see in total darkness.			
 <b>Hover:</b> May hover instead of walking. Movement Rate may be doubled by using the "Run" maneuver.			
 <b>Multiple attacks:</b> Can cast 4 additional spells as a free action each round. No two identical spells may be cast in a round.			
 <b>Multiple limbs:</b> Casts with 5 of its 10 eyes. These may be severed or crushed by a Coup melee attack, lowering the number of attacks.			
<b>Spells (1 each per eye, all are active):</b> Blind, Chain Lightning (TSC 15), Confusion, Defensive Shield, Dominate, Hurl, Invisibility, Protective Shell, Sleep, Telekinesis			
 			
Loot: TV #5A:20, #5M:20			
FF:	23	Size:	L
XP:	255		

 <b>WAR ELEPHANT</b>			
<b>BOD:</b> 16	<b>MOB:</b> 6	<b>MND:</b> 1	
ST: 5	AG: 2	IN: 0	
CO: 5	DX: 0	AU: 0	
			
			
Attacks		Defenses	
Impact (WB+2)		Pachyderm (AV+2)	
 <b>Charge:</b> May add BOD to MAT when slamming into an opponent after running a distance of at least equal to MR.			
 <b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.			
Loot: Trophy (TV 1A:20)			
FF:	16	Size:	L
XP:	142		



WAR HOG			
<b>BOD:</b> 9	<b>MOB:</b> 9	<b>MND:</b> 1	
ST: 2	AG: 2	IN: 0	
CO: 4	DX: 0	AU: 0	
35	15	11	0.5
13	13	13	13
Attacks		Defenses	
Tusks (WB+2, OD-1)		Swarthy Skin (AV+2)	
	<b>Charge:</b> May add BOD to MAT when slamming into an opponent after running a distance of at least equal to MR.		
	<b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.		
<b>Loot:</b>	Trophy (TV 1A:10)		
FF: 5	Size: N	XP: 76	

WOLF			
<b>BOD:</b> 8	<b>MOB:</b> 7	<b>MND:</b> 1	
ST: 3	AG: 4	IN: 0	
CO: 1	DX: 0	AU: 0	
29	10	11	7
13	13	13	13
Attacks		Defenses	
Bite (WB+2, OD-1)		Wolf Pelt (AV+1)	
	<b>Charge:</b> May add BOD to MAT when attacking an opponent after running a distance of at least equal to MR.		
	<b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.		
	<b>Night Vision:</b> Can see with minimal illumination as if in broad daylight.		
<b>Loot:</b>	Trophy (TV 1A:10)		
FF: 2	Size: N	XP: 81	



WAR HORSE			
<b>BOD:</b> 12	<b>MOB:</b> 10	<b>MND:</b> 1	
ST: 4	AG: 4	IN: 0	
CO: 3	DX: 0	AU: 0	
75	15	14	9
18	18	18	18
Attacks		Defenses	
Hoof or Slam (WB+1)		-	
	<b>Charge:</b> May add BOD to MAT when slamming into an opponent after running a distance of at least equal to MR.		
	<b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.		
<b>Loot:</b>	TV 1B:4		
FF: 9	Size: L	XP: 121	

ZOMBIE			
<b>BOD:</b> 13	<b>MOB:</b> 3	<b>MND:</b> 0	
ST: 3	AG: 0	IN: 0	
CO: 5	DX: 0	AU: 0	
28	20	3	2.5
18	18	18	18
Attacks		Defenses	
Putrid Claw (WB+2)		Doesn't care (AV+2)	
	<b>Creation of Darkness (setting option):</b> Is considered to be a Creature of Darkness in most settings. Rules applied to such entities affect this creature.		
	<b>Mind immunity:</b> Immunity against mind affecting spells (Charms, Sleep, Hypnosis etc.) and all spells marked with [M].		
	<b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The attacked opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.		
<b>Loot:</b>	TV 1B:4		
FF: 10	Size: N	XP: 78	

# ADVENTURES

The following three adventures are suitable to be played through in a single evening. In addition to the “Lord of the Rats”, which was completely revised for the new **Dungeonslayers**, there is a roleplay-heavy travel adventure and the exceedingly fatal “Fortress of Doom”.

## THE CAERA CAMPAIGN

If you just want to get going, just play the three adventures consecutively - the ideal start for your own campaign in the world of Caera, the classical **Dungeonslayers** setting.

The game master should be familiar with the information about Caera, especially the chapters regarding the *Pine Hills* and the townships of *Westing* and *Cendor* (see page 144).

After this three-part mini-campaign, the characters should have reached the fifth level and have gained a certain reputation in the Pine Hills area.

Below are a few hints from where the players characters could hail. There are also some suggestions for motivation and backgrounds to better integrate the characters into the setting.

## ELVEN CHARACTERS

Although elven characters may hail from the cool woods of the *Hynrur*, this place is much too far away from the campaign location. Thus, *Dynomere* is recommended as a suitable homeland.

## HUMAN CHARACTERS

These should come from the area between *Volten* and *Heath o’Grains*. One of the farmsteads near *Westing* or the *Lennfield Valley* would be suitable.

## DWARVEN CHARACTERS

Dwarfs may come from anywhere in the area near *The Long River*, maybe directly from *Ironhall*. In both cases, they have been away from home for a rather long time.

## MOTIVATION & BACKGROUND

The campaign starts in the city of *Westing* and leads the characters northwards to the *Pine Hills* while the plot develops. Thus it may be advisable to give the characters a reason why they are headed in this direction:

Perhaps one of the characters has a friend among the inhabitants of *Cendors*, whom he wants to pay a visit. Another character may have to deliver a letter to someone there.

An Elf could simply be driven by curiosity or may have heard of orcish war bands raiding the *Dawn Woods*.

Human priests of *Helia* (Goddess of Light) may be on the road with a message from the temple of *Westing* to the *Healer Arla*, while fighters may have heard rumors about the weapons forged in the smithy of the brothers *Barbarossa*. Dwarves may simply be on their way to *Ironhall* to pay a visit to relatives or to see the *Seven Halls of Stone*.



## ADVENTURE 1

# LORD OF THE RATS

### FOR 2+ FIRST-LEVEL CHARACTERS

A long time ago, cultists of the Rat God Snarrk'Izz terrorized the countryside. Where there once was a temple complex with an underground shrine now stands the small settlement of Barring.

This is where the cultists planned their forays into the environs, inflicting murder and pillage unto the surrounding small and unprotected settlements.

Eventually, the forces of light intervened. The Templars of Helia, Goddess of Light, commenced on a bloody battle, leveling the temple and felling the cultists to the last man.

The underground shrine though went unharmed. Now - centuries later - a few rats have happened upon it, started to breed and grow...

## STARTING THE ADVENTURE

The characters arrive - either separately or as a group - at the small but cozy inn at Barring. They will be the only guests that evening.

Brempen, the landlord of the inn, has a problem: his supplies of beer and wine in the taproom are expended, and the way to his replenishments is "blocked".

Once all the characters are assembled and one of them wants to order beer, ale or wine, Brempen will start to act nervous and fidgety, trying to sway the character to change the order. He might even start pitching the local cottage cheese, which of course "can only be taken with milk or water".

Sooner or later Brempen will nevertheless have to confess:

*"Though quite embarrassing for myself, I cannot quite access my fine stocks at the moment. To be honest - I could use your discrete assistance."*

*"A nest of rats seems to have taken hold in the cellars. Now, this does happen in the best of households, but these beasts are more than aggressive: While fetching beer last night, my servant was attacked by them. This simply cannot be!"*

*"Be that as it may, my supplies up here are exhausted. If you could take care of the matter, I would be quite grateful - I'd even pay you one whole piece of silver per rat. Please - will you help me?"*

## THE CELLAR

Attracted to the shrine as if by magic, the rats have nibbled through the old stone walls and dug tunnels just under 1m high to the vaults of the rat cult.

### 1. ENTRANCE

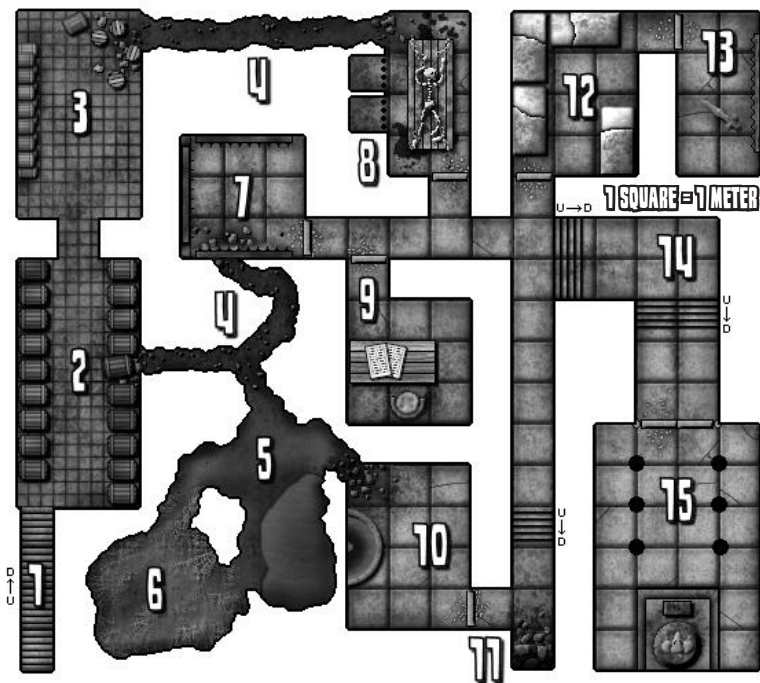
A steep staircase leads into the darkness. Squeaking can be heard with a successful Perception Check.

### 2. BEER CELLAR

Between the large barrels, one rat per character is scurrying about. Upon closer inspection (Search Check), a 1m wide opening can be found behind one of the barrels.

### 3. WINE CELLAR

There is one *Giant Rat* per two PCs here. A similar tunnel opening as above can be very easily discovered in a corner (Search Check +4).



## THE TUNNELS

### 4. TUNNELS











The overgrown rats have dug through the loose soil and created about 1m high tunnels, traversable only on all fours.

### 5. POOL

The tunnel ends at a natural grotto that is approximately 2m high. Next to the pond, there are four heavily cobwebbed Giant Rats, quite dead.

### 6. SPIDER'S NEST

A long time ago, a young **Monster Spider** entered this place through a narrow opening and created its nest here. The spider has grown so that now the opening is much too small for it to leave again; it can only move between 5 and 6. Cobwebbed rats adorn its web.

 <b>YOUNG MONSTER SPIDER</b>		
<b>BOD:</b> 10	<b>MOB:</b> 7	<b>MND:</b> 1
<b>ST:</b> 2	<b>AG:</b> 2	<b>IN:</b> 0
<b>CO:</b> 1	<b>DX:</b> 4	<b>AU:</b> 0
		
		
Attacks		Defenses
Bite (WB+1; OD-1) Webbing (WB+1)		Carapace (AV+1)
	<b>Climber:</b> May scale walls and even ceilings with normal movement rate (free action). May perform drop attack, adding BOD to MAT.	
	<b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The opponent instantly rolls an undefendable attack with his weapon against the fumbling creature.	
	<b>Paralysis Effect:</b> Webbing renders target unable to move for check result in rounds if it does not succeed rolling against BOD+ST.	
<b>Loot:</b>	Trophy (TV 1A:10)	
<b>FF:</b> 6	<b>Size:</b> N	<b>XP:</b> 107

## THE CHAMBERS OF THE RAT

These are the remains of the old cellars beneath the destroyed temple complex - this is where the cultists used to live. None of the doors is locked, each door has a large hole in it (about 80cm), obviously caused by rats.

### 7. DRESSING ROOM

There are (number of PCs+1) magical black robes on hooks on the wall. A wearer of one of these robes will not be attacked by normal rats, though giant rats won't mind.

### 8. TORTURE CHAMBER

A human *Skeleton* is lying on a rack, it will attack if disturbed. The two cells are empty and unlocked.

### 9. STUDY

A thick layer of dust has settled over a chair, table, quill and inkwell, obscuring the parchments on the table. If only searching visually, a Perception Check-8 is necessary to notice them. Besides scribbled notes in a long-forgotten language, two scrolls can be found (2x Treasure Table S1).

### 10. WASHING CHAMBER

A lone ring (2GP) can be found at the bottom of this cistern, filled with dark water.

### 11. GAVE-IN

When the paladins of light attacked, the parts of the temple above ground collapsed and sealed this passage off.

Searching the debris reveals a shattered human skeleton in rusty armor, still grasping a shortsword +1. This skeleton is truly dead.

The sword, the armor and a silver pendant (1GP) are all adorned with a small sun symbol - the symbol of the forces of light.

### 12. DORMITORY

Two Giant Rats per character are hiding between six moldy bed remains. There is a metal vial (Healing Potion) underneath the remains of a pillow.

### 13. ARMORY

Only one helmet, two longswords and a metal shield remain in this room.

### 14. HALLWAY OF THE RATS

Frescoes depicting the Rat God decorate this descending passage. It ends before a set of double wooden doors. Once again, the rats and giant rats have gnawed various irregular openings through the doors.

### 15. SHRINE OF SNARRK'IZZ

A 2m tall statue, depicting the Lord of the Rats, stands in front of a stone altar. The statue is actually a *Clay Golem* that was designed to combat threats and prevent desecration of the shrine. It animates when the characters attempt just that.

*Two Giant Rats* per character flock around the statue.

If appropriate tools are used to destroy the altar (HP 20; Defense 25), the power of the shrine is finally broken.

## EXPERIENCE POINTS

Per room .....	1 XP
Combat .....	(vanquished XP/PC) XP
Role-Playing .....	0-20 XP
Destroy Shrine .....	15 XP
Completing the adventure .....	45 XP

## ADVENTURE 2

# TREACHEROUS TRAVELS

FOR 2+ CHARACTERS OF LEVEL 2 - 3

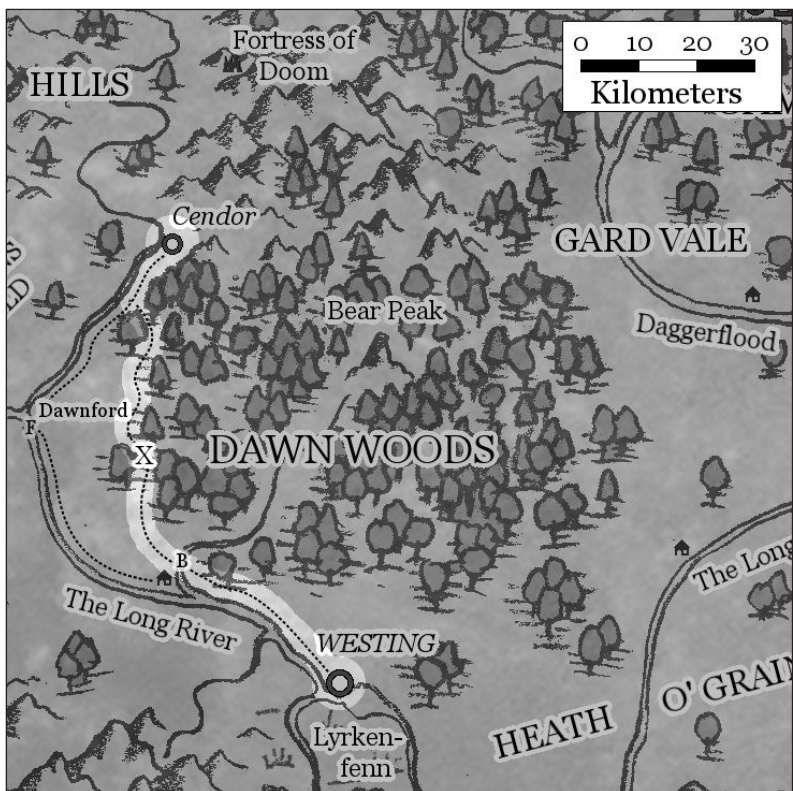
**Trader Harringer** lost all of his mercenaries but **Kemp and Emrick** when his trading convoy was attacked by swamp trolls last night near the *Lyrken-fenn*.

Having arrived in *Westing*, he is now desperately looking for a few brave heroes to guard his transport caravan for 1GP per day (including provisions) until they've reached their destination, the little village of *Cendor*.

## THE NPGS

**Harringer** is a mustached, always well groomed, already graying but still quite active trader who wields a harsh tone, but has a good-natured heart.

Despite his advanced age he still handles the sword well and is able to defend himself. He will not divulge the contents of the 60 leather-wrapped, tightly bound boxes which are being transported by the wagons, each pulled by two oxen. Within them are exotic spices and rare ingredients for crafting magic items.



**Kemp and Emrick** handle the other two wagons. They've been accompanying Harringer since the beginning of the trek and are the only other survivors of the attack.

While Kemp is a grumpy, bald veteran who only sees the characters as inexperienced novices who have to earn his respect, the chubby Emrick - also the party cook - is of a far more cheerful nature, frequently whistling along and generally showing a friendly demeanor toward the characters.

Both Emrick's friendliness and Kemp's barely hidden contempt should always be stressed during the trip (without escalating the situation).

## TRAVEL ROUTE

Barring unforeseen delays, the journey from Westing to Cendor will last four days.

The heavily laden trading convoy travels very cautiously (only 20km/day), all the while following a single road that leads through the Dawn Woods, arriving at Cendor village in the Pine Hills after about 90km.

## TRAVEL ROUTINE

The three carts travel one after the other, led by Kemp, followed by trader Harringer and finally Emrick.

There is room for one character each either on the coach box or amidst the cargo.

Emrick provides hearty meals morning, noon and night. These moments should be used to role-play socializing, devoting some time to conversation between PCs and NPCs to give the whole group and situation more depth.

Individual characters can also take care of things such as collecting firewood, supplying the six oxen or scouting ahead.

A guard sequence will be determined each night by Harringer. There are always two guards on duty, Harringer will not participate. The game master should surreptitiously determine sleeping spots for each character.

In the late evening of the first day of the trip, the convoy will likely reach a bridge at a trading post, where Harringer will rent space for the company in the common dormitory.

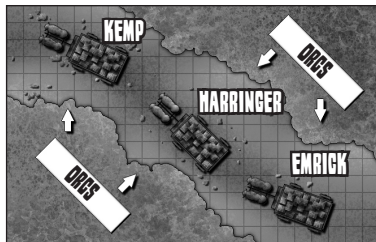
Nevertheless, here too, two of his men are set to guard the wagons at any time.

## AMBUSH

On the second day of travels, the caravan will be attacked in the early afternoon by a party of **Orc Raiders** lurking in the brushwood. This encounter is marked on the map with an "X".

There are one more orcs than there are characters. They attack in two groups and regard the wagon drivers as the least dangerous.

Kemp will try to come to the trader's aid, though Harringer is anything but helpless.



## ABERRANT ERRANT KNIGHT

On the third day of the journey, the group is met by an errant "knight" on horseback. He introduces himself as knight Wilbert of the (nonexistent) Order of the Strong Men.

Despite a slightly run-down appearance, his demeanor is impeccable and amiable. After proper introductions have been made, he asks if the group requires any aid.

## ADVENTURE 2: TREACHEROUS TRAVELS

Once Harringer tells him of the orc attack, he puts on a glowering frown and grimly proclaims:

*“Alas, once again I came too late - the shame! My lord, I see it as my duty to escort you for the rest of your travels - so that orcs and other scoundrels shall not dare to raise a hand against you once more. Rest assured, when Sir Wilbert is near, you will be safe!”*

Harringer will have no objection to more (free) support, while Kemp only turns up his nose contemptuously (“Order of the strong men - never heard of em.”) and Emrick whispers to one of the characters: “That’s supposed to be a knight?”

### DINNER’S READY!

Upon setting up camp in the evening, Wilbert scouts the area, Kemp and Harringer take care of the wagons and Emrick starts preparing food. He whispers to any characters in his vicinity: “Keep an eye on that supposed knight - something’s not right with that fellow.”

Soon thereafter, Emrick will inconspicuously open up a small, folded piece of parchment, emptying its content, a greenish powder, into the pot. He then throws the parchment into the fire.

Characters may make a Perception check to notice Emrick’s actions:

CHARACTER IS ...	PERCEPTION
...with Emrick	+8
...with Sir Wilbert	-8
...with Kemp and Harringer	-4
...providing for the oxen	-2
...gathering firewood	-8
...elsewhere in the camp	+0

If Emrick is asked about the green powder, he will claim it to be spices and not hesitate to openly try the food.

If any suspicion is voiced towards Kemp or Harringer, they will flat out claim that they’ve been on the road with Emrick for too long to distrust him.

Finally, the food is ready - and of course it is poisoned, which neither Kemp nor Harringer will taste despite it being quite readily detectable (SV 0).

It is a knock-out poison. Anyone consuming it must make a check to “Defy Poison”, otherwise falling into a deep sleep after half an hour. If the check succeeds, the character is afflicted by strong nausea for D20\*20 minutes (all checks -2).

Emrick and “Sir” Wilbert - actually Wilbert the Rotten, gang leader of the treasonous camp cook - took an antidote an hour before eating.

### BETRAYAL!

As soon as the poison affects the characters, Kemp (gets nauseated) and Harringer (falls asleep), Emrick and Wilbert each grab a burning branch from the campfire and distance themselves 10m from it. This is the signal for their cronies, hidden 30m in the forest, to fire a single volley of arrows into the camp. Determine targets randomly. Following this, Emrick and Wilbert will rush back to kill any survivors, while the rest of the gang will join them after three rounds. If Emrick or Wilbert do not manage to signal the attack, the gang will close in at dusk.








Should all PCs have been put to sleep, they may be awakened by the arrows, otherwise the weakened Kemp will wake them rather rudely (e.g. kicking).










# THE END OF THE JOURNEY








If Harringer has survived, he will be eternally grateful to the characters, as will Kemp, who will apologize profusely for his behavior in recent days.








Once the destination is reached, Harringer will ask the characters to meet him in the evening after he has taken care of business. At this point, he will reward each character with an additional 100GP as a heart-felt thank you.








## NPC-VALUES

 <b>KEMP &amp; EMRICK</b>		FIGHTER LEVEL 3
<b>BOD:</b> 8	<b>MOB:</b> 7	<b>MND:</b> 5
ST: 4+1	AG: 0	IN: 2
CO: 3+1	DX: 1	AU: 0
     		
Attacks		Defenses
Longsword (WB+2) Light Crossbow (WB+2, I-2)		Chain Mail (AV+1, MR-0.5) Helmet (AV+1, I-1)
Loot: TV 1A:12, 2C:14		
FF: 2	Size: N	XP: 61

 <b>ORC RAIDER</b>		FIGHTER LEVEL 3
<b>BOD:</b> 12	<b>MOB:</b> 7	<b>MND:</b> 5
ST: 3	AG: 0	IN: 2
CO: 3	DX: 1	AU: 0
     		
Attacks		Defenses
Scimitar (WB+2), Short Bow (WB+1, I+1)		Leather Armor (AV+1) Wooden Shield (AV+1)
 <b>Creature of Darkness (Setting option):</b> Considered to be a Creature of Darkness in most settings. Rules applied to Creatures of Darkness affect this creature.		
 <b>Night Vision:</b> Can see with minimal illumination as if in broad daylight.		
Loot: TV 1B:8, 1C:10		
FF: 5	Size: N	XP: 70

 <b>HARRINGER</b>		FIGHTER LEVEL 4
<b>BOD:</b> 7	<b>MOB:</b> 6	<b>MND:</b> 7
ST: 3+1	AG: 0	IN: 3
CO: 4+1	DX: 0	AU: 0
     		
Attacks		Defenses
Longsword (WB+2)		Chain Mail (AV+2, MR -0.5)
Loot: TV 2A:16, 4D:10		
FF: 3	Size: N	XP: 60

 <b>CRONIES</b>		FIGHTER LEVEL 2
<b>BOD:</b> 8	<b>MOB:</b> 8	<b>MND:</b> 4
ST: 4+1	AG: 0	IN: 0
CO: 3	DX: 3	AU: 0
     		
Attacks		Defenses
Short Sword (WB+1) Short Bow (WB+1, I+1)		Leather Armor (AV+1)
Loot: TV 2C:12		
FF: 2	Size: N	XP: 55

 <b>KNIGHT WILBERT</b>		FIGHTER LEVEL 3
<b>BOD:</b> 8	<b>MOB:</b> 6	<b>MND:</b> 6
ST: 5+1	AG: 0	IN: 0
CO: 5+1	DX: 0	AU: 0
     		
Attacks		Defenses
Two-handed Sword (WB+3, OD-4, I-4)		Plate Mail (AV+2, MR -0.5) Helmet (AV+1, I-1)
Loot: TV 1A:6, 2C:14, 2D:10, Horse		
FF: 8	Size: N	XP: 103

## EXPERIENCE POINTS

- Per 10 Kilometers ..... 1 XP
- Combat ..... (vanquished XP/PC) XP
- Role-Play ..... 0-50 XP
- Observe Emrick poison meal ..... 10 XP
- Ingest poison ..... 10 XP
- Convince Harringer not to eat .... 25 XP
- For the adventure ..... 50 XP

**ADVENTURE 3**  
**FORTRESS OF DOOM**  
**FOR 2+ CHARACTERS OF LEVEL 3-5**

Long ago, before the dwarves moved into Ironhall, the Paladins of Light stood watch on the Pine Hills.

The Order is long gone and the fortress, commonly known as the *Fortress of Doom*, sits at the base of the *Scanridge* and is widely regarded as being a cursed place.

Almost everyone in the Pine Hills has a story to tell about the *Fortress of Doom*. Much is speculation and conjecture, but many stories have a kernel of truth to them.

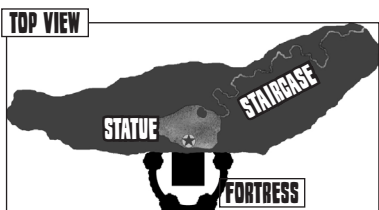
Time and time again, bands of robbers and fierce monsters have taken up residence in its halls, luring adventurous warriors in search of fame and fortune. Few have returned to tell their tale.



## THE SCANRIDGE

The Fortress of Doom is built adjacent to a steep, narrow, rocky ridge called “the Scanridge”. From afar, the broken remnants of a humanoid statute can be seen on its 30m high peak. Though no longer recognizable today, this statue once depicted a deity of light. It was smashed years ago.

A narrow staircase is concealed between the rocks leading up to the peak. Once climbed, one can see down into the fortress. There is a secret door (MV8) in a boulder near the statue, leading to area **12** in the fortress via a flight of steep steps.



## THE FORTRESS

The ravages that time has left on the fortress can be seen from afar:

The remains of the rotted gates lie in the dust and gaping cracks run through the crumbling walls. The ruined towers seem ready to collapse at any moment and the domed ceiling of the temple-like old keep shows strong signs of decay.



## CURRENT RESIDENTS

Up to two months ago, a band of goblins led by the shaman Shekz held the fortress. This changed when the southern necromancer Ankmatur showed up with his band of trolls.

Meanwhile, the necromancer has established himself as the evil overlord of the fortress, enslaving the goblins and imprisoning Shekz.

Ankmatur has explored a good part of the cellars, reactivated old traps and raised shades and skeletons from the innumerable dead which fell here during the past centuries.

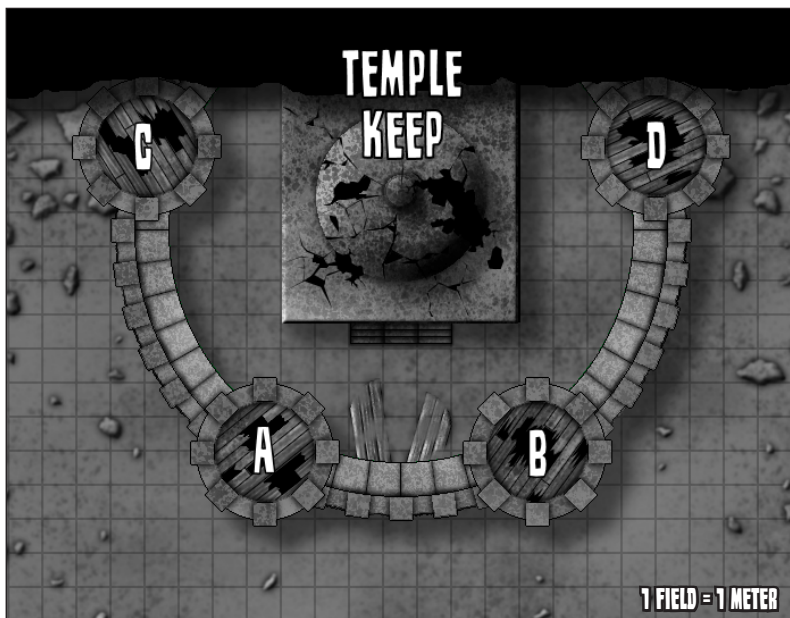
To his amazement, Ankmatur has discovered strange glowing veins of ore which only seem to appear in the Scant-ridge.

He has set his skeletons to force the goblins to mine this ore while he continues his exploration of the deeper levels. Hating the necromancer with fervor, the goblins would love to free Shekz and do away with Ankmatur. Fear of black magic and Ankmatur's undead minions and exhaustion from forced labor has discouraged them thoroughly.

During the course of the adventure, the characters will become aware of the enslaved goblins' predicament. They might attempt to use this fact to gain an advantage:

The goblins and the shaman Shekz are able to communicate in the common language and will readily ally with the characters against the necromancer in hopes of regaining their freedom and, of course, control of the fortress.



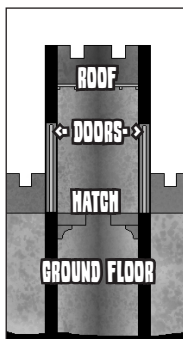
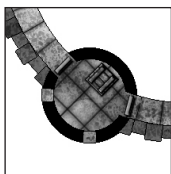


## ENTERING THE FORTRESS

Ankmatuur feels safe in the basement, so he is not concerned about guarding the courtyard. The trolls in the keep are too stupid to take note of what happens outside the walls.

## THE TOWERS

The dilapidated, 6m high towers (without parapet), can only be reached by traversing the 3m high battlements. Ladders are long gone, but the battlements provide enough footholds to scale them (Climb +8)



Once inside the towers, the ground floor can be accessed via a hatch in the floor. The wooden staircase leading upward is completely unusable and the roof is unable to support anyone.

The crooked tower doors are all unlocked.

## TOWER A

Everything in this broken-down tower is covered with debris from walls and ceiling, completely burying the hatch leading to the ground floor.

Anyone who bothers to clear the debris and open the hatch will only find an empty jail cell.

**TOWER B**

Loud noises or speaking will incur the risk (CTN 5) of a complete collapse of the ceiling (MAT 40).

A small armory used to be in the ground floor but was plundered centuries ago.

**TOWER C**

This tower is mostly intact and has only one door. A **rust bug** is lurking under debris and dust (Perception -4).

**TOWER D**

A large part of the outer wall collapsed long ago.

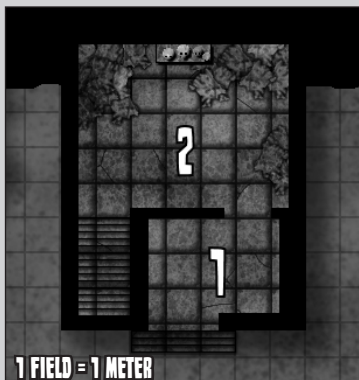
Anyone searching here will easily (+2) find the skeleton of an elf whose only usable belongings are a magic short bow +1 and 8gp.

**THE TEMPLE KEEP**

Helia's sun symbol is still well recognizable above the entry portal of the building. Whatever happened to the double doors - they are long gone.

**1. ENTRANCE**

Those who enter this area may attempt two Perception checks. They may either smell (+4) the nearby trolls or hear (+4) their muffled grunts.

**2. DESECRATED HELIA SHRINE**

Ankmaturs's trolls live in these once holy halls amidst filth, gnawed bones, dirt and troll scat.

There are **two trolls** here, which can be extremely dangerous for the characters. One of the trolls is taking a nap and has to wake up (see page 92) before joining the fray.

While their main duty is to make sure that no goblins escape, they can and will intercept intruders.

A small altar with Helia's sun symbol is at the opposing wall, now desecrated with the skulls of former troll victims (three goblin and one dwarven).

Should the characters remove these "trophies" and clean the altar, all involved PCs except for **Servants of Darkness** will receive a bonus of +1 to all checks for the next 24 hours.

A single staircase leads down to the basement complex.

## THE BASEMENT COMPLEX

The basement is divided roughly into three areas:

The goblin **slave section (rooms 4-9)**, the **chambers of the necromancer (rooms 13-21)** and the **untouched halls (rooms 8-12)** into which Ankmatur has not yet dared to venture.

All doors - unless otherwise stated - are unlocked.

### 3. ENTRANCE

A worn fresco of Helia's sun-symbol is decorating the floor. The **door to 8** is secured by a fully functional padlock (LV 4).

### 4. GOBLIN REST CHAMBER

This is the resting area of the goblins. Their blankets and skins shimmer slightly due to luminous metal dust. While there are no goblins currently here, they can be heard working through the narrow window (A) in area **6**.

### 5. STORAGE CHAMBER

In addition to several sleeping spots, there are three chests here, the largest one contains eight pickaxes. The two smaller chests contain slightly glowing rocks. This is the strange ore which the goblins have to mine. The sound of knocking, groaning and cracking whips can be heard from **6**.

### 6. LABOR CAVE

On the wall opposite of the entrance, **three Goblins per character** are chopping shimmering rocks from the stone wall. **Four skeletons** with whips - their backs to area 5 - are "motivating" the slaves in their labor. The goblins will only intervene in a fight if they are attacked or the player characters seem to be losing - whereupon they will support the skeletons!

### 7. ZOMBIE CAVE

Six rotting zombie goblins are slowly working the rock face. They mainly serve to remind the goblins what will happen to them if they show disobedience.

The primitive worker zombies are not able to fight, have only 1HP each, no defense and are not worth any XP.

### 8. OLD CHAMBER

Ankmatur hasn't been here yet. He has sealed the door from area **3**.

There is a Cloak of the Watcher (see page 98) and a black robe, which grants +1 to Strength, in the closet. Upon closer inspection of the robe, a second effect can be determined: if worn during the nighttime, there is a 1 in D20 chance that the robe and its wearer will turn to stone for the remainder of the night.

Old blood stains can be made out on the chest. These stem from a spear trap (MV4, MAT15). Once it has struck, it retracts into the ceiling, ready to hit again. The chest contains an old, 10m long rope (can only be severed by magic), 6 potions (6x Treasure Table P) and a tin can with 7 pieces of red hard candy. Each of these heal 1HP per round for 2D20 rounds.

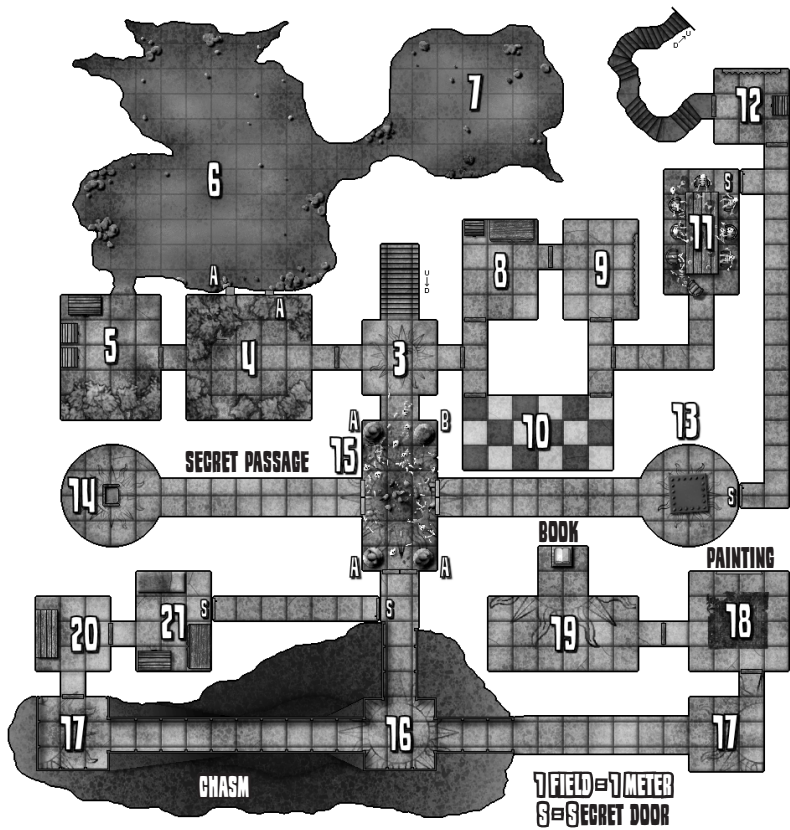
### 9. OLD ARMORY

There are 4 short swords, 8 two-handed swords, 14 metal shields, 7 sets of chain mail and 5 sets of plate mails here. To top it off, **four flying swords** lie in wait, ready to attack.

### 10. HALL OF TILES

Ankmatur hasn't been here yet. The door to this area from area **3** is locked.

Moving on a tile will trigger a magical effect (cooldown period 1 year) on the character stepping on it.



The effect is determined by rolling D20 with light tiles reducing the roll by two and dark tiles increasing it by two.

RESULT	TILE EFFECT
1 or less	Random trait +1 permanently
2	The character gains 1 Talent Point
3-4	Coins of PC +50%
5-8	Something appears (TT M)
9-12	Spell effect (TT S)
13-15	Transformed to rat for D20/2 minutes
16-17	Frozen for D20 minutes
18	PC ages D20/2 years
19	Traumatic Vision: -2D20 XP
20+	2D20 undefendable damage

## 11. THE FUNERAL FEAST

**Five rigid skeletons** are sitting at the table here, before their rotten food and dusty cups. Muffled chatter and faint rattling of cutlery can be heard. Each is wearing a golden ring with a sun symbol. If any ring is tampered with, all skeletons will rise to fight. A ring grants its wearer the ability to heal damage up to his rank in **Servant of Light** once per combat. The five indistinct metal cups also have a special ability: they will magically fill up with either water or wine once daily, subject to the wishes of the holder. The **secret door** to (12) is concealed from this side (MV 8).

## 72. ESCAPE TUNNEL

A paladin used to stand guard in this room which grants access to a 30m long escape tunnel. The tunnel has remained undiscovered up until now.

An unlocked chest contains the dusty remains of dried goods, 8 healing potions and 6 wooden boxes with (dried) weapons paste.

There are 8 long swords in the weapon rack, two of which have a sun-adorned handle. These two are magic +1.

The secret doors to **11** and **13** are not concealed from here.

## 73. SHEKZ' CAGE

Ankmatur has imprisoned the goblin shaman in a large, solid iron cage (LV 4) in this room. Shekz would be happy to join forces with the characters against the hated necromancer.

 <b>SHEKZ</b>		
<b>BOD:</b> 3	<b>MOB:</b> 5	<b>MND:</b> 7
ST: 0	AG: 0	IN: 3+1
CO: 0+1	DX: 2	AU: 3+1
		
		
Attacks		Defenses
Stick / Knife (WB+0)		Smelly rags (AV+1)
		
	<b>Spells:</b> <i>Sleep</i> <i>Fire Ray</i>	
FF: 2	Size: S	XP: 50

## 74. THRONE OF HEALING SLEEP

Whoever sits on the throne will become very tired and fall asleep within D20/10 rounds if no action is attempted to avoid this. Sleeping characters can not be roused (exception: *Restoration*), but will wake up after D20 minutes, any injuries healed and all hit points restored.

## 75. GUARDIAN HALL

There are three massive, shimmering statues (A) on pedestals here. A fourth pedestal is empty, the remains of a statue lie on the ground amidst broken bones of former adventurers. The three statues (stats as **Clay Golems**) will engage anyone (except for Ankmatur and his undead) if the bronze double doors to **13** or **14** or the iron door to **16** are opened.











## 76. THE GREAT CAVE

This area is accessible via a walkway. The ceiling is almost 4m high, shimmering bones can be glimpsed at the bottom of the 6m deep chasm. The Rotbellies at **17** can be easily seen from here.



## 77. THE ROTBELLIES

There is one pale, fat, monstrous zombie abomination in each spot. As soon as either of the **Rotbellies** is attacked, the other one will lumber toward the characters, joining the fray. Meanwhile, **one skeleton per PC** will rise at the bottom of the chasm (**16**) and join the battle one round later.

Characters hurled into the chasm suffer 18 points of damage, though they may defend against this.

 <b>ROTBELLY</b>		
<b>BOD:</b> 16	<b>MOB:</b> 6	<b>MND:</b> 0
ST: 6	AG: 0	IN: 0
CO: 5	DX: 0	AU: 0
		
		
Attacks		Defenses
Putrid Claw (WB+2)		Doesn't care (AV+2)
	<b>Creature of Darkness (Setting option):</b> Is considered to be a Creature of Darkness in most settings. Rules applied to Creatures of Darkness affect this creature.	
	<b>Flinging:</b> A Coup with a melee attack hurls away the target (of normal or smaller size) by damage/3 meters. The target receives falling damage for the distance. Defense against this damage is rolled as normal, the target is in a prone position.	
	<b>Mind immunity:</b> Immunity against mind affecting spells (Charms, Sleep, Hypnosis etc.) and all spells marked with [!].	
FF: 10	Size: L	XP: 131

Once a Rotbelly is down to 0 HP, it will burst open and release 3 Rotbelly Maggots.

 <b>ROTBELLY MAGGOT</b>			
<b>BOD:</b> 6	<b>MOB:</b> 6	<b>MND:</b> 0	
ST: 2	AG: 0	IN: 0	
CO: 4	DX: 0	AU: 0	
<b>Attacks</b> Rasping Mouth (WB+2)		<b>Defenses</b> -	
 <b>Natural weapons:</b> Hits attacker's weapon on a fumbled melee attack against an armed opponent. The opponent instantly rolls an undefeatable attack with his weapon against the fumbling creature.			
 <b>Mind immunity:</b> Immunity against mind affecting spells (Charms, Sleep, Hypnosis etc.) and all spells marked with [M].			
FF: 1	Size: S	XP: 45	

### 78. CHAMBER OF REFLECTION

A painting on the opposing wall depicts the proud and shining fortress at the time of the Paladins.

The frayed magic carpet halves the Cooldown Period of spells if a mage with **Servant of Light** stands upon it.

### 79. THE TOME OF KNOWLEDGE

A thick, dusty tome with blank pages rests here on a pedestal, set apart by a sun symbol on the ground. **Servants or creatures of darkness** which step over this curved line suffer D20 damage per round.

**Servants of Light** who touch the book disappear with a puff of smoke and find themselves in a huge, old library. They are actually within the book. Research of any kind or attempting to leave the library can be made by rolling under IN+MND+4. Each such attempt takes D20 hours in the normal world. Nothing can be removed from the library. Damaging the tome endangers its inhabitants gravely.


### 20. ANKMATUR'S WORK AREA

On the table are alchemical tools (tool set that grants +2 to Alchemy checks) in addition to chunks of glistening rock. Each round that the characters make audible noises here, there is a chance (-2) that Ankmatur will hear them through the door.

He will then flee through the secret passage. The characters can hear this through the door (-2). If his subordinates were completely destroyed, he will raise the dead Trolls to become new Rotbellies and lie in wait for the characters in the courtyard.

### 21. ANKMATUR'S CHAMBER

Ankmatur will be here if he hasn't already taken flight through the **secret door (MV4)**. The cabinet only contains two simple linen robes. The chest is filled with 414GP, 211SP, various potions (8x Treasure Table P), 6 assorted scrolls (Treasure Table S), the key to Shekz' cage (13) as well as the book "Lord of the Dead", which grants its bearer +3 to raising undead.

 <b>ANKMATUR</b>			
<b>BOD:</b> 4	<b>MOB:</b> 8	<b>MND:</b> 8	
ST: 0	AG: 0	IN: 3+3	
CO: 3+1	DX: 2	AU: 2+3	
<b>Attacks</b> Magic Long Sword +1 (WB+3)		<b>Defenses</b> Magic Robe +2 (AV+2)	
<b>Spells:</b> <i>Fireball, Dominate Undead, Open, Shadow Arrow, Raise Skeletons, Terrify, Necrologue, Confusion, Raise Zombies</i>			
FF: 10	Size: N	XP: 134	

### EXPERIENCE POINTS

Per room ..... 1XP  
 Combat ..... (defeated XP/PC)XP  
 Role-playing ..... 0-50 XP  
 For the adventure ..... 75xP

# THE WORLD GAERA

Caera is a classical fantasy setting, providing a home for the characters as they venture on adventures and campaigns.

From the steamy jungles of Czuhl to the cold plains of Frostmarr, dark secrets, hidden treasures, dangerous creatures and unexplored lands await the daring heroes who are to reap immeasurable glory or bitter destruction.

Caera has been kept small for a reason: travel from the cool northern forests of Hynrur to the hot deserts of Shan'Zasar takes only a couple of days.

Realistic conditions and earthly climate rules were consciously thrown overboard so that all possible sceneries are reachable within a few gaming sessions. Last session, an old dwarven smithy on the snowy peaks of the Shimmer Mountains was investigated, today the ruins near an old pyramid in the realm of the mummy prince of Shan'Zasar are explored, while the next time the player characters might land at the pirate nest Campiliona or hunt Blackwall spies in the shadow of the Stormbluff.

Despite its small size, Caera offers many different landscapes and cultures without having to travel for months to reach them.

On the other hand, its small size does not mean that it is not rich in substance.





## SETTING RULES

1. All **setting options** from the basic **Dungeonslayers** rules apply.
2. All three basic Dungeonslayer races are playable.
3. **Dwarves** may be neither Wizards nor Sorcerers.
4. **Light** is represented by the goddess Helia, while the shadow lord Baarn stands for **darkness**.
5. **Cultures** provide a talent rank.

## SPECIAL RULES - HERO CLASSES

Only **Barbarians**, Wynlanders and Dwarves may become Berserkers.

**Blood Magic** is taught in Mautmoreen, as well as by the priests of Czuhl.

Only humans may become **Druids**. They have to be inaugurated by a druid of level 16+.

**Archmage** must study in Aenk'Mator. Only Humans can study in the Wan-Fu monastery to become **Monks**.

One can only become a **Rogue** in a large city such as Stormbluff or Vestrach.

**Paladins** are always human templars of Helia and are called to the order in Sunbrador.

## CULTURES

A culture is determined according to the chosen race. This grants a bonus talent, disregarding usual class and level restrictions.

## ABOUT CAERA

Caera is similar to Europe in the late Middle Ages, supplemented by non-human races, fantastic creatures and the wonders of magic.

While black powder has not yet been invented, sailing ships which float through the air through the power of magic have recently begun to appear.

It is now barely 60 years after the ravages of the Nightfire War in which the hordes of the Shadow Prince were defeated, creating the Ash Plains.

Caera's pantheon is composed of innumerable gods - from revered elemental forces to mysterious cult gods. Caera and its gods are dominated by the eternal conflict between light and darkness, expressed by the goddess Helia and the Shadow Lord Baarn and the numerous gods who aid them. Characters are aware of the whole pantheon, even if they worship only one or a few gods directly.

## THE GODS OF CAERA - A SMALL SELECTION

**Baarn** - Shadow Lord, Master of Darkness

**Cor** - Creator of the Dwarves

**Dayna** - The Firstfist, Mistress of animals and forests

**Hefrach** - Lord of Storms, Weather and the Sea

**Helia** - Goddess of Light

**Lorr** - Guardian of the Dead and Protector of Souls

**Minra** - Goddess of Peace and Friendship

**Snarrk'Izz** - Lord of the Rats

**Varos** - Guardian of Knowledge and Justice

**Zyzzran** - Lord of Snakes and Treachery

CULTURE	RACE	REGION	BONUS TALENT	NATIVE LANGUAGE	ALPHABET
Barbarians	H	Umbarla Basin	Brutal Blow or Endurance	Freetongue*	-
Mountain Dwarves	D	Shimmer Mountains	Blocker, Close Combat or Artisan	Dwarvish	Elder Runes
Freelander	H	Free Lands	Education, Artisan or Riding	Freetongue*	Gormanic
Kaiban	H	Ki-Jang	Acrobat or Education	Kaibanian	Kaibanic
Wood Elves	E	Dynar, Ynn-Jal	Play Instrument, Marksman or Swimming	Elven	Ornamental Script
Wild Elves	E	Hynrur	Hunter, Marksman or Injure	Elven	Cuneiform Script
Desert Dwarves	D	Dragon Ridge	Artisan, Hunter or Close Combat	Dwarven	-
Wynlanders	H	Bosk, Salt Coast	Artisan, Hunter or Swimming	Freetongue*	Cuneiform Script
Zasarian	M	Shan'Zasar	Education, Artisan or Rascal	Zasartic	Zasarian

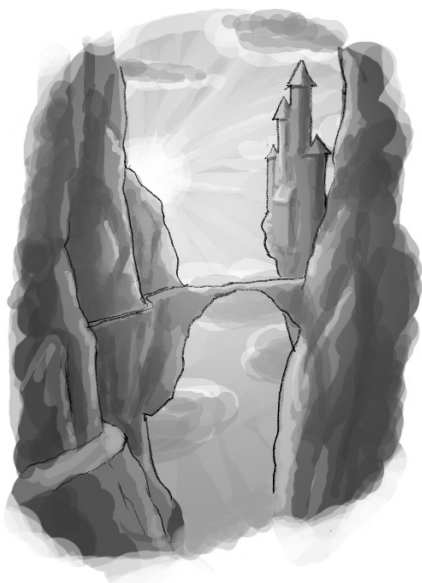
\* Freetongue is the common language of the Free Lands.

### THE FREE LANDS

Our main focus is directed at the Free Lands in the east of Caera. They are ideally suited to plunge into the realms of adventure.



The Free Lands, once part of the fallen kingdom of Gorma, are a loose gathering of small communities, cities and territories that have no common ruler.



A wide variety of peoples roam the Free Lands - be they Dynomerian Wood Elves, their fur-clad relatives from Hynrur or more exotic visitors such as the tattooed, dreadlock-sporting Desert Dwarves from the Dragon Ridge.

The main trading center is the city of Stormbluff that towers over the Moon Coast. The city's influence wanes the further we look to the west. This is a quieter, more pastoral area, full of lush meadows, dense forests, secluded valleys and moss-covered ruins from the time of Gorma.

#### **Note:**

*Several spots on the map (see next pages) are marked with little padlocks. These are reserved for later usage.*

*Other localities may be freely designed, embellished, modified or even totally eradicated. It's your world.*

### THE ALMANAC

This small, index-like almanac gives a first rough overview of the Free Lands and will eventually be added to.

#### **Old Hearth**

This old dwarven war forge was rediscovered not even ten years ago. Since then, nearly four dozen Dwarves from Ironhall have settled here and the fires from the forges are burning bright once again.

#### **Cendor**

Sporting a population of almost 150 souls, this village is a quiet, friendly place where foreigners are always welcome.

It benefits from its convenient location between Ironhall and the city of Westing. Travelers stop here to enjoy a mug of Pinehill Brew or a hearty meal at the "Rivermill".

All kinds of goods can be acquired at the trading house of Master Talbod (always under the watchful eyes of his elven bodyguard Asur), while the dwarven Redbeard brothers sell a variety of blades and armors.

The village elder Jendrik, a bright, old codger with his heart in the right place, is responsible for leading the village, assisted by the local Helia priestess Arla (Healer lvl 12).

### Dawn Woods

This idyllic forest is the home and purview of the druid Demrok. This peaceful and friendly place offers hunters a steady livelihood, though they only live on the edges of it.

### Ironhall

This Forgettown is one of the few cities that remain of the once great dwarven empire in the Shimmer Mountains. These traditional dwarfs will not let strangers enter into their Seven Halls, business with foreigners is conducted in the small outpost Premont. This is located within the Wall of Seven Towers and includes a trading post and a hostel.

### Nomans Field

This field was once a point of contention between Dynamere and Ironhall. Since the treaty of Cendor, both parties have abandoned it, leaving robbers and monsters ample opportunity to settle here.

### Stormbluff

Prosperous Stormbluff rises like a needle on the steep slopes of the Moon Coast. An overwhelming sight of homes and buildings, stairways and freight elevators all built on each other meets the eye. From the palaces at the top of the city down to the Shadow Ground, where the poorest of the poor eke out their living, this city is filled with exotic wonders, power-hungry manipulators and unscrupulous cutthroats.

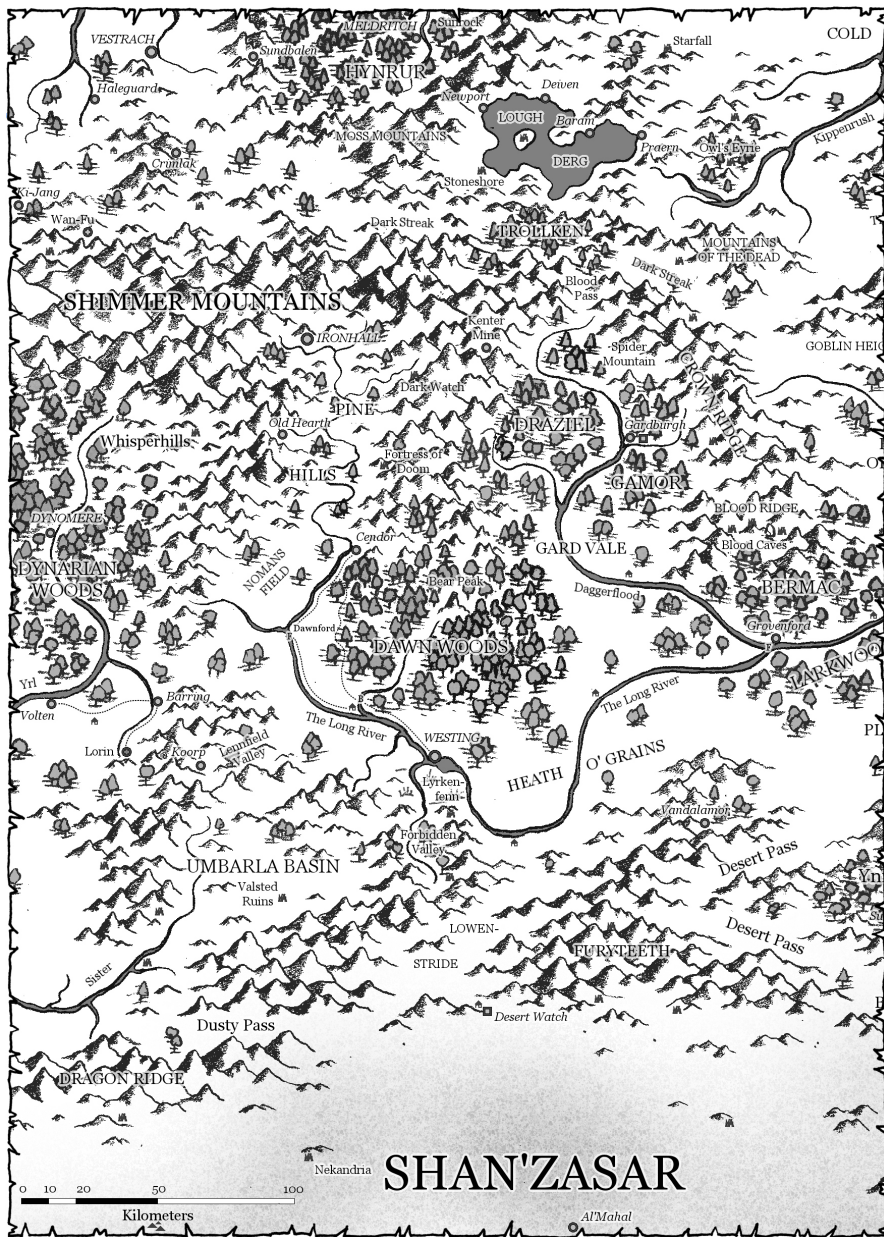
### Pine Hills

Embraced by the rugged peaks of the Shimmer Mountains, this hilly region is filled with small pine forests, gushing mountain brooks and old ruins. The realm of the forest Elves of Dynamere is not far to the west and the vicinity of Westing brings prosperity to the region. This serves to attract robbers and other riff-raff despite the Ironhall scouting parties. When autumn falls, the Trolls tend to descend from the mountains and the ruins of Dark Watch or the Fortress of Doom frequently attract servants of the dark forces.

### Westing

Ruled by the Council of Twelve, this city is located on the banks of the Longstream, the main economic artery of the Free Lands. Goods of all kinds come here on their way from battered Vandria and along the Moon Coast. Despite the buzz of activity, Westing has remained a tranquil place, not to be compared with the hustle and bustle of cities such as Stormbluff or Vestrach.







## ADDENDUM A: TREASURE TABLES

# ADDENDUM A: TREASURE TABLES

## FOLLOW-UP TABLES IN BRACKETS

TT A		TREASURE TABLE B		TREASURE TABLE C	
D20	COINS	D20	PRIMITIVE HUMANOIDS	D20	CIVILISED HUMANOIDS (WILD)
1	D20 CP	1	Fish bone, rotten meat	1	Water skin or leather cup
2	2D20 CP	2	Broken water skin	2	Flint, steel and tinder
3	3D20 CP	3	Left over food stuffs	3	One ration
4	4D20 CP	4	Water skin	4	D20/2 Torches
5	5D20 CP	5	Fresh provisions	5	Blanket or tankard
6	D20 SP	6	Bloody rags	6	Fishing rod or wooden cutlery
7	2D20 SP	7	Piece of string	7	Leather cord or D20 CP
8	3D20 SP	8	Frayed grubby blanket	8	Pan or pot
9	4D20 SP	9	Bent piece of wire	9	Firewood or D20 SP
10	5D20 SP	10	Gaudy marble or wax chunk	10	D20/2 Rations
11	D20 GP	11	Flint, steel and tinder	11	Needle and thread or beer keg
12	2D20 GP	12	Tooth necklace, elven ears	12	D20/2 Meter rope or D20 GP
13	3D20 GP	13	Fishing hook	13	Healing herb or pipe with tobacco
14	4D20 GP	14	(D20/2)m moldy rope	14	Climbing gear or oil lantern
15	5D20 GP	15	D20 glass stones	15	TT M:5
16	6D20 GP	16	Gem shards (D20 CP)	16	2 man tent or bear trap
17	7D20 GP	17	D20 CP, D20 SP	17	TT A:15
18	8D20 GP	18	D20 CP, D20 SP, D20 GP	18	Compass or gold teeth(D20/2 GP)
19	9D20 GP	19	D20 GP + TT M:5	19	D20/2 Healing herbs or Ring (D20GP)
20	10D20 GP	20	D20 gems (D20 GP)	20	TT M:10

TREASURE TABLE D	
D20	CIVILISED HUMANOIDS (URBAN)
1	1 CP
2	Bread crumbs or comb
3	Piece of kohl or leather pouch
4	Piece of wire or handkerchief (used)
5	Packaged bread or apple
6	Wooden figurine or dice
7	Pipe with tobacco or bandana
8	Wooden figurine or dice
9	Crowbar or key
10	D20 CP or a ring (1 SP)
11	Decorative belt buckle (D20/2 SP)
12	1 healing herb or deck of cards
13	Hidden dagger or necklace (D20 SP)
14	Golden tooth (1 GP) or lantern
15	5 lock picks or bunch of keys
16	TT A:15
17	Gold teeth (D20/2 GP) or Healing potion
18	Precious jewelry (D20 GP)
19	TT M:5
20	TT M:10

TREASURE TABLE M	
D20	MAGIC ITEMS
1	Potion (TT P: Potion)
2	Potion (TT P: Potion)
3	Potion (TT P: Potion)
4	Potion (TT P: Potion)
5	Potion (TT P: Potion)
6	Scroll (TT S: Spells)
7	Scroll (TT S: Spells)
8	Weapon (TT W: Weapon with E: Effect)
9	Scroll (TT S: Spells)
10	Weapon (TT W: Weapon with E: Effect)
11	Armor (TT S: Armor with E: Effect)
12	Scroll (TT S: Spells)
13	Armor (TT S: Armor with E: Effect)
14	Scroll (TT S: Spells)
15	Weapon (TT W: Weapon with E: Effect)
16	Armor (TT S: Armor with E: Effect)
17	Weapon (TT W: Weapon with E: Effect)
18	Unique (TT X: Unique )
19	Item (TT G: mag. Items)
20	Unique (TT X: Unique )

## ADDENDUM A: TREASURE TABLES

### WEAPONS AND ARMOR

#### TREASURE TABLE W

D20	WEAPON TYPE
1-5	Ranged Weapon (WR)
6-20	Melee Weapon (WM)

#### D20 WR: RANGED WEAPON

1-2	D20 crossbow bolts*
3	Light crossbow
4	Heavy crossbow
5-6	D20 arrows*
7-11	Short bow
12-14	Long bow
15	Elven bow
16	Sling
17-19	Spear**
20	Throwing knife

\* Magic fades after hit

\*\* Doesn't break on fumble

#### TREASURE TABLE S: SHIELDING

D20	ARMOR
1-3	Armor parts
4-7	Robe
8	Runic Robe
9-13	Leather Armor
14-17	Chain Mail
18-20	Plate Armor

#### D20 ARMOR PARTS

1-5	Leather Vambrace
6-8	Plate Vambrace
9-11	Plate Greaves
12-15	Plate helmet
16	Wooden Shield*
17-19	Metal Shield
20	Tower Shield

\* Doesn't break on fumble

#### TREASURE TABLE WM

D20	MELEE WEAPON TYPE
1-12	Bladed
13-20	Blunt

#### D20 WMT: BLADED

1-2	Two-handed Sword
3-6	Dagger
7	Halberd
8	Great Axe
9-11	Broad Sword
12-14	Short Sword
15-17	Long Sword
18-19	Axe
20	Dwarven Axe

#### D20 WM2: BLUNT

1	Flail
2-4	Hammer
5	Quarterstaff*
6	Club*
7-8	Battle Flail
9	Brass knuckles
10-12	Spear*
13-16	War Hammer
17-20	Mace

\* Doesn't break on fumble

### MAGIC WEAPONS AND ARMOR

After determining the type of weapon or armor, roll on treasure table E to determine bonuses and other effects.

### TREASURE TABLE P

5D20	POTIONS
5	Potion of Restoration
6	Madman's Potion
7	Potion of Gaseous Form
8	Potion of Embiggenment
9-10	Potion of Aging
11-12	Potion of Haste
13-14	Potion of Talent
15-16	Potion of Dwarven Sight
17-18	Potion of Invulnerability
19-20	Shrinking Potion
21-23	Anaerobic Potion
24-26	Potion of Spider Walk
27-28	Greater healing potion
29-31	Potion of Perception
32-33	Poison (CTN 20, undefendable)
34-36	Potion of Water Walking
37-38	Holy Water
39-42	Spellchanging Potion
43-46	Potion of Sure Shot
47-51	Cooldown Potion
52-56	Healing Potion
57-61	Potion of Enchant Weapon
62-65	Potion of Continuous Healing
66-69	Defense Potion
70-73	Greater Defense Potion
74-77	Potion of Strength
78-80	Battle Potion
81-83	Potion of Levitation
84-85	Potion of All Seeing
86-87	Potion of Flight
88-89	Antidote
90-91	Potion of Luck
92-93	Potion of Deep Thought
94-95	Vitality Potion
96-97	Spellcasting Potion
98	Potion of Teleportation
99	Potion of Invisibility
100	Potion of Youth

#### TREASURE TABLE E: MAGIC ITEM EFFECTS

D20	BONUS TO WB OR AV	D20	OTHER EFFECTS
1	No bonus, 1 effect	1-15	No effect
2-17	+1 bonus	16-18	1 effect
18-19	+2 bonus	19	2 effects
20	+3 bonus	20	2 effects + roll again

D20	TYPE OF EFFECT
1-5	Free Action
6-13	Bonus
14-17	Talent
18-20	Spell Effect

*Using treasure table E: Armors and weapons are granted two rolls, one for bonuses, the other for effects. All other items have one effect plus any granted by a roll on the "other effects" table. They do not roll for a bonus to WB/AV.*

# TYPE OF EFFECT I

## TABLES EA, EB+ & ET

EA: FREE ACTION	
D20	TYPE OF ACTION
1-6	Stand up*
7	Concentrate**
8	Move up to MR*
9	Ranged Attack*
10	Melee Attack*
11-13	Pick up Weapon*
14-16	Draw Weapon
17	Cast Spell*
18-19	Change Spell*
20	Cast Target Spell *

\* Once per fight

\*\* max d20 rds/fight

Some combinations of effects may result in unusable or plain silly results (e.g. a flail +1 conferring the talent Unarmed Master +II) In these cases, the GM may determine other effects or roll again until a suitable combination is determined.

ET: TALENT*	
D20	TALENT RANK
1-12	+I (ET1)
13-17	+II (ET1)
18-19	+III (ET1)
20	+I and roll again

\* A talent rank can never be elevated above the maximum rank a character may learn.

EB: BONUS (2 ROLLS)		BONUS (SECOND D20)		
1. D20	BONUS TO	+1	+2	+3
1-9	Single Check (EB1)	1-10	11-17	18-20
10-13	Single Spell (S)	1-15	16-19	20
14	Spell Group (EB2)	1-15	16-19	20
15-17	Combat Value (EB3)	1-10	11-17	18-20
18-19	Trait (EB4)	1-10	11-17	18-20
20	Attribute (EB5)	1-10	11-17	18-20

D20	EB1: SINGLE CHECK
2-3	Flirt
4	Resist Disease
5-6	Pick Pocket
7-8	Swim
9	Work Mechanism
10-11	Read Tracks
12-14	Sneaking
15-17	Haggle
18-20	Perception
21-25	Knowledge
26-29	Hide
30-31	Open Lock
32-33	Climb
34-35	Disable Trap
36-37	Ride
38	Jump
39	Appraise
40	Defy Poison

D20	EB4: TRAIT
1-3	Strength
4-7	Constitution
8-10	Agility
11-13	Dexterity
14-17	Intellect
18-20	Aura

D20	EB2: SPELL GROUPS
1-2	Lightning Spells
3	Earth, Rock and Stone Spells
4	Ice, Frost and Water Spells
5-6	Fire Spells
7-9	Healing Spells
10-12	Light Spells
13-14	Air and Transport Spells
15	Damage Spells
16-17	Shadow Spells
18-20	Protection Spells

D20	EB3: COMBAT VALUE
1-3	Hit Points
4-6	Defense
7-9	Initiative
10-11	Movement Rate*
12-14	Melee Attack
15-16	Ranged Attack
17-18	Spell Casting
19-20	Targeted Spell Casting

D20	EB5: ATTRIBUTE
1-7	Body
8-13	Mobility
14-20	Mind

\* Each +1 bonus here translates to .5 bonus to Movement Rate.



# TYPE OF EFFECT II

## TABLES ES & ET 1

D20	ES: SPELL EFFECT
1-12	Spell normally embedded (S)
13-16	D20 charges embedded (S)
17	Cooldown Period reduced (ES1 & S)
18	Reduce Cooldown of one known spell (ES1 & S)
19	Reduce Cooldown of all known spells (ES1)
20	Ignore Cooldown Period (ES2 & S)



ES 1 & 2: COOLDOWN PERIOD OF SPELL EFFECT			
D20	ES1: REDUCED	D20	ES2: IGNORE
1-10	1 round	1-16	1x daily
11-14	2 rounds	17-18	2x daily
15-17	3 rounds	19	3x daily
18-19	4 rounds	20	Permanent
20	5 rounds		

TREASURE TABLE X	
D20	UNIQUE ITEM
2	Necklace of Regeneration
3	Fudger's Deck o' Cards
4	Magic Carpet
5	Scepter of Fireballs
6	Girdle of Troll Strength
7	Gloves of Maiming
8	Elven Saddle
9-10	Ring of Protection +2
11-12	Bowman's Vambrace
13-14	Elven Boots
15-16	Elven Cloak of Stealth
17-20	Ring of Protection +1
21-23	Phantasmal Messenger
24-25	Cooldown Ring
26-27	Ring of Spells
28-29	Ring of Spellchange
30-31	Sleeping Dust
32	Spellstaff (Table Z)
33	Warhorn
34	Charm of Levitation
35	Emerald Key
36	Ring of Protection +3
37	Magic Quiver
38	Cloak of the Watcher
39	Ring of Invisibility
40	Crystal Ball

QD20	ETT: TALENT						
4-5	Hero's Luck	24	Nasty Shot	43	Swift	62	Lightning Reflexes
6	Arcane Explosion	25	Bear Form	44	Master Climber	63	Steadfast
7	Eagle Form	26	Blocker	45	Brutal Blow	64	Animal Form
8	Blood Shield	27	Appraise	46	Resist Magic	65	Smash Undead
9	Salvo	28	Artisan	47	Pickpocket	66	Dual Wielding
10	Cooldown Sacrifice	29	Dodge	48	Rascal	67	Unarmed Master
11	Bloody Healing	30	Charming	49	Lockpicking	68	Weapon Expert(WN)
12	Lightning Thrower	31	Education	50	Battle Cry	69	Expertise
13	Battle Healer	32	Enhanced Cooldown	51	Elemental Protection	70	Spellchanger
14	Lucky Devil	33	Hunter	52	Sharpshooter	71	Mindful Magic
15	Smash Demons	34	Close Combat	53	Mounted Archer	72	Imp
16	Armorclad	35	Thievery	54	Smash Armor	73	Release Spell
17	Play Instrument	36	Marksmen	55	Armored Mage	74	Painful Change
18	Disengage	37	Parry	56	Necromancy	75	Consuming Sprint
19	Caregiver	38	Swimming	57	Manipulator	76	Painful Gain
20	Master of the Elements	39	Conjurer	58	Alertness	77	Escape Death
21	Fire Magic	40	Endurance	59	Injure	78	Absorb Life
22	Defensive Stance	41	Stealth	60	Slip Away	79	Spellmaster(Z)
23	Defy Elementals	42	Acrobat	61	Beast Master	80	Delay Death

## ADDENDUM A: TREASURE TABLES

TREASURE TABLE S1 & S2	
D20	S1: COMMON
2-3	Flicker
4-5	Balance
6-7	Cleanse
8-9	Create Food
10-11	Enchant Weapon
12	Jump
13-14	Resist Poison
15	Eavesdrop
16-17	Healing Touch
18-19	Cloud of Remorse
20	Dirt Devil
21-22	Healing Aura
23-24	Open
25-26	Light
27-28	Change Race
29	Shadow Arrow
30-31	Mana Bread
32-33	Defensive Shield
34-35	Fire Beam
36	Throw Voice
37-38	Healberries
39	Invigorate
40	Concealing Fog
D20	S2: UNCOMMON
1	Blind
2	Bestow Scent
3	Feather Fall
4	Scorching Blade
5	Arctic Weapon
6	Healing Light
7	Frighten
8	Arrow of Light
9	Shadow
10	Protective Shell
11	Levitate
12	Wall of Stone
13	Stumble
14	Transformation
15	Telekinesis
16	Calm Animal
17	Mirage
18	Slow
19	Weapon of Light
20	Water Walking

TREASURE TABLE S. SPELLS			
D20	SPELL	D20	SPELL
1-8	Common	15-18	Rare
9-14	Uncommon	19-20	Ultra rare
TREASURE TABLE S3		TREASURE TABLE S4	
D20	RARE	D20	ULTRA RARE
2	Hurl	2	Boil Blood
3	Confusion	3	Summon Demon
4	Displace	4	Planar Gate
5	Fire Wall	5	Summon Elemental*
6	Shadow Lance	6	Ethereal Form
7	Shadow Blade	7	Burning Inferno
8	Sternutation	8	Dominate
9	Rust	9	Invisibility
10	Holy Hammer	10	Embiggen
11	Guardian	11	Time Stop
12	Lance of Light	12	Resurrection
13	Cloud of Death	13	Reset Cooldown
14	Healing Ray	14	Spell Changer
15	Chasm	15	Restoration
16	Create Web	16	Fireball
17	Shrink	17	Rout Undead
18	Dominate Undead	18	Dance
19	Prolong Defensive Shield	19	Ice Beam
20	Consecrate Water	20	Neutralize Poison
21	Magic Lock	21	Healing Sphere
22	Magic Ladder	22	Chain Lightning
23	Dominate Animal	23	Magic Barrier
24	Strengthen Defensive Shield	24	Raise Skeletons
25	Lightning Bolt	25	Fly
26	Fire Lance	26	Raise Zombies
27	Fire Breath	27	Banish
28	Sprint	28	Protective Dome
29	Messenger	29	Destroy Magics
30	Curse	30	Call Shades
31	Blessing	31	Shadow Pillar
32	Sleep	32	Pillar of Light
33	Breach	33	Eyes and Ears
34	Give To Take	34	Teleport
35	Paralyze	35	Terrify
36	Arcane Sword	36	Necrologue
37	Penetrating Gaze	37	See Invisible
38	Silence	38	See Hidden
39	Be Friend	39	Vaporize
40	Permeate	40	Body Explosion

* SUMMON ELEMENTAL			
D20	ELEMENTAL TYPE	D20	ELEMENTAL TYPE
1-5	Earth	11-15	Air
6-10	Fire	16-20	Water

TREASURE TABLE G					
3D20	MAGIC ITEMS	3D20	MAGIC ITEMS	3D20	MAGIC ITEMS
3	Dragonscale (E)	23	Bracelet (E)	42	Claw (E)
4	Stuffed Animal(E)	24	Cloak (E)	43	Statuette (E)
5	Flute (E)	25	Mead Horn (E)	44	Chalice (E)
6	Comb (E)	26	Mantle (E)	45	Scabbard (E)
7	Desiccated Eyeball (E)	27	Staff (E)	46	Vase (E)
8	Colorful Feather (E)	28	Boots (E)	47	Dice (E)
9	Gnarly Root (E)	29	Tunic (E)	48	Drum (E)
10	Bandana (E)	30	Sandals (E)	49	Scepter (E)
11	Bird Claw (E)	31	Chain (E)	50	Staff (E)
12	Tiara (E)	32	Mask (E)	51	Harp (E)
13	Ball (E)	33	Surcoat (E)	52	Doll (E)
14	Belt (E)	34	Leather Strap (E)	53	Crown (E)
15	Gloves (E)	35	Tooth (E)	54	Bowl (E)
16	Scarf (E)	36	Earring (E)	55	Carved Figurine (E)
17	Hat (E)	37	Candle Holder (E)	56	Shrunken Head (E)
18	Sparkling Crystal (E)	38	Paw (E)	57	Mirror (E)
19	Headband (E)	39	Ring (E)	58	Skull (E)
20	Broach (E)	40	Jug (E)	59	Dried Heart(E)
21	Bracelet (E)	41	Quiver (E)	60	Demon Tongue (E)
22	Gem (E)				

## ADDENDUM B:

### MINIS, BATTLE MATS, ETC.

To better understand and visualize when enacting conflicts in **Dungeon-slayers**, it is recommended that tools such as miniatures, pawns or card-board tokens are used together with floor plans, grid mats or hex grid mats. One field typically corresponds to 1m.

### WEAPON REACH

When fighting with miniatures, it is particularly important to know the reach of an attacking character's weapon.

Usually all adjacent areas may be attacked with a melee weapon. The following weapons can reach enemies that are up to 2 areas away, provided there is no other combatant in between:

**Two-handed Sword**  
**Halberd (thrusting weapon)**  
**Quarterstaff (thrusting weapon)**  
**Great Axe**  
**Spear (thrusting weapon)**

Thrusting weapons may be used against targets standing behind someone else.

# RACES TOOL KIT

Should the three races - Elves, Humans and Dwarves - not be enough for your setting, you can use this tool kit to create your own player character races.

## 1. THE RACIAL BONUS

Just like Elves, Humans and Dwarves, all other races also have a racial bonus of +1 that can be added to one trait (see page 4).

How many and which traits qualify for this bonus is determined by the race description.

## 2. THE RACIAL ABILITIES

Every race has racial abilities. However, the total value of these abilities may not exceed **+2 Racial Points (RP)**.

### **Setting option:**

*Instead of Fleet-Footed, Elves can also have a different racial ability. The abilities that are available to Elves are marked with \*.*

### **ALLERGIC TO METAL -2RP**

Representatives of this race are not able to use metal items (including metal weapons and armor) and have Defense -1 against damage from metal weapons.

### **ARROGANT -1RP**

Representatives of this race appear arrogant and are reluctant to accept help from others; this includes healing spells which they only accept in extreme emergencies.

### **DARKVISION +1RP**

Members of this race have Darkvision (see page 81) as a racial ability.

### **MONOCULAR -1RP**

Ranged attacks and targeted spells by this race are reduced by 1.

### **FRAGILE -1RP**

The Defense of this delicate race is reduced by 1.

### **QUICK\* +1RP**

The Initiative rolls of this race are increased by 2.

### **GOLD LUST -1RP**

Every time a member of this race notices something precious, he or she must successfully roll a MND+IN+4 check; if this is unsuccessful, the character covets that item.

### **LARGE +4RP**

Hit Points are doubled, but also easier to hit (see page 42).

### **SMALL -4RP**

Hit points halved, but also harder to hit (see page 42). Normal weapons are too big, a shortsword must be used like a two-handed weapon.

### **LONGEVITY +0RP**

Representatives of this race age very slowly once they have reached adulthood.

### **SLOW -1RP**

This race is slow and therefore its Movement Rate is reduced by 1.

## ADDENDUM C: RACES TOOL KIT

### FLEET FOOTED +1RP

Sneaking and similar checks for this race are increased by 1.

### LIGHT SENSITIVITY -1RP

All checks in bright sunlight which involve sight are reduced by 1 for members of this race.

### MAGIC RESISTANCE -1RP

This race is less affected by spells and magic. Any magic effects except elemental damage are halved (e.g. damage, healing, potion effects or spell duration).

### MAGICALLY GIFTED\* +1RP

Members of this race have the gift of magic - it is incredibly easy for them to understand and cast magic. They gain a +1 bonus to SPC.

### MAGICALLY IMPOTENT -1RP

Members of this race may never cast magic.

### NIGHT VISION +1RP

Representatives of this race have the racial ability Night Vision (see page 81).

### FAST\* +1VP

Members of this quick and agile race have their Movement Rate increased by 1.

### GIFTED +2RP

Members of this race receive an additional Talent Point during character generation.

### GLUMSY -2RP

Clumsy races are very uncoordinated and awkward in their actions - all checks involving Mobility are reduced by 4.

### UNKEMPT -1RP

Checks involving social interaction by members of this race with other races are reduced by 2.

### IMMORTAL +0RP

Upon reaching adulthood, members of this race no longer age like ordinary mortals. They do not die due to old age - they can only die by force or when they have grown weary of life.

### INCOMPETENT -4RP

This race must spend one additional Talent Point for the first rank of any new talent.

### DESPISED -1RP

Members of this race are despised and shunned by other races. These are hesitant to sell goods to the despised race and if they do so, they sell them at significantly higher prices. Equipment and other services cost twice as much as they normally would.

### TOUGH +1RP

Members of this race have their Defense increased by 1.

### MORE THAN MEETS THE EYE +3RP

Members of a small race with this racial ability can ignore the HP penalty that would normally apply because of their small size.

### SURE SHOT\* +1RP

Members of this race have RAT and TSC increased by +1.

## EXAMPLE RACE: HALFLING

**Racial Bonus:** CO, AG or DX +1

**Racial Abilities:**

*Fleet-Footed(+1RP), Gifted (+2RP), Magic Resistance (-1RP), More Than Meets The Eye (+3RP), Quick (+1RP), Small (-4RP)*

# FIREARMS

If you want to include firearms in your game (a fantasy world with black powder weapons, a cloak and dagger setting, the wild west or whatever else you can think up) you may want to use the following expansion rules:

## RULES FOR FIREARMS

### RELOADING

Firearms must be reloaded after each shot (1 action used per barrel). Certain situations may require the character to get the weapon back to a working condition, for example a jam or a dud. This requires a successful check against MND+DX and takes a full action.

### FIRING TWO HAND GUNS SIMULTANEOUSLY

The firing of two guns simultaneously is handled like an attack with two melee weapons (see page 41).

### FIRING ALL BARRELS SIMULTANEOUSLY

With multi-barreled weapons, all barrels may be fired simultaneously. Only one check for a ranged attack is rolled, adding up the WB of all fired barrels.

### WET GUN POWDER

If a firearm is dropped into water or is exposed to heavy rain, the gun powder gets wet. The weapon must be cleaned for D20/2 rounds of combat (MND+DX) before it may be reloaded.

### MULTI-BARRELED WEAPONS, REPEATERS, REVOLVERS

Multi-barrel guns, repeaters or revolvers may be fired more than once before they have to be reloaded.

The number of barrels or chambers of the drum is given in the format of multi-barrel (N), repeater (N) or drum (N).



WEAPONS	WB/DD	SPECIAL	▲	PRICE
Bayonet	+0 / +0	Enables melee attack with rifle/crossbow	V	3GP
Bomb* /Stick of dynamite*	+6/-	Radius 5m; undefendable damage	V	15GP
Rifle	+3/-3	As a repeater (8) with +5/-4 for 80GP	V	50GP
Cannon	+8 / -6	5m radius, 3 Rd cooldown reload: BOD + DX; -1 per 20m	C	450GP
Pistol	+3/-4		V	20GP
Powder keg, large **	- / -	15m radius; damage D20 +20; opponent take undefendable damage	C	75GP
Powder keg, small **	-/-	10m radius; damage D20+10; undefendable damage	V	30GP
Revolver	+3 / -4	Drum (6)	V	120GP
Musket	+4 / -5	Multi-barreled (2) available for 60GP	V	40GP
Shotgun	+6 / -4	90 ° spray angle, range 10m (-1 per 2m distance penalty)	V	45GP
Pocket pistol	+6 / -6	Easily concealed; -1 per 2m distance penalty	C	75GP
Scope	+0 / +0	"Aiming" distance penalty for Crossbow or Gun: -1per 20m	C	15GP

\* Explodes on fumble directly in front of the character; ranged attack = throw; damage is determined by D20+10

\*\* D20 -> 1 = fuse goes out, 20 = fuse burns down twice as fast, fuse time adjustable from 1 - 20 rounds.

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PLAYER:

# DUNGEONSLAYERS

AN OLD-FASHIONED ROLEPLAYING GAME

CHARACTER:

RACE:

LEVEL

PP

TP

CLASS:

RACIAL ABILITIES:

EXPERIENCE POINTS

HERO CLASS:

**BODY**

**MOBILITY**

**MIND**

**STRENGTH**

**AGILITY**

**INTELLECT**

**CONSTITUTION**

**DEXTERITY**

**AURA**



HIT POINTS

BOD+CO+10



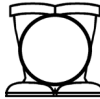
DEFENSE

BOD+CO+AV



INITIATIVE

MOB+AG



MOVEMENT

(MOB/2)+1



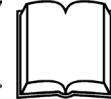
MAT

BOD+ST



RAT

MOB+DX



SPG

MND+AU-AV



TSG

MND+DX-AV

WEAPON	WB			TOTAL	SPECIAL
UNARMED	+0				OPPONENT'S DEFENSE +5

ARMOR	AV	SPECIAL
	+	
	+	
	+	
	+	
	+	
	+	
	+	
SUM AV	=	

SPELL	CB			TOTAL	DISTANCE	GP	EFFECT





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