



BLACK BOOK BETA



Legends
&
Labyrinths

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Special Thanks

8-Bit Funding

"Any intelligent fool can make things bigger, more complex, and more violent. It takes a touch of genius – and a lot of courage – to move in the opposite direction."
— Albert Einstein

So You Want to Be a Dragonslayer?

By opening this book you have entered a world of heroic adventure. Here you will find untamed labyrinths to explore, monsters to vanquish, and maidens to save. The strength of your arm and the quickness of your wits will be tested, and if they are not found lacking then you will have the opportunity to forge a legend that can live in eternal memory.

Legends & Labyrinths is a complete fantasy roleplaying game – an infinite adventure limited only by the power of your imagination!

PLAYING LEGENDS & LABYRINTHS

Because *Legends & Labyrinths* is a game of imagination, you and your friends can play it almost anywhere. Most games are played around a table, but it's just as easy to play it using e-mail, a messageboard, or a chatroom.

One member of the group will be the Dragon Master (or DM). The DM is responsible for describing the fantasy world in which the game takes place:

As you come around the corner, you see that the corridor comes to a dead end. Carved in bas relief upon this wall is a giant face – a face larger than you are tall. As your gaze alights upon it, the face begins to move. Its granite lips form words – words that thunder down the corridor, "WHO DARES TO TRESPASS HERE?"

The other players must now tell the DM what they're going to do: Will you talk to the face? Run from it? Try to destroy it? Cast a spell to silence it? Or will you try something else entirely? The decision is up to you!

But you don't have to play as yourself. Instead, you'll create the role of a fantasy hero and step into their shoes: Perhaps you'd like to play as a noble knight pursuing quests of honor. Or as an enigmatic wizard seeking the lost secrets of the cosmos. Or as an ancient elf hoping that the companionship of the younger races will help him to recover the youth he lost centuries ago. You can pretend to be anyone you want!

Playing *Legends & Labyrinths* is a little like performing in an improvised radio drama. It's as if you were acting in a play or a movie, but there's no script and the wonders of your adventure are not limited by even the most extravagant of special effects budgets.

Anything you can imagine is possible in *Legends & Labyrinths*.

But *Legends & Labyrinths* isn't just Make Believe or Let's Pretend. It's also a game. Your character will face challenges – monsters, traps, and the like – and their success is not assured. By rolling dice and following the rules in this book, you'll be able to determine the success or failure of your character's actions. In other words, the players tell the DM what they want their characters to do and the DM uses the rules (and his own creativity!) to figure out what the result is.



EXAMPLE OF PLAY



Jason is serving as the Dragon Master for a group of three players. Seth is playing Ranthir, a young apprentice wizard with an endless thirst for knowledge and a penchant for carrying a dozen different bags and satchels packed full of various useful odds-and-ends. Sarah is playing Tithemamiwen (Tee), an elven maid rebelling against her elders. Dave is playing Agnarr, a brash barbarian who has little care for the cares or concerns of the civilized world.

They are currently exploring an underground labyrinth once occupied by the Sons of Jade – a group of scholars, loremasters, and magi who once sought to unlock the secrets of the ancient and powerful lore of the Jade Magi of the Lost City of Shandrala.

Jason (DM): As you emerge through the rubble of the broken wall, you see a large room of cream-colored stone. There are three doors leading out of the room – a large door of bluish steel directly across from you and two smaller ones off to either side. In the corner of the chamber a huge mass of debris has been piled high.

Sarah (Tee): I'll go check out the door of blue steel.

Dave (Agnarr): I'll dig through the garbage.

Sarah (Tee): There's no pile of filth too large or too small for Agnarr.

Jason (DM): (laughing) Okay, Agnarr starts digging through the trash. Tee, the door is locked.

Seth (Ranthir): Does it look like that last door of blue steel we found?

Jason (DM): Virtually identical.

Sarah (Tee): Well, I won't be able to pick the lock then. We'll need the password.

Dave (Agnarr): I hate those doors. (to Jason) Have I found anything in the trash pile, yet?

Jason (DM): Looks like a lot of glass and metal. Small stuff.

Seth (Ranthir): Anything interesting?

Jason (DM): Make a **Craft (alchemy)** check.

Seth (Ranthir): (rolls some dice) 13.

Jason (DM): There's a bunch of alchemical equipment. You think it might be the remains of a rather large laboratory. Agnarr's smashing a lot of it, but it doesn't look like it was worth much to begin with.

Seth (Ranthir): (to Dave) Carry on.

Jason (DM): As you shove aside a particularly large mass of debris, you reveal the corpse of a dead goblin. The sickly-sweet smell of decay washes over you in a thick wave. What are you all doing?

Sarah (Tee): Tee doesn't even look. She wants no part of whatever's making that smell. She's going to head over to the door on the left and see if she can get that open.

Dave (Agnarr): I'll keep digging!

Sarah (Tee): Of course you do...

Jason (DM): There are a couple more goblin corpses after the first.

Seth (Ranthir): How long have they been dead? (rolls some dice) I got a 17 on my **Heal** check.

Jason (DM): Hard to say for certain. Probably at least a couple of weeks. They're pretty badly decomposed.

Seth (Ranthir): Okay. I guess I'll keep an eye out over Agnarr's shoulder. If he comes across anything valuable, I'll try to stop him before he destroys it.

Jason (DM): A couple layers down from the corpses, Agnarr suddenly unearths a perfectly preserved box of cherry wood with a mosaic design of inlaid jade. It seems to be completely unmarred – a stark contrast to the broken junk around it.

THIS IS NOT A COMPUTER GAME

Even if you've never played a roleplaying game before, you're probably familiar with computer roleplaying games (CRPGs) like Final Fantasy, Fable, Fallout, Diablo, Ultima, Mass Effect, and World of Warcraft. These digital creations were originally inspired by traditional roleplaying games, but there is one important difference to keep in mind as you start playing *Legends & Labyrinths*: In a computer game, your actions are limited to those the programmers allow you to take. You may be given a menu with many different options in it, but ultimately you're taking your actions inside of a box entirely contained by what the creators of the game were willing and able to design and program.

Legends & Labyrinths, on the other hand, encourages you to think outside of the box.

Your character has come face-to-face with Ogluk, King of the Nine Ogre Tribes. In a CRPG, the designers might have decided that you're going to fight Ogluk. But in *Legends & Labyrinths* you could try to negotiate a peace settlement with him. Or decide to join his cause. Or magically disguise yourselves as ogres and attempt to assassinate him. Or raise an army and meet him on the battlefield. Or teleport him straight into a (reinforced) jail cell. Or banish him to another plane. You could even choose to just run away and leave him to invade the kingdom!

Legends & Labyrinths may not have fancy graphics or a built-in soundtrack. But what it can give you instead is empowerment. No computer programmer can empower you the way that a DM sitting on the other side of the table – able to respond to any scenario or action you might imagine – can empower you. Embrace that limitless vista. Be daring and see where it can take you.

Seth (Ranthir): I cast *detect magic*.

Jason (DM): (to Sarah) Tee finds the door unlocked.

Sarah (Tee): I'll open it.

Jason (DM): (to Ranthir) As soon your spell comes into effect, you can see a faint magical aura around the box.

Seth (Ranthir): (to Dave) May I please see that, Master Agnarr?

Dave (Agnarr): (with a shrug) Sure. I hand it over.

Seth (Ranthir): I'll try to open the box.

Jason (DM): (to Seth) You open the box to find a perfectly preserved packet of love letters. They appear to have been written by a woman named Athaya and are addressed to a man named Oliss. (to Sarah) The door swings open with a loud, rusty creak. The narrow hall beyond the door is choked with thick, rope-like webs. The webs nearest to the door have been hacked apart and hang forlornly from the walls in tattered wisps. About fifteen feet away you can see another hall intersecting this one. At the intersection the hacking of the webs comes to an end and you can see that the corpses of two large spiders – spiders nearly the size of a small cow – lie belly-up on the floor there.

Sarah (Tee): Uh, guys, I think you should come over here and look at this. (to Jason) Do I see anything unusual about the spider corpses?

Jason (DM): Give me a *Spot check*.

Seth (Ranthir): I'll close the box and head over to Tee.

Sarah (Tee): (rolls some dice) Awesome! Natural 20 for a total of 31.

Jason (DM): At first everything seems okay. But then one of the corpses starts to twitch.

Sarah (Tee): That's bad.

Jason (DM): Actually you're pretty sure it's not the corpse itself. Something on the corpse – or inside it? – is crawling and squirming around.

Sarah (Tee): That's very, very bad.

Seth (Ranthir): (pretending he doesn't know what only Tee can see) What's wrong? What is it?

Sarah (Tee): Something very, very bad! (to Jason) I slam the door shut!

Jason (DM): As you reach for the door you see five smaller spiders – these only about the size of a large dog – burst out of the larger corpses and start skittering towards you.

Sarah (Tee): I SLAM THE DOOR SHUT!

Jason (DM): The door slams shut. I need *initiative checks*.

Sarah (Tee): (rolls some dice) 7

Dave (Agnarr): (rolls some dice) 16

Seth (Ranthir): (rolls some dice) 10

Jason (DM): (rolling dice for the spiders) Okay, Agnarr you're first.

Dave (Agnarr): I throw my shoulder against the door to hold it shut. "I've got oil! Anyone got a fire?"

Sarah (Tee): Uh... We've got your *flaming sword*.

Dave (Agnarr): Oh. Right. Well, I don't think I can open the door, throw the oil, and light it before the spiders get through.

Sarah (Tee): Throw the oil over here. (to Jason) Can we have him yank the door open while I throw the flask, and then he can hit it with his sword in mid-air?

Jason (DM): Sure.

Dave (Agnarr): Awesome. Okay, I toss my flask of oil to Tee and get ready to open the door. FOR THE GLORY!

Jason (DM): All right. As Agnarr shouts out the command word for his sword, it

Craft (alchemy) check, page 43: A type of action check, using the *Craft (alchemy)* skill. When a character attempts an action, the success or failure of the action is determined by making a check.

Heal check, page 44: A check made with a different skill. Different characters will be trained in different skills.

detect magic, page XXX: A magical spell. Clerics, sorcerers, and wizards are all capable of casting powerful dweomers. This spell allows Ranthir to detect the presence of other magical effects.

Spot check, page 47: The DM requests an action check in response to an action proposed by a player. He might also require checks to be made in reaction to a given circumstance.

initiative checks, page 67: Initiative determines the order in which combatants take actions during combat.

flaming sword, page XXX: A magical weapon wielded by Agnarr. It and many similar prizes are detailed in the Treasury.





points of damage, page 54: Hit points represent a character's vitality. When a character takes damage, they lose hit points. When a character runs out of hit points, they die.

Fortitude save, page 66: A saving throw allows a victim to mitigate or avoid danger. This Fortitude saving throw is being made to resist the spider's poison.

magic missile, page XXX: An attack spell that targets an enemy and deals damage.

to hit, page 70: Most attacks require attack rolls, which are another type of action check.

bursts into flame. He yanks open the door as Tee throws the oil. The flaming greatsword sweeps through the air, shattering the flask as it flies and sending a cascade of burning oil over the bustling mass of spiders just inside the door. Not only the oil, but the thick, dry webs burst into flame. (he rolls some dice) Two of the spiders – on fire – come bursting out of the conflagration. One crawls up Agnarr's leg and buries its fangs into his thigh.

Dave (Agnarr): Get it off! Get it off!

Jason (DM): (rolls some dice) You take 4 **points of damage**. And I'll need a **Fortitude saving throw**.

Dave (Agnarr): (rolls some dice) 18.

Jason (DM): Okay, you can feel the acidic burn of the spider's venom, but Agnarr manages to shake it loose before it can deliver a full dose. It falls back to the floor at Agnarr's feet. (to Seth) The other spider is scuttling straight towards Ranthir. What do you do?

Seth (DM): I cast **magic missile**. (rolls some dice) 3, 4, and 5 points of damage.

Jason (DM): Three blasts of eldritch might lance out from Ranthir's fingertips, striking the spider in mid-scuttle. It gives a high-pitched screech as it collapses into a small, smoldering ball. (to Dave) It's Agnarr's turn again.

Dave (Agnarr): With a howl of rage, Agnarr smites the little bastard. (rolls some dice) 16 **to hit**.

Jason (DM): The spider, shaken free from Agnarr's leg, is still skidding across the floor as Agnarr's greatsword smashes down on it. Give me damage.

Dave (Agnarr): (rolls some dice) 14 points of damage plus 3 fire damage.

Jason (DM): Agnarr's sword cleaves the spider in twain. A great gout of greenish ichor geysers into the air.

Sarah (Tee): Are there any other spiders moving in the hallway?

Jason (DM): No. It looks like the flaming oil killed them. But the fire back there is getting quite intense. It's being fueled by the thick webs.

Sarah (Tee): I close the door. I say we just wait for it to burn out.

Dave (Agnarr): Sounds good to me.

Sarah (Tee): Should we try the other door?

Seth (Ranthir): Actually, I've got an idea. (to Jason) I take out the packet of love letters we found. I'm going to stand in front of the door of blue steel and start reading them out loud.

Jason (DM): Umm... OK.

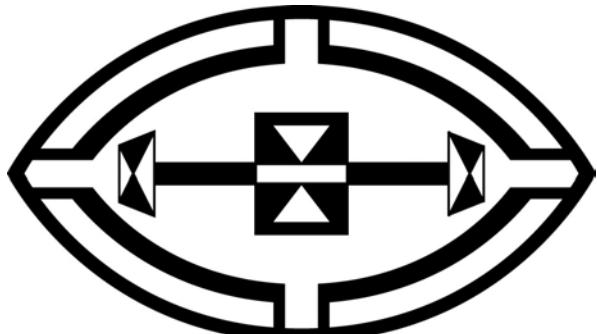
Sarah (Tee): What are you doing?

Seth (Ranthir): If the door of blue steel has a password, then it must have been known by the Sons of Jade when they worked here. And if these letters were written at the same time, the password might be mentioned.

Jason (DM): (rolls some dice) How long are you going to keep reading?

Seth (Ranthir): Until I've finished the letters.

Jason (DM): After twenty-two minutes of reading, Ranthir begins a new letter: "I am sorry I have not written to you sooner, but the old taskmaster has been working us hard again. Athvor Krassek may think himself to be—" But he trails off. At the name of "Athvor Krassek", the door of blue steel begins to swing open...



INTRODUCTION FOR EXPERIENCED PLAYERS

Legends & Labyrinths takes the most popular and best supported fantasy roleplaying game and strips it down to its most basic components. It removes everything non-essential, leaving behind a simple, fast-and-loose, easy-to-use system.

We believe that, not only is Third Edition the most popular gaming system on the planet, it's also one of the best. Its designers created a small, elegant set of core mechanics, resulting in an extremely flexible system. Then those core mechanics were used to implement a wide array of carefully researched and thoughtfully playtested guidelines and supplementary rules. The result is possibly the most robust and detailed system ever created.

Legends & Labyrinths, on the other hand, follows a simpler methodology: If it's not a core mechanic, it's not in the game.

The result is a slick, tight, elegant system that doesn't get bogged down in the details. *Legends & Labyrinths* jettisons the rules and guidelines which make Third Edition so robust, but it leaves behind the simple, flexible game which lies at the system's core.

LEGENDS & LABYRINTHS VS. THIRD EDITION

Legends & Labyrinths simplifies Third Edition, but it doesn't change Third Edition. Where Third Edition includes detailed guidelines for determining exactly how difficult it is to jump a certain distance, climb a particular wall, or disable a specific device, *Legends & Labyrinths* simply lets the DM decide whether a particular jump is easy or difficult to make; a particular wall easy or difficult to climb; and so forth.

That means that *Legends & Labyrinths* is fast and flexible. But it also means that the game remains completely compatible with Third Edition. You can use any Third Edition supplement you want with *Legends & Labyrinths* – no conversion needed! You can also easily transition from *Legends & Labyrinths* to a Third Edition game, making it ideal for introducing new players: It only takes a few minutes to walk a new player through the streamlined character creation process, a couple more minutes to explain how action checks and the combat system work, and then you're ready to go!

For more advice on using Third Edition supplements with *Legends & Labyrinths*, check out the [Appendix](#).

SIDEBAR REFERENCE SYSTEM (SRS)

Legends & Labyrinths uses the Sidebar Reference System (SRS). In most rulebooks, when one rule references another you typically have to start flipping pages. SRS references, on the other hand, tell you exactly what you need to know on the very same page.

Even when a red SRS keyword refers to something too lengthy to include (like the "Appendix" reference at the end of the previous section), the SRS reference in the sidebar will include a specific page number — not only making it easy to quickly find exactly what you're looking for, but also keeping those page references and other unwieldy repetition out of the actual body of the text.

Some rules are used too frequently to reference every time they're mentioned. Such rules are conveniently gathered in the [System Glossary](#) for easy reference when needed.

[Appendix – page XXX](#)

[System Glossary – page XXX](#)

BASIC CONCEPTS

Dice: Like many games, *Legends & Labyrinths* uses dice. In this rulebook dice rolls are described using a notation of " XdY " -- which means that you roll X number of Y-sided dice, adding the results together. For example, $3d4$ means that you should roll three four-sided dice and add the results together. In some cases you will need to add or subtract a number from a dice roll. For example, $3d6-2$ means that you should roll three six-sided dice and then subtract two from the result.

Rounding: Unless noted otherwise, if you wind up with a fraction, round down, even if the fraction is one-half or larger.

Multiplication: Some rules will require you to multiply a number or the result of a die roll. As long as you're applying a single multiplier, multiply the number normally. When two or more multipliers apply, however, combine them into a single multiplier, with each extra multiplier adding 1 less than its value to the first multiple. For example, a double (x2) and a triple (x3) applied to the same roll results in a quadruple (x4), because $2 + 2 = 4$. When multiplying real-world values (such as weight or distance), however, the normal rules of math apply.

Bonuses and Penalties: Effects in the game that grant a bonus or penalty generally do not stack with themselves. In addition, most bonuses have a type that indicates how the bonus is being granted. In general, two bonuses of the same type will not stack with each other: Only the better bonus will apply at any given time. The exceptions are circumstance bonuses, dodge bonuses, racial bonuses, and untyped bonuses. The same principle applies for penalties (apply only the worst penalty of the same type), with the exception of encumbrance penalties. (For example, a spell might grant a +1 morale bonus to attack rolls. This would not stack with another morale bonus, but it would stack with the +2 enhancement bonus from a magical sword.)

Examples, Samples, and Guidelines: Throughout *Legends & Labyrinths* you'll find examples, samples, and guidelines. These are obviously designed to give you guidance when making your judgment calls, but it's recommended that you don't treat them like actual rules. For example, on page 80 we suggest that a simple wooden door has a Break DC 13. That's a good guideline, but it's not a rule: A particular door could just as easily be DC 12 or DC 15 to break.

Legends
Labyrinths

Part I
Characters

Chapter One

Character Creation

Creating a player character (PC) in *Legends & Labyrinths* is broken down into **eight steps**.

STEP 1: ROLL ABILITY SCORES

Characters have six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These ability scores represent the character's natural talents and are described in Chapter 3, starting on page 19.

To generate your character's ability scores, roll 4d6 and discard the lowest die. Total the remaining dice and write down the result. Repeat this six times, generating a result between 3 and 18 each time, and then assign the six results to your character's six ability scores. The higher the score, the more talented your character is with that ability.

STEP 2: PICK A RACE

In a fantasy setting there are usually many nonhuman characters. Check with your DM to see which races you can play in their campaign and make a choice of which race your character will belong to. The race you choose will usually modify your character's ability scores and may grant them other unique abilities as well. Dwarves, elves, half-elves, half-orcs, halflings, and humans are described in Chapter 4, starting on page 21.

STEP 3: PICK A CLASS

Your character's class can be thought of as a description of what they are particularly focused upon or excel at. The following classes are described in Chapter 5, starting on page 27: Barbarians, Clerics, Fighters, Rogues, Sorcerers, and Wizards. Pick the class which best represents the type of character you want to play. Characters usually start at **1st level** in their chosen class.

STEP 4: SELECT STARTING EQUIPMENT

Now you can select the equipment you want your character to use. Your equipment options – including tools, weapons, armor, and the like – are listed, along with their cost in gold pieces, in the *Treasury*, starting on page XXX. The amount of money you have to spend on your starting equipment is determined by your class, as shown on the *Starting Gold* table. You can choose to either roll for your starting gold or accept the average value shown. (But once you've rolled, you must keep the result!) Assume that your character starts with one outfit of **normal clothes**.

Encumbrance: The amount of equipment you're carrying will also determine your encumbrance (light, medium, or heavy). The rules for calculating your encumbrance are found in Chapter 7, starting on page 49.

8 Steps of Character Creation

1. Roll Ability Scores
2. Pick a Race
3. Pick a Class
4. Select Starting Equipment
5. Calculate Saving Throws
6. Calculate Combat Scores
7. Calculate Skill Modifiers
8. Character Description

Example – Roll Ability Scores: Corby rolls four six-sided dice and gets 3, 4, 6, and 2. Dropping the 2, he totals the rest for a score of (3 + 4 + 6) 13. He repeats this five more times, generating scores of 8, 14, 10, 11, and 17. Corby wants to play a wily magician skilled in courtly intrigues, so he assigns his highest scores to Intelligence and Charisma. Spreading the other scores around, he ends up with Str 8, Con 13, Dex 11, Int 17, Wis 10, and Cha 14.

levels, page 17: Characters gain levels by earning experience points. Each level improves a character's skills and grants them new abilities.

normal clothes, page XXX: Choose from artisan's, entertainer's, explorer's, monk's, peasant's, scholar's, or traveler's outfits.

TABLE: STARTING GOLD

Class	Starting Gold
Barbarian	4d4 x 10 (100 gp)
Cleric	5d4 x 10 (125 gp)
Fighter	6d4 x 10 (150 gp)
Rogue	5d4 x 10 (125 gp)
Sorcerer	3d4 x 10 (75 gp)
Wizard	3d4 x 10 (75 gp)

saving throw, page 66: 1d20 + saving throw modifier vs. DC

Example – Calculate Will Save:
Corby has decided his magician will be a 1st level wizard, alternating his studies between tomes of arcane lore and political history. A wizard has a Base Will Bonus of +2 and his Constitution of 13 gives the wizard a +1 Constitution modifier. Therefore, his Will save is +3 (2 + 1 = 3).

race – see Chapter 4, page 21

class – see Chapter 5, page 27

equipment – page 7

fighting space, page 72: *The amount of space a character takes up on the battlefield.*

reach, page 70: *The maximum distance at which a character can make a melee attack.*

STEP 5: CALCULATE SAVING THROWS

Saving throws are used to determine whether your character can avoid or withstand certain types of damage (such as a vicious poison, a wraith's touch, or a sorcerer's *fireball*). Your character's **saving throws** are determined by their class and their ability scores. There are three different kinds of saving throws:

Fortitude: A character's Fortitude save represents their vitality, health, and ability to stand up to massive physical punishment. A character's Fortitude save is equal to their Base Fortitude Bonus (as shown on their class table) plus their Constitution modifier.

Reflex: Reflex saves test a character's ability to avoid dangers or dodge attacks both mystical and physical. A character's Reflex save is equal to their Base Reflex Bonus (as shown on their class table) plus their Dexterity modifier.

Will: The ability to withstand and resist attempts to mentally influence or dominate a character are measured by their Will save. A character's Will save is equal to their Base Will Bonus (as shown on their class table) plus their Wisdom modifier.

STEP 6: CALCULATE COMBAT SCORES

Each character has several secondary scores which generally describe their basic capabilities during a fight (although some of these scores are also used outside of combat). These scores are determined by the character's ability scores, **race**, **class**, and **equipment**, as described below.

Size: A character's race determines their natural size, which roughly describes their height, weight, and build. Size determines a character's **fighting space** (the approximate amount of space a creature needs to move and fight effectively), natural **reach** (the distance at which they can make a melee attack), and their vertical reach (how high they can reach without jumping). It also affects their relationship with other combatants (it's easier to hit a creature larger than yourself and harder to hit one smaller), as shown on the *Creature Size* table.

TABLE: CREATURE SIZE

Size	Example	Size Modifier	Grapple Modifier	Natural Reach	Vertical Reach	Fighting Space
Colossal (tall)	Elder Titan	-8	+8	25 ft.	128 ft.	30 ft.
Colossal (long)	Great Wyrm	-8	+8	20 ft.	64 ft.	30 ft.
Gargantuan (tall)	Tyrannosaurus	-4	+4	20 ft.	64 ft.	20 ft.
Gargantuan (long)	Kraken	-4	+4	15 ft.	32 ft.	20 ft.
Huge (tall)	Giant	-2	+2	15 ft.	32 ft.	15 ft.
Huge (long)	Ancient Dragon	-2	+2	10 ft.	16 ft.	15 ft.
Large (tall)	Ogre	-1	+1	10 ft.	16 ft.	10 ft.
Large (long)	Horse	-1	+1	5 ft.	8 ft.	10 ft.
Medium	Human	+0	+0	5 ft.	8 ft.	5 ft.
Small	Goblin	+1	-1	5 ft.	4 ft.	5 ft.
Tiny	Cat	+2	-2	2 ½ ft.	2 ft.	2 ½ ft.
Diminutive	Toad	+4	-4	0 ft.	1 ft.	1 ft.
Fine	Fly	+8	-8	0 ft.	½ ft.	½ ft.

Speed: A character's race also determines their base speed, which may be modified according to the **movement and encumbrance** rules to determine their current speed. A character can move up to their speed by taking a **move action** in combat. Speed is also used to determine how fast a character can **run**, how much distance they can **travel in a day**, and so forth.

Hit Points: Hit points are a measure of a character's health and ability to withstand damage. Each character class has a specific type of Hit Die which determines how many hit points they gain at each level. Each time your character gains a level, you'll roll the Hit Die for their class and apply their Constitution modifier to determine the number of additional hit points they gain (with a minimum gain of 1 hit point). At 1st level, a player's character will have the maximum number of possible hit points.

Armor Class: Armor Class determines how difficult it is for other characters to injure your character. Wearing armor, having faster reflexes, or being naturally smaller increases your AC (and makes you harder to injure). Other modifiers may also apply, such as a magical spell. A character's armor class is equal to:

$$10 + \text{armor bonus} + \text{shield bonus} + \text{Dexterity modifier} + \text{size modifier} + \text{other modifiers}$$

Base Attack Bonus: A character's base attack bonus is determined by their class. To find your BAB, refer to the description of your character's class in Chapter 5, starting on page XXX.

Grapple Attack Bonus: A character's grapple attack bonus is used for unarmed wrestling. It is equal to:

$$\text{BAB} + \text{Strength modifier} + \text{grapple size modifier}$$

Melee Attack Bonus: A character's melee attack bonus is used when making any type of melee attack. It is equal to:

$$\text{BAB} + \text{Strength modifier} + \text{size modifier}$$

Ranged Attack Bonus: A character's ranged attack bonus is used when making any type of ranged attack. It is equal to:

$$\text{BAB} + \text{Dexterity modifier} + \text{size modifier}$$



Playtest Tip – Fighting Space:
A character's fighting space is primarily useful if you are using miniatures to track combat – it literally determines how much space they take up on the battlefield. But it's also useful if you need to quickly estimate how many characters can fit into an area. For example, if the PCs are in a 10' wide hallway it's easy to see that, as Medium creatures, two of them can fight comfortably side-by-side.

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Movement and Encumbrance – Chapter 7, page 49

move action, page XXX: A combatant can take one move action each turn.

run, page 52: As a full action, move 4x your speed in a straight line (3x your speed with a heavy load). Running characters lose their Dex bonus to AC.

travel in a day – see Overland Movement, page 52

Example – Hit Points: A fighter has a d10 Hit Die. At first level, a fighter with a +3 Constitution modifier will have 13 hit points (10 + 3 = 13).

classes – Chapter 5, page 27

Optional Rule - Linguists

As an optional rule, a character can sacrifice one of their bonus skills to become a linguist. A linguist knows a number of bonus languages equal to 3 + character level.



Playtest Tip – Description: *In describing your character, you can choose how much detail you want to include. You may prefer to write up paragraphs of fully developed history, fashion, and motivation. But it can also be effective to take a minimalist approach, providing yourself with a few key phrases that can be easily latched onto during the game and played to the hilt.*

STEP 7: CALCULATE SKILL MODIFIERS

Skills are described in Chapter 6, starting on page 42. Each skill represents a specific area of training or knowledge. A character's skill modifier represents how effective they are with using that skill. The skill modifier includes both their natural talent (as measured by the key ability score associated with that skill) and their training (as measured by their class level).

Each **character class** has a specific list of class skills. The skill modifier for each class skill is equal to:

$$3 + \text{class level} + \text{key ability score modifier}$$

For non-class skills, the character's skill modifier is equal to the key ability score modifier for the skill.

Bonus Skills: If your character has an Intelligence bonus, you can select a number of bonus skills for your character equal to their Intelligence bonus. The skill modifier for each bonus skill is equal to:

$$3 + \text{character level} + \text{key ability score modifier}$$

Penalty Skills: If your character has an Intelligence penalty, you must choose a number of class skills equal to your character's Intelligence penalty. These skills are treated as non-class skills. However, your character will always have at least one class skill, even if their Intelligence penalty is larger than the total number of skills belonging to their class.

STEP 8: CHARACTER DESCRIPTION

Your character should be more than a collection of stats and numbers: You should think of your creation as a boy who would be king; an archer destined for Sherwood Forest; the forgotten daughter of an elder god. Think about who your character is and where they've been.

Appearance: Describe the appearance of your character: Hair color, facial features, and the like. Include their age, weight, and height. Guidelines for the various races, along with the effects of age on a character, are shown on the tables on the next page.

Personality: Give some thought to the type of person your character is. Are they friendly? Cruel? Helpful? Harsh? Emotional? Sympathetic? Cold? Honorable? Deceitful?

Background: Create a narrative to explain who your character is and where they've been. Where were they born? Who are their family and friends? What have they done with their lives? Consult with your DM to make sure that your character's background will fit into the imaginary world they've created.

Alignment: A character's general moral and personal attitudes are described by its alignment. Alignment is a tool for developing your character's identity, but it is not a straitjacket. Each alignment represents a broad range of personality types or personal philosophies, and few people are completely consistent. Based on what your character believes and how they behave, choose one of the nine alignments described on the next page to describe them.

Languages: Based on their race, your character will know how to read and write one or two languages. You can also select a number of additional languages for your character equal to their Intelligence bonus. Common languages and their alphabets are listed on page 12.

ALIGNMENT

Alignment describes a character's personal beliefs and behavior along two axes: **Good** vs. **Evil** and **Law** vs. **Chaos**.

Lawful Good: A lawful good character acts as a good person is expected or required to act. They tell the truth, keep their word, help those in need, and speak out against injustice. A lawful good character hates to see the guilty go unpunished.

Neutral Good: A neutral good character is devoted to helping others, doing all that a good person can do. They may work with kings and magistrates, but they do not feel beholden to them.

Chaotic Good: A chaotic good character acts as their conscience directs them. They are a kind and benevolent and will seek to help others even if the rest of society may not agree with them.

Lawful Neutral: A lawful neutral character acts as law, tradition, or a personal code directs them. Order and organization are paramount for them.

Neutral: A neutral character does whatever seems to be a good idea at the time. Most neutral characters exhibit a lack of conviction or bias, but some commit themselves philosophically to the idea of balance. They see good, evil, law, and chaos as prejudices and dangerous extremes.

Chaotic Neutral: A chaotic neutral character follows their personal whims. They are an individualist first and last. They value their own liberty, but don't particularly strive to protect the freedom of others. A chaotic neutral character may be unpredictable, but their behavior is not totally random. They still have personal goals... they just don't let anything get in the way of those goals.

Lawful Evil: A lawful evil character methodically takes what they want within the limits of their code of conduct without regard for who it might hurt. They have a belief in the way that the world should be or the way that people should live their lives, and are willing to see those beliefs made reality without mercy or compassion. They are loath to break laws or promises, but this reluctance comes largely because they depend on order to protect themselves from those who would oppose them on moral grounds.

Neutral Evil: A neutral evil character does whatever they can get away with. They are out for themselves and nothing else. They shed no tears for those they kill, whether for profit, sport, or convenience. Some neutral evil characters hold up evil as an ideal, committing to it for its own sake.

Chaotic Evil: A chaotic evil character does whatever their greed, hatred, or lust for destruction drive them to do. They are hot-tempered, vicious, arbitrarily violent, and unpredictable. If they are simply out for whatever they can get, they are ruthless and brutal. If they are committed to the spread of evil and chaos, they are even worse. Chaotic evil is sometimes called "demonic" as demons are the epitome of chaotic evil.

Alignment Axes

Good characters are altruistic, protect innocent life, and have a concern for the dignity of sentient beings. Evil characters, on the other hand, are willing or eager to hurt, oppress, or kill others.

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Law implies honor, reliability, trustworthiness, and obedience to authority—but it can also mean close-mindedness, reactionary adherence to tradition, judgmentalness, and a lack of adaptability. Chaos, on the other hand, implies freedom, adaptability, and flexibility—but it can also be reckless, resentful of legitimate authority, arbitrary, and irresponsible.

TABLE: CHARACTER HEIGHT AND WEIGHT

Race	Base Height	Base Weight	Height Modifier	Weight Modifier ¹
Dwarf, male	3'9"	130 lbs.	+2d4"	x 2d6
Dwarf, female	3'7"	100 lbs.	+2d4"	x 2d6
Elf, male	4'5"	85 lbs.	+2d6"	x 1d6
Elf, female	4'5"	80 lbs.	+2d6"	x 1d6
Half-Elf, male	4'7"	100 lbs.	+2d8"	x 2d4
Half-Elf, female	4'5"	80 lbs.	+2d8"	x 2d4
Half-Orc, male	4'10"	150 lbs.	+2d12"	x 2d6
Half-Orc, female	4'5"	110 lbs.	+2d12"	x 2d6
Halfling, male	2'8"	30 lbs.	+2d4"	x 1
Halfling, female	2'6"	25 lbs.	+2d4"	x 1
Human, male	4'10"	120 lbs.	+2d10"	x 2d4
Human, female	4'5"	85 lbs.	+2d10"	x 2d4

¹ Multiply weight modifier by height modifier to determine character's extra weight in pounds.

TABLE: CHARACTER AGE

Race	Adult Age	Starting Age	Middle Age ¹	Old Age ²	Venerable Age ³	Maximum Age
Dwarf	40	+5d6	125 years	188 years	250 years	+2d100 years
Elf	110	+6d6	175 years	263 years	350 years	+4d100 years
Half-Elf	20	+2d6	62 years	93 years	125 years	+3d20 years
Half-Orc	14	+1d6	30 years	45 years	60 years	+2d10 years
Halflings	20	+3d6	50 years	75 years	100 years	+5d20 years
Human	15	+1d6	35 years	53 years	70 years	+2d20 years

¹ Middle Age: -1 Str, Dex, Con; +1 Int, Wis, Cha

² Old Age: -2 Str, Dex, Con; +2 Int, Wis, Cha

³ Venerable: -3 Str, Dex, Con; +3 Int, Wis, Cha

TABLE: COMMON LANGUAGES AND THEIR ALPHABETS

Language	Typical Speakers	Alphabet
Abyssal	Demons, chaotic evil outsiders	Infernal
Aquan	Water-based creatures	Elven
Artathi	Artathi	Common
Auran	Air-based creatures	Draconic
Celestial	Good outsiders	Celestial
Common	Humans, halflings, half-elves, half-orcs	Common
Draconic	Kobolds, troglodytes, lizardfolk, dragons	Draconic
Druidic	Druids (only)	Druidic
Dwarven	Dwarves	Dwarven
Elven	Elves	Elven
Giant	Ogres, giants, goliaths	Dwarven
Gnome	Gnomes	Dwarven
Goblin	Goblins, hobgoblins, bugbears	Dwarven
Gnoll	Gnolls	Common
Halfling	Halflings	Common
Ignan	Fire-based creatures	Draconic
Infernal	Devils, lawful evil outsiders	Infernal
Orc	Orcs	Dwarven
Siarran	Siarrans	Elven
Sylvan	Centaurs, dryads, brownies, leprechauns	Elven
Terran	Earth-based creatures	Dwarven
Undercommon	Drow	Elven



Chapter Two

Advancing Characters

As you play *Legends & Labyrinths*, your character will gain new abilities and become more powerful and skilled as a result of their experiences. As your character overcomes specific challenges, your DM will reward them with experience points (XP). When your character has earned enough experience points, they will achieve a new level, with each new level conveying additional abilities and skills.

EXPERIENCE POINT AWARDS

Experience points are primarily awarded for overcoming challenges and achieving goals.

CHALLENGES

Challenges are given a challenge rating determined by the difficulty of the challenge. When the PCs overcome a challenge, the group should be given an experience point award as shown on the *Experience Awards* table on this page. Divide the total award given by the number of characters in the party to determine the number of experience points given to each character.

Defeating Monsters: Monsters, as described in the *Bestiary*, are assigned specific challenge ratings. In general, if a typical party of four PCs confronts a monster with a CR equal to the average party level, the party can expect to lose about one-quarter of its total resources (hit points, spells, and the like). Such an encounter would be challenging, but wouldn't ordinarily be lethal.

A monster can be defeated in combat, but it can also be overcome through cleverness and stealth. Ultimately, it is up to the DM to determine whether the challenge posed by a monster has been successfully encountered and overcome.

Defeating NPCs: A non-player character has a CR equal to their level. Defeating a 5th level fighter, for example, is a CR 5 challenge.

Surviving Hazards: Like monsters, **hazards** and **traps** are assigned specific challenge ratings. It should be problematic for a typical party of the same level as the trap's challenge rating to discover, disable, or avoid the hazard. XP should be awarded not only for hazards which are discovered and avoided, but also for those which are triggered and survived. (If the party doesn't survive, then experience awards are the least of their troubles!)

Other Challenges: A DM should not hesitate to assign a CR to any encounter which they feel poses a specific challenge to the PCs, even if it can't be specifically covered by any general guidelines. For example, PCs might be awarded XP for successfully completing a series of tricky negotiations (such as a peace treaty with the Orcs of the Seven Tribes); surviving an environmental peril (such as crossing the Desert of a Thousand Droughts); solving a puzzle (such as the maze of the minotaur); or conducting an effective investigation (such as discovering the identity of the Pentagram Killer).

Bestiary – page XXX

hazards – page 85

traps – page 87

TABLE: EXPERIENCE AWARDS

Challenge Rating	Experience Award
1/4	75
1/2	150
1	300
2	600
3	900
4	1,200
5	1,500
6	1,800
7	2,100
8	2,400
9	2,700
10	3,000
11	3,300
12	3,600
13	3,900
14	4,200
15	4,500
16	4,800
17	5,100
18	5,400
19	5,700
20	6,000

Example — Building to the PCs: A DM has a group of three 9th-level characters, a 10th-level character, and a 12th-level character. Consulting the Building Encounters table he sees that he gets (3 x 16) 48 points for the 9th-level characters, 24 points for the 10th-level character, and 48 points for the 12th-level character. To build a significant encounter for this group, the DM will get (48 + 24 + 48) 120 build points. Notice that this is equivalent to building an EL 10 encounter for five PCs and that the APL for this group of PCs is 10th level.

Example — Building to EL: A DM wants to build an EL 7 encounter for a party of five PCs. As shown on the Building Encounters table, the DM gets 8 build points per PC for an EL 7 encounter, so he gets a total of (8 x 5) 40 build points for his encounter.

Playtest Tip — Building Encounters: Keep in mind how encounters can combine during play. For example, if the PCs are fighting a typical group of goblins and the goblins summon a similar group to reinforce themselves, the result will become a significant challenge. But if the PCs are in a hard encounter, adding another hard encounter to the mix can unexpectedly turn it into an epic encounter. Don't put two epic encounters right next to each other, because if those encounters end up joining together the PCs will almost certainly get overwhelmed and killed.

GOALS AND OBJECTIVES

Character Goals: When creating your character, or as your character develops during play, you may discover that they have important, personal goals to achieve. You should let your DM know about those goals so that they can personalize the campaign to include your character's interests and pursuits. At the DM's discretion, the character might also earn an experience award upon achieving his personal goals. For example, the character might want to take revenge upon the Pirates of the Orange Flame who killed their brother; or become the guildmaster of the Sarajan Thieves' Guild; or discover the Lost Shrine of the Earth Goddess; or raze the Black Fortress of Iron Dread.

Mission Objectives: In designing an adventure, a DM may find it appropriate to award an experience award when a significant objective has been accomplished by the party. For example, the PCs might need to steal the Ruby of Calam; earn the patronage of the Duke of the Southern Marches; win seven medals in the Soruk Olympiad; defeat the Orjan Seer at a game of chess; or sail thrice to the Isle of Mists. In general, if a mission objective is significant, it should be rewarded as an encounter with a challenge rating equal to the party's average level. However, not every mission objective needs to be rewarded: It may be absolutely crucial that the party deliver a letter from Duke Altredo to the Countess DiMarcia, but if that objective can be achieved easily – or if any challenges along the way are more appropriately handled as separate encounters (such as an ambush by strangely garbed assassins) – it might not be appropriate to award XP for its completion.

ADJUSTING AWARDS

Unusual circumstances may make a challenge unusually difficult or easy. For example, defeating an ogre in combat is usually a CR 2 task. But if the ogre is wearing a legendary suit of magical plate, the encounter would be unusually difficult. Similarly, if the PCs meet the ogre after it has been badly injured in a wrestling match with a bullette, the encounter would be unusually easy.

When an encounter is unusually difficult or easy, simply adjust the CR of the encounter by 1 or 2 and award experience accordingly. However, encounters which are only difficult or easy because of the actions taken by the PCs should not have their awards adjusted: Poor planning and bad dice-rolling should not be rewarded. Similarly, excellent planning which minimizes the threat posed by a challenge should not be punished.

Minions: Minions are monsters or NPCs with only 1 hit point per Hit Die, making them considerably easier to defeat. A minion is rated with a CR two lower than the CR of a normal monster or NPC.

Potentates: Potentates are monsters or NPCs with double their normal maximum hit points, making them considerably more difficult to defeat. A potentate is rated with a CR two higher than the CR of a normal monster or NPC.

Negligible Challenges: At the DM's discretion, no award should be given for a challenge which poses no meaningful challenge to the party. As an extreme example, it would be highly unusual for a 20th level paladin to receive any kind of award for killing a common kobold (or even a group of common kobolds). As a general rule of thumb, any encounter with a challenge rating ten ranks or more below the party's level should not be awarded with XP. It may also be appropriate to withhold awards for encounters combining multiple negligible challenges, even if the normal rules for combining challenges would result in a higher challenge rating for the encounter.

BUILDING ENCOUNTERS

Challenges will rarely be encountered one at a time. Most encounters will be made up of a several different challenges – a goblin warband, a troll laying an ambush with crude traps, a demon fighting in the heart of a volcano. Building effective encounters is a matter of choosing the right mix of elements to creatively challenge the PCs without overwhelming them.

Encounter Level: The level of an encounter gives an indication of its difficulty compared to the PCs, as shown on the *Encounter Levels* table. An encounter with a level equal to the average party level (APL) of the PCs will be a significant and possibly challenging event, but is unlikely to seriously threaten the PCs or result in their deaths. The higher the level of an encounter, the more difficult it becomes.

Build Point Budget: As shown on the *Building Encounters* table, the DM gets a number of build points per PC. There are two ways to use this table. First, the DM can determine the level of encounter they want to build and then multiply the indicated number of build points by the number of PCs in the party to determine their encounter budget. Second, the DM can determine the specific number of build points granted by each PC to determine the budget of a significant encounter for that group.

Spending Build Points: Once the encounter's budget has been determined, the DM can spend budget points to purchase challenges, using the cost shown on the *Building Encounters* table. (If the DM ends up with a handful of odd points left over, it's not that big a deal. But if they have enough points to add another challenge to the encounter, it's generally a good idea to do so.)



Playtest Tip – Extreme CRs:
It's generally recommended that you not purchase challenges with a CR more than two levels higher than the PCs.

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Such encounters can prove to be very lethal. Instead, build your encounters using a larger number of lower-CR elements.

TABLE: ENCOUNTER LEVELS

Encounter Level	Type of Encounter
APL - 4	Mook Encounter
APL - 2	Typical Encounter
APL	Significant Encounter
APL + 2	Hard Encounter
APL + 4	Epic Encounter

TABLE: BUILDING ENCOUNTERS

Encounter Level/ Challenge Rating	Challenge Cost	Build Points (per PC)
¼	1	-
½	2	-
1	4	1
2	6	1 ½
3	8	2
4	12	3
5	16	4
6	24	6
7	32	8
8	48	12
9	64	16
10	96	24
11	128	32
12	192	48
13	256	64
14	384	96
15	512	128
16	768	192
17	1,024	256
18	1,536	384
19	2,048	512
20	3,072	768

TRAINING

2 *level check, page 66: 1d20 + class level vs. DC*

Example – Training Encounter: A 12th-level fighter seeks out a 14th-level trainer. The trainer costs (25 x 14) 350 gp per week, and the fighter must train for 12 weeks. At the end of the training encounter, the fighter would make a level check at DC (10 +12) 22. If the check succeeds, the fighter would gain 3,600 XP, as shown for a CR 12 encounter on the Experience Awards table on page 13.

multiclass characters, page 18: A character with levels in more than one class.

A character can also gain XP through training. Training is treated as an encounter with a CR equal to the character's current level. A training encounter takes a number of weeks equal to its CR. At the end of the training encounter, the character must make a **level check** with a DC of 10 + their current level. If the check is successful, the character earns XP for overcoming the encounter. If the check fails, the character's training has failed.

While training, the character must spend twelve hours every day in their instruction. A training encounter can be interrupted, but the character will make no progress towards completing the training encounter until they can again dedicate a full twelve hour day to training.

Trainers: In order to train, a character must have a trainer of the same class with a level equal to or greater than the character's. Trainers cost 25 gp multiplied by their level per week.

Multiclass Characters: **Multiclass characters** can train in any of their classes, but they must choose to advance in the class they're training in the next time they advance a level. If they choose to advance in a different class instead, any XP gained from the training will be lost. Characters who are planning to advance their next level in a class they do not currently possess can choose to train as if they were a 1st-level character in that class.



ADVANCING A LEVEL

When a character earns enough experience points, they will advance to the next level, as shown on the *Character Advancement* table. Your DM will let you know which experience track (fast, average, or slow) will be used for the campaign. For example, when a 1st level character on the fast track earns 1,000 XP, they will become a 2nd level character.

When your character achieves a new level, make the following changes:

1. Base Attack Bonus: A character's base attack bonus increases as they gain levels. The rate at which the base attack bonus increases is determined by the character's class and can be found as part of the class descriptions in *Chapter 5*. If the character's BAB increases, this will also affect their **melee attack bonus** and their **ranged attack bonus**.

2. Base Save Bonuses: A character's base save bonuses, like their base attack bonus, are determined by the character's class and will increase as the character gains levels. The base save bonuses for each class are listed in the class descriptions in *Chapter 5*. Use the character's new base save bonuses to recalculate their **Fortitude**, **Reflex**, and **Will saves**.

3. Hit Points: Roll the Hit Die for your class, add your Constitution modifier, and add the resulting total to your character's maximum hit points. If the resulting total was 0 or lower due to a Constitution penalty, the character still gains a minimum of 1 additional hit point.

4. Ability Score Increases: Characters gain a +1 bonus to an ability score of their choice once every four levels. If your character has just achieved 4th, 8th, 12th, 16th, or 20th level, you can pick any of your six ability scores to increase by 1 point. Their improved ability score may give them a higher ability modifier, which may also affect your character's other stats. For example, if their Constitution modifier improves by 1, you should add +1 to their hit point total for every level they possess.

5. Skill Modifiers: When a character gains a new level, the modifiers of their class skills and bonus skills increase by +1.

6. Class Features: Different classes have different special abilities. Check the description of your class in *Chapter 5* to see how their abilities improve and what new abilities they've learned as a result of gaining a new level.

melee attack bonus, page 9: BAB
+ Str modifier + size modifier

ranged attack bonus, page 9: BAB
+ Dex modifier + size modifier

Fortitude save, page 8: Base Fortitude Bonus + Con modifier

Reflex save, page 8: Base Reflex Bonus + Dex modifier

Will save, page 8: Base Will Bonus + Wis modifier

TABLE: CHARACTER ADVANCEMENT

Character Level	Ability Score Increase	XP (Fast)	XP (Avg)	XP (Slow)
1		0	0	0
2		1,000	3,000	5,000
3		3,000	9,000	15,000
4	1 st	6,000	18,000	30,000
5		10,000	30,000	50,000
6		15,000	45,000	75,000
7		21,000	63,000	105,000
8	2 nd	28,000	84,000	140,000
9		36,000	108,000	180,000
10		45,000	135,000	225,000
11		55,000	165,000	275,000
12	3 rd	66,000	198,000	330,000
13		78,000	234,000	390,000
14		91,000	270,000	455,000
15		105,000	315,000	525,000
16	4 th	120,000	360,000	600,000
17		136,000	408,000	680,000
18		153,000	459,000	765,000
19		171,000	513,000	855,000
20	5 th	190,000	570,000	950,000

MULTICLASS CHARACTERS

When a character gains a new level, they may choose to add a new **class** rather than continuing to advance in their current class. Characters who add a second class become a multiclass character. The class abilities from a character's different classes combine to determine the character's overall abilities. Multiclassing improves a character's versatility at the expense of focus. A character can add as many additional classes as they choose.

Level: "Character level" is a character's total number of hit dice. It is used to determine when ability score increases are gained. "Class level", on the other hand, is a character's level in a particular class. (For characters who haven't become multiclassed, of course, character level and class level are the same.)

Example – Multiclass BAB: A 2nd-level fighter/3rd-level wizard would add the +2 BAB bonus for a 2nd level fighter and the +1 BAB bonus for a 3rd level wizard to determine their total BAB of +3.

Example – Multiclass Skills: A 4th-level barbarian/3rd-level rogue would have a +7 bonus to their barbarian class skills, a +3 bonus to their rogue class skills, and a +10 bonus to any skill possessed by both rogues and barbarians.

Barbarian class – page 28

Rogue class – page 34

uncanny dodge – page 29

improved uncanny dodge – page 29

familiars, page 40: A magical beast that serves as a faithful companion and servant to arcanists.

Wizard class – page 38

Sorcerer class – page 36

When adding a multiclass level to a character, follow these steps:

- 1. Base Attack Bonus:** Add the base attack bonus from each class to get the character's total base attack bonus.
- 2. Base Save Bonuses:** As with base attack bonuses, add the base save bonuses for each class together.
- 3. Hit Points:** When a multiclass character gains a new level, they roll for additional hit points using the Hit Die for the class they are currently adding a level to.
- 4. Ability Score Increases:** A multiclass character earns ability score increases based on character level, regardless of their individual class levels.
- 5. Skill Modifiers:** The skill modifiers for multiclass characters must be calculated separately for the character's primary class (the first class they took) and each secondary class. For a character's primary class, their class skill modifiers are equal to:

$$3 + \text{primary class level} + \text{key ability modifier}$$

For a character's secondary classes, their class skill modifiers are equal to:

$$\text{secondary class level} + \text{key ability modifier}$$

For any skill possessed by more than one class, the total skill modifier should be determined by totaling those class levels together.

- 6. Class Features:** A multiclass character gets the class features for all their classes, but must also suffer the consequences and the special restrictions for all their classes. (As an exception to this general rule, a character who acquires the barbarian as a second class does not become illiterate.)

Multiclass characters gain spells from all of their spellcasting classes and keep a separate spell list for each class.

There are two special cases in which class abilities specifically stack:

1. In the special case of **uncanny dodge**, both experienced **barbarians** and experienced **rogues** have the same ability. When a barbarian/rogue would gain uncanny dodge a second time, they instead gain **improved uncanny dodge**, if they do not already have it. Their barbarian and rogue levels stack to determine the rogue level an attacker needs to flank them.
2. In the case of obtaining a **familiar**, both **wizards** and **sorcerers** have the same ability. A sorcerer/wizard stacks his sorcerer and wizard levels to determine the familiar's abilities.

Chapter Three

Ability Scores

The six ability scores – Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma – represent a character’s natural talents. Each ability has a modifier ranging from -5 to +5 as shown on the *Ability Scores table*. You apply the modifier to the **action check** when your character tries to do something related to that ability. A positive modifier is called a bonus and a negative modifier is called a penalty. When an ability score changes, all attributes associated with that score change accordingly.

Bonus Spells: Spellcasters with particularly high ability scores gain bonus spells, as indicated on the *Ability Scores table*. Bonus spells are determined by the caster’s prime spellcasting attribute: Intelligence for **wizards**, Wisdom for **clerics**, and Charisma for **sorcerers**. In addition to having a high ability score, a spellcaster must be able to cast spells of a given spell level to gain the bonus spells.

STRENGTH (STR)

Strength measures a character’s muscles and physical power. It is especially important for **fighters**, **barbarians**, and other martial classes because it benefits melee attack and damage rolls. Characters with high Strength scores are naturally talented at activities which require physical exertion – such as climbing, jumping, or swimming. Strength also determines the amount of equipment your character can **carry** without strain.

DEXTERITY (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. In combat, those with high Dexterity scores find it easier to avoid injury and have a natural mastery of ranged weaponry. A high dexterity score is particularly useful for **rogues**, who benefit from its bonuses to stealth and deft manipulation.

CONSTITUTION (CON)

Constitution represents physical health and stamina. Characters with high Constitution scores are capable of taking more physical punishment, giving them a bonus to their **total hit points**. They are also more resistant to **poisons**, **diseases**, and other ailments.



Ability Scores table – page 20

action check, page 65: Action checks determine the success or failure of attempted actions. 1d20 + relevant modifiers vs. DC

Wizard class – page 38

Cleric class – page 30

Sorcerer class – page 36

Fighter class – page 32

Barbarian class – page 28

carry – see Encumbrance, page 49

Rogue class – page 34

hit points – page 54

poison – page 88

disease – page 88

Wizard class – page 38

spells – see Grimoire, page XXX

3

Cleric class – page 30

turn undead, page 31: Good clerics can channel positive energy to turn or destroy undead. Evil clerics can channel negative energy to rebuke or command undead.

INTELLIGENCE (INT)

Intelligence determines how well a character learns and reasons. For **wizards**, who must daily puzzle out the intricacies of the physical world and the deep secrets of the mystic, there is no more important ability score – it determines how many **spells** they cast, how hard their spells are to resist, and how powerful their spells can be. Characters with high Intelligence scores are not only better at thinking problems through, they are also generally more knowledgeable of the world around them. Animals have an Intelligence score of 1 or 2, while any creature of humanlike intelligence has a score of at least 3.

WISDOM (WIS)

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents an ability to analyze and correlate information, Wisdom represents awareness of one's surrounding, an aptitude for being in tune with the wider world, and a natural mental fortitude. For **clerics** it represents their attunement with a higher power.

CHARISMA (CHA)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is the pillar of strength which drives the magic of sorcerers. Clerics similarly use their Charisma to **turn undead**.

TABLE: ABILITY SCORES

Score	Modifier	0	1 st	2 nd	Bonus Spells (by Spell Level)								
					3 rd	4 th	5 th	6 th	7 th	8 th	9 th		
1	-5				Can't cast spells tied to this ability								
2-3	-4				Can't cast spells tied to this ability								
4-5	-3				Can't cast spells tied to this ability								
6-7	-2				Can't cast spells tied to this ability								
8-9	-1				Can't cast spells tied to this ability								
10-11	+0	—	—	—	—	—	—	—	—	—	—	—	—
12-13	+1	—	1	—	—	—	—	—	—	—	—	—	—
14-15	+2	—	1	1	—	—	—	—	—	—	—	—	—
16-17	+3	—	1	1	1	—	—	—	—	—	—	—	—
18-19	+4	—	1	1	1	1	—	—	—	—	—	—	—
20-21	+5	—	2	1	1	1	1	—	—	—	—	—	—
22-23	+6	—	2	2	1	1	1	1	1	—	—	—	—
24-25	+7	—	2	2	2	1	1	1	1	1	—	—	—
26-27	+8	—	2	2	2	2	1	1	1	1	1	—	—
28-29	+9	—	3	2	2	2	2	2	1	1	1	1	1
30-31	+10	—	3	3	2	2	2	2	2	1	1	1	1
32-33	+11	—	3	3	3	2	2	2	2	2	1	1	1
34-35	+12	—	3	3	3	3	2	2	2	2	2	2	1
36-37	+13	—	4	3	3	3	3	2	2	2	2	2	2
38-39	+14	—	4	4	3	3	3	3	3	2	2	2	2

Chapter Four

Races

Your choice of a fantasy race for your character is a choice of both physical appearance and cultural heritage. The six races listed in this chapter – dwarves, elves, half-elves, halflings, half-orcs, and humans – each have their own unique place in the multiverse.

But while the members of any particular race often have much in common with each other, it's also important to remember that there can be just as much diversity in any race as there is in all of humanity's rich history.

For example, most elves are sylvan, woodland dwellers. But your elven character could just as easily come from a tribe of nomadic elven hunters who roam the Great Plains of the Aratella. Instead of hailing from catacombs beneath the surface of the earth, your dwarven character could be descended from a long line of dwarven families serving as blacksmiths to a halfling village. And so forth.

The race descriptions in this chapter include the following entries:

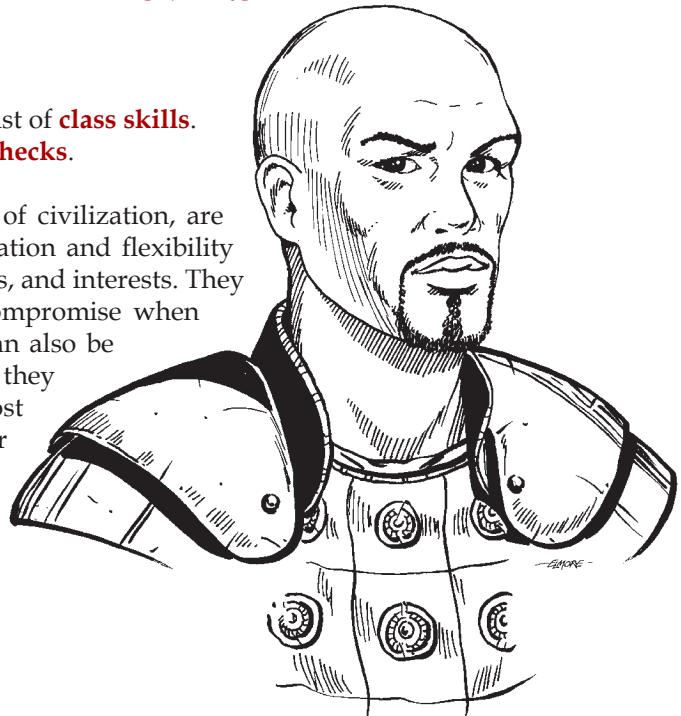
- **Ability Score Adjustments:** Most races will adjust a character's ability scores.
- **Size:** A character's race determines their **size**.
- **Base Speed:** A character's race determines their **speed**.
- **Automatic Languages:** This entry lists the **languages** which a member of that race automatically knows.

Additional racial abilities and details are also listed as appropriate.

HUMANS

- **Size:** Medium
- **Base Speed:** 30 feet
- **Automatic Language:** Common
- **Bonus Skill:** Humans can add one bonus skill to their list of **class skills**.
- **Flexible Thinking:** Humans gain a +2 bonus on **stunt checks**.

Humans, although short-lived compared to the other races of civilization, are prolific. The other races find their odd mixture of determination and flexibility strange and unusual: They are varied in their cultures, habitats, and interests. They are capable of great obsession, yet equally liable to find compromise when it is needed. They are capable of incredible tolerance, but can also be intolerant to the point of irrationality. They succeed because they are willing, as a race, to go almost anywhere and do almost anything, while, as individuals, persevering through sheer force of will against the fiercest of odds.



size, page 8: Represents height, weight, and build. Determines fighting space, natural reach, and vertical reach. It affects attack rolls, armor class, and grapple checks.

speed, page 9: A character can move up to their speed by taking a move action.

languages, page 12: Characters can read and write their racial languages plus a number of additional languages equal to their Intelligence bonus (if any).

class skills, page 10: The skill modifier for each class skill is $3 + \text{class level} + \text{key ability score}$.

stunt checks, page 75: The action check used to resolve a stunt.

DWARVES

medium or heavy load – see
Encumbrance, page 49

action checks – page 65

saving throws – page 66

poison – page 88

spells – see Grimoire, page 93

4 *spell-like effects* – page 27

prone, page 58: -4 on melee attack rolls, +4 bonus to AC vs. ranged attacks, -4 penalty to AC vs. melee attacks

Example – Unusual Stonework:
Sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework.

- Ability Score Adjustments: +2 Constitution, -2 Charisma
- Size: Medium
- Base Speed: 20 feet. (Special: Dwarves can move at this speed even when carrying a *medium or heavy load*.)
- Automatic Languages: Common, Dwarven
- Darkvision: Dwarves can see up to 60 feet without any light source at all. Darkvision is black-and-white, but otherwise identical to normal vision.
- Dwarven Stability: When standing on the ground, dwarves gains a +4 bonus on *action checks* to resist being knocked down, tripped, or otherwise rendered **prone**. (Dwarves do not gain this bonus when flying, riding, or otherwise not standing firmly on the ground.)
- Stonecunning: Dwarves gain a +2 racial bonus on **Search checks** to notice **unusual stonework** A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
 - +2 racial bonus on **saving throws** against **poison**
 - +2 racial bonus on saving throws against **spells** and **spell-like effects**
 - +1 racial bonus on attack rolls against orcs and goblinoids
 - +4 dodge bonus to Armor Class against giants and giant-kin (ogres, trolls, and the like)
 - +2 racial bonus on **Appraise checks** that are related to stone or metal items
 - +2 racial bonus on **Craft checks** that are related to stone or metal

Dwarves are the “People Beneath the Mountain”. They are most at home among the hills and mountains of the world, and their mightiest cities lie wholly beneath the surface of the earth, their tunnels twisting deep into rock and stone. They are great lovers of jewels and precious metals and all the other great riches which lie in the darkness of the depths. They are also master craftsmen, their skills as miners, smiths, jewelers, sculptors, and engineers being without peer.

Dwarves are shorter than human-folk, but stocky and muscular in their build. They are aptly described as barrel-chested, with legs and arms possessed of great strength. They are a hard people, often taciturn and distant – particularly when associating with the outside races. Those who befriend them, however, are frequently surprised to find warm hearts and wicked senses of humor lurking behind the long beards of their men and the dark, twinkling eyes of their women.



ELVES

- **Ability Score Adjustments:** +2 Dexterity, -2 Constitution
- **Size:** Medium
- **Base Speed:** 30 feet
- **Automatic Languages:** Common, Elven
- **Elven Trance:** Elves do not sleep as the other races of civilization do. Instead, an elf must meditate in a deep trance for 4 hours each day. As a result, elves are immune to magical sleep effects.
- **Low-Light Vision:** Elves can see twice as far as humans in torchlight and similar conditions of poor **illumination**. Outdoors on a moonlit night they can see as clearly as they can during the day.
- **Sense of Secret Passages:** An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if they were actively looking for it.
- +2 racial bonus to saving throws against **enchantment** spells and effects
- +2 racial bonus on **Listen**, **Search**, and **Spot** checks

Elves are woodland creatures with souls attuned to the magical whispers of the world. They are a distant kin to the feyish races, and some of that feckless and carefree spirit still dances in their hearts. But they are also an ancient and long-lived race, and as their cultures grow old in the turning of the world they also grow distant and aloof from the cares and concerns of the lesser races. Those who once lay on sun-dappled grass and listened with gleeful ears to the wonders and secrets of a burbling brook become wizened masters of lore working great and terrible magicks in cold halls of marbled stone.

The cultures of the elves are roughly divided into the elder and the younger races. Among the elder cultures are the high elves, the moon elves, and the gray elves. These elder races refer to their younger brethren as wood elves and wild elves, with the latter being thought of as more barbaric and less connected with their elven brethren. There are also legends of even older elven races – such as the Alfheim and the Mithrilani – who have passed from this world entirely.

Elves are slightly shorter and far more slender than humankind. Their ears taper to points and their complexions are unusually fair – a young elf might sometimes develop a light tan, but as they grow older their skin grows ever paler. Their hair, similarly, lightens from blacks and browns to pale blonds, whites, and silvers. For example, gray elves, a dying race with few youths among them, are characterized by either silver hair and amber eyes or pale golden hair and violet eyes.

Appraise check, page 42: 1d20 + Appraise modifier vs. DC

Craft check, page 43: 1d20 + Craft modifier vs. DC

illumination – see Light Sources, page 81

Enchantments: Any effect which affects the minds of others, influencing or controlling their behavior.

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Listen check, page 45: 1d20 + Listen modifier vs. DC

Search check, page 46: 1d20 + Search modifier vs. DC

Spot check, page 47: 1d20 + Spot modifier vs. DC



illumination – see *Light Sources*, page 81

HALF-ELVES

- **Size:** Medium
- **Base Speed:** 30 feet
- **Automatic Languages:** Common, Elven
- **Elven Blood:** For all effects related to race, a half-elf is considered an elf.
- **Low-Light Vision:** Half-elves can see twice as far as humans in torchlight and similar conditions of poor **illumination**. Outdoors on a moonlit night they can see as clearly as they can during the day.
- **Sleep Immunity:** Although half-elves must sleep in the manner of their human heritage, they retain their elven progenitors' immunity to magical sleep effects.
- +1 racial bonus to **Listen**, **Search**, and **Spot checks**
- +2 racial bonus on **Diplomacy** and **Gather Information checks**

Listen check, page 45: 1d20 + Listen modifier vs. DC

Search check, page 46: 1d20 + Search modifier vs. DC

Spot check, page 47: 1d20 + Spot modifier vs. DC

Diplomacy check, page 43: 1d20 + Diplomacy modifier vs. DC

Gather Information check, page 44: 1d20 + Gather Information modifier vs. DC

Half-elves are the bastards of two cultures: To humans they look like elves. To elves they look like humans. As a result, despite their twin heritages, half-elves often have difficulty. Many half-elves take up the life of a wanderer, searching always for acceptance and frequently finding only that the search is endless.

Half-elves, although still shorter than their human parents, are broader in the shoulder and more muscular than their elven heritage might suggest. It should be noted that they age in a fashion more in keeping with their human blood, showing the traditional graying of the hair and wrinkling of the skin.



HALFLINGS

- Ability Score Adjustments: +2 Dexterity, -2 Strength
- Size: **Small**
- Base Speed: 20 feet
- Automatic Languages: Common, Halfling
- +2 racial bonus on **Climb**, **Jump**, and **Move Silently** checks
- +1 racial bonus on all saving throws
- +2 morale bonus on **saving throws** vs. fear effects
- +1 racial bonus on **attack rolls** with thrown weapons and slings
- +2 racial bonus on **Listen** checks

Halflings are somewhat unique among the races of civilization in that they lack any true civilization of their own. Instead, their small, friendly villages and itinerant caravans can be found nestled into the outskirts of other civilizations, happily coexisting with the other races. (Of course, there are also the vicious, cannibalistic halfling tribes living in their cliff cities deep in the harshest deserts. But other halflings tend to deny any kinship with them.)

Halflings are known as such because, while they have roughly the same build and appearance of humans, they are only half the size (usually standing about three feet high). In fact, since they don't grow beards, they are frequently mistaken for human children (which some find amusing and others find infuriating). Halflings are notable, however, for their feet: Remarkably large in size, the soles of their feet are like thick shoe leather, while the tops are covered with a thick coat of furry hair. As a result, halflings almost always go barefoot (and, in fact, most find shoes intensely uncomfortable).

Small size, page 8: +1 size modifier, -1 grapple modifier

Climb check, page 42: 1d20 + Climb modifier vs. DC

Jump check, page 45: 1d20 + Jump modifier vs. DC

Move Silently check, page 45: 1d20 + Move Silently modifier vs. DC

saving throws, page 66: 1d20 + saving throw modifier vs. DC

ranged attack rolls, page 70: 1d20 + ranged attack bonus vs. DC

Listen check, page 45: 1d20 + Listen modifier vs. DC

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HALF-ORCS

Intelligence adjustment: A half-orc's intelligence is always at least 3. If this adjustment would reduce the character's score to 1 or 2, the score is nevertheless 3.

- **Ability Score Adjustments:** +2 Strength, -2 Intelligence, -2 Charisma
- **Size:** Medium
- **Base Speed:** 30 feet
- **Automatic Languages:** Common, Orc
- **Darkvision:** Half-orcs can see up to 60 feet without any light source at all. Darkvision is black-and-white, but otherwise identical to normal vision.
- **Orc Blood:** For all effects related to race, a half-orc is considered an orc.

Half-orcs are almost always the result of bestial rape. Few see birth, and those that do are frequently strangled in their cribs or abandoned in the harsh elements of the wild. Rare is the half-orc who knows love or sympathy or a caring touch.

These harsh experiences tend to harden half-orcs. Although most are born to human mothers, many return to orcish tribes where they are more easily accepted. Those who remain, unable to ever truly blend into human society, try to find some way to survive and endure: Some become withdrawn and reserved, hoping to avoid unwanted attention. Many try to become so tough that others won't dare to cross them.

Half-orcs loom over the other races of civilization. They stand almost seven feet tall and almost always weigh more than 200 pounds. Their orcish blood gives them a grayish skin tone, coarse dark hair, a jutting jaw, and fang-like teeth. They tend to heal quickly, but this also causes them to scar easily. True orcs view these scars with pride, and while some half-orcs embrace this cultural heritage by openly displaying their scars, others hide theirs in shame.



Chapter Five

Classes

A character's class is literally a classification: Those who belong to a class share a common set of abilities and skills. But while the members of a class resemble each other in many ways and possess similar strengths and weaknesses, a character is defined as much by what sets them apart as by their mutual traits. Think about how you can customize the features of a class to make it uniquely your own.

The class tables show how characters in the class improve and gain special abilities as they increase in level. Special abilities are divided into five types: Natural Abilities, Extraordinary Abilities (Ex), Supernatural Abilities (Su), Spell-Like Abilities (Sp), and Spells.

Natural Abilities: This broad category covers abilities which are not remarkable or magical. In general, these include common skills and any abilities a character has due to its physical nature. (For example, a lion's claws or a dragon's fangs.) If an ability does not have a specified type, assume that it's a natural ability.

Extraordinary Abilities (Ex): Extraordinary abilities are nonmagical, but they may push or break the laws of physics. They require unusual training or exceptional physical capacity. Because they are not magical, extraordinary abilities cannot be affected by **antimagic fields**, **counterspells**, **dispel magic**, or **spell resistance**. Nor do they provoke **attacks of opportunity** (unless stated otherwise).

Supernatural Abilities (Su): Supernatural abilities represent a creature's inherently magical characteristics. Because they are magical in nature, they are negated by antimagic fields. But because they do not require spellcasting rituals or persistent constructs of magical energy, they are not affected by counterspell, **dispel magic**, or spell resistance.

Spell-Like Abilities (Sp): Spell-like abilities allow characters to create the effects of a spell without actually casting the spell (either due to great skill or a natural capacity). Because they do not require a spellcasting ritual, spell-like abilities cannot be counterspelled (nor can they be used to perform a counterspell). Although activated mentally and requiring no physical action or speech, spell-like abilities do require a certain amount of concentration and therefore provoke attacks of opportunity. (Like spells, however, they can be used defensively to avoid the attack of opportunity.)

Spells: Spells allow for the creation of specific, one-time magical effects using ritualized casting. The casting of spells is described in detail in the *Grimoire*.

TABLE: ABILITY TYPES

	Natural	Extraordinary	Supernatural	Spell-Like	Spell
Dispel Magic	No	No	No	Yes	Yes
Spell resistance	No	No	No	Yes	Yes
Attack of Opportunity	No	No	No	Yes	Yes
Counterspell	No	No	No	No	Yes
Antimagic Field	No	No	Yes	Yes	Yes

Example — Customizing Class Abilities: A barbarian's rage allows them to temporarily increase their physical power in a fit of reckless abandon. Is that pure, unbridled fury? A karmic mantra which unlocks the chakra? A system of mystic tattoos which burst into flame over the barbarian's muscles and nerve centers? Or a strange, glandular growth which is viewed as a curse by the barbarian's people?

antimagic field, page XXX: Suppresses any spell or magical effect within, brought into, or cast into the field but does not dispel it.

counterspell, page XXX: Spellcasters can counter a spell by using a readied action. They must succeed at a Spellcraft check (DC 15 + the spell's level) and then cast the same spell or a spell at least two levels higher to negate the spell.

dispel magic — page XXX

attacks of opportunity — page 71

spell resistance, page XXX: To affect a creature with spell resistance, a spellcaster must make a caster level check with a DC equal to the creature's spell resistance.

Grimoire — page XXX

THE BARBARIAN



Barbarians are the warriors of primitive societies. Their tribe or clan might hail from frozen tundras, steamy jungles, emerald plains, or sun-baked deserts, but what they share in common is the strength and fortitude forged into them by the harshness of their lives. They lack the grace and elegance of a civilized fop, but they survive because they've found an indomitable inner strength. Some barbarians are possessed of a noble heart, while others are nothing but crude savages, but all of them have the potential for greatness.

Combat Expertise (Ex): At 9th level, a barbarian making a melee attack may choose, before making their attack rolls for a round, to subtract a number from all melee attack rolls and add the same number as a dodge bonus to their Armor Class. The number may not exceed their base attack bonus. The changes to attack rolls and AC last until their next action.

Combat Reflexes (Ex): At 15th level, barbarians can take a number of additional **attacks of opportunity** each round equal to their Dexterity bonus. They may also make attacks of opportunity while **flat-footed**.

Damage Reduction (Ex): As indicated on the class features table, a barbarian's natural toughness at higher levels grants them **damage reduction**.

Fast Movement (Ex): A barbarian's total land **speed** is faster by +10 feet. The barbarian loses this bonus if they are carrying a **heavy load**.

Illiteracy: Unlike other characters, barbarians do not know how to read and write the **languages** they speak. A barbarian with levels in another class is not illiterate.

Indomitable Will (Ex): While in a rage (see below), a barbarian of 14th level or higher gains a +4 bonus on **Will saves** to resist **enchantment** effects.

Power Attack (Ex): At 6th level, a barbarian may choose, before making their attack rolls for a round, to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed their base attack bonus. The penalty on attacks and bonus on damage apply until their next turn.

Rage (Ex): A barbarian can fly into rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, +4 bonus to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to Armor Class. While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for **Balance**, **Escape Artist**, **Intimidate**, and **Ride**), the **Concentration** skill, or any abilities that require patience or concentration (such as casting a spell or using a magic item which requires a command word, spell trigger, or spell completion).

Duration: A barbarian can rage only once per encounter. Entering a rage is a **free action**. A fit of rage lasts for a number of rounds equal to 3 + the character's Constitution modifier. A barbarian may prematurely end their rage. When the rage ends, the barbarian loses all of the rage modifiers and becomes **fatigued** for the duration of the encounter.

Greater Rage: At 11th level, a barbarian's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

CLASS TABLE: BARBARIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	DR	Rage	Trap Sense	Special Abilities
1 st	+1	+2	+0	+0		1/day		Fast Movement, Illiteracy, Rage
2 nd	+2	+3	+0	+0				Uncanny Dodge
3 rd	+3	+3	+1	+1			+1	Sprint, Trap Sense
4 th	+4	+4	+1	+1		2/day		
5 th	+5	+4	+1	+1				Improved Uncanny Dodge
6 th	+6/+1	+5	+2	+2			+2	Power Attack
7 th	+7/+2	+5	+2	+2	DR 1/-			Damage Reduction
8 th	+8/+3	+6	+2	+2		3/day		
9 th	+9/+4	+6	+3	+3			+3	Combat Expertise
10 th	+10/+5	+7	+3	+3	DR 2/-			
11 th	+11/+6/+1	+7	+3	+3				Greater Rage
12 th	+12/+7/+2	+8	+4	+4		4/day	+4	Extended Rage
13 th	+13/+8/+3	+8	+4	+4	DR 3/-			
14 th	+14/+9/+4	+9	+4	+4				Indomitable Will
15 th	+15/+10/+5	+9	+5	+5			+5	Combat Reflexes
16 th	+16/+11/+6/+1	+10	+5	+5	DR 4/-	5/day		
17 th	+17/+12/+7/+2	+10	+5	+5				Tireless Rage
18 th	+18/+13/+8/+3	+11	+6	+6			+6	Sudden Assault
19 th	+19/+14/+9/+4	+11	+6	+6	DR 5/-			
20 th	+20/+15/+10/+5	+12	+6	+6		6/day		Mighty Rage

Extended Rage: At 12th level, a barbarian's rage lasts for a number of rounds equal to 8 + the barbarian's Constitution modifier.

Tireless Rage: At 17th level and higher, a barbarian no longer becomes fatigued at the end of their rage.

Mighty Rage: At 20th level, a barbarian's bonuses to Strength and Constitution during their rage each increase to +8, and his morale bonus on Will saves increases to +4. The penalty to AC remains at -2.

Sudden Assault (Ex): During a surprise round and the first round of combat, an 18th level barbarian deals an additional +1d6 points of damage on any successful melee attack.

Sprint (Ex): At 3rd level, a barbarian runs at five times their current speed if they are not heavily encumbered. If the barbarian is carrying a heavy load, they run at four times their current speed.

Trap Sense (Ex): As indicated on the class features table, a barbarian gains a bonus on Reflex saves made to avoid traps. The character also earns an equal dodge bonus to AC against attacks made by traps. Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): At 2nd level, a barbarian cannot be flat-footed. If the barbarian already has uncanny dodge from a different class, they automatically gain improved uncanny dodge (see below).

Improved Uncanny Dodge: At 5th level, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack a barbarian by flanking them, unless the rogue has four more rogue levels than the target has barbarian levels. (If a character has gained uncanny dodge from multiple classes, the levels from all the classes should be totaled to determine the minimum level a rogue must be to flank the character.)

5

Hit Die: d12

Class Skills: Climb, Intimidate, Survival, Swim

Armor Proficiencies: Light, Medium, Shields

Weapon Proficiencies: Simple, Martial

Starting Gold: 4d4 x 10 (100 gp)

Enchantments: Any effect which affects the minds of others, influencing or controlling their behavior.

Balance – page 42

Concentration – page 42

Escape Artist – page 43

Intimidation – page 45

Ride – page 46

free action, page 68: Perform one or more free actions while taking other actions normally.

fatigued, page 57: Cannot run or charge, -2 penalty to Str and Dex.

traps – page 87

flanked, page 72: +2 bonus to melee attacks with ally on opposite side of opponent.

THE CLERIC



Clerics are the most honored among a god's believers. They are not necessarily the god's priests or holy men (although they can be), they are merely the most faithful of their followers. Indeed, the faith of a cleric is so powerful that their god can use it as a focal point through which to channel divine energy. Through the actions of their clerics, gods can create daily miracles throughout the world – either to further the ends of their own power or beliefs, to foster faith among the faithless, or merely to protect the lives of those who cherish them the most.

Aura (Ex): A cleric of a chaotic, evil, good, or lawful deity has an aura corresponding to the deity's alignment which can be detected using an appropriate *detect* spell.

Deity: A cleric must choose a deity to worship. A character's deity affects what magic they can perform and should reflect their values and beliefs.

Domains: A deity's **domains** represent their particular interests and focus. A cleric can choose two domains from among those belonging to their deity. Each domain grants a special power and gives access to a domain spell at each level. A cleric can prepare one of their domain spells each day in addition to their normal spells. A cleric cannot prepare a domain spell as a normal spell if it isn't a divine spell.

Spellcasting: A cleric casts divine spells. These spells are granted by the cleric's god, the divine energy being channeled through the cleric's faith into a manifestation and transformation of the living world.

Prime Attribute: Wisdom

Spells Known: Clerics know all divine spells except for those spells associated with an alignment opposed to their own or their deity's alignment. (A spell's alignment association is indicated in the spell's *Grimoire* entry.)

Spell Preparation: Clerics must prepare a spell before being able to cast it. Clerics must choose a time at which to spend 1 hour each day preparing their spells through quiet prayer and meditation. They can prepare any spell they know up to the number of spells per day shown on their class features table. They cannot prepare spells at any other time during the day and must not be interrupted during their meditation.

Spontaneous Casting: A cleric of a good deity can choose to "lose" any prepared spell that is not a domain spell and channel the released spell energy in order to cast any **cure spell** of the same spell level or lower.

A cleric of an evil deity can choose to "lose" any prepared spell that is not a domain spell and channel the released energy in order to cast any **inflict spell** of the same spell level or lower.

A cleric of a neutral deity can choose to either spontaneously cast **cure** or **inflict** spells. Once this choice has been made, however, it cannot be reversed. (This choice also determines whether the neutral cleric turns or rebukes undead.)

The +1 entries on this table represent a cleric's domain spells.

Turn/Rebuke Undead (Su): A cleric of a good deity can channel the positive energy of their deity to turn or destroy undead. A cleric of an evil deity can channel the negative energy of their deity to rebuke or control undead. A cleric of a neutral deity can choose to either turn or rebuke undead, but once this choice has been made, it cannot be reversed. (This choice also determines whether the neutral cleric spontaneously casts *cure* or *inflict* spells.) Regardless of the effect, this ability is referred to as “turning”.

Times per Day: A cleric can attempt to turn or rebuke undead a number of times per day equal to $3 + \text{their Charisma modifier}$.

Range: A cleric can turn or rebuke undead to which they have **line of effect** within 60 feet. They turn the closest undead first.

Turn Undead: When turning undead, a cleric takes a standard action to make a turning check by rolling $1d20 + \text{their Charisma modifier}$. The result determines the HD of the most powerful undead the turning can affect (as shown on the *Turning Undead* table). The cleric then rolls $2d6 + \text{their Charisma modifier}$ for turning damage. The result is the total HD of undead they can turn. Turned undead become **panicked** for 10 rounds or until the cleric approaches within 10 feet of them.

Rebuke Undead: An evil cleric makes the equivalent of a turning check in order to rebuke undead. Undead who would be turned by a good cleric are rebuked by an evil cleric. A rebuked undead cowers as if in awe (attack rolls against the creature get a +2 bonus). The effect lasts for 10 rounds.

Destroying/Controlling: If the cleric has twice as many levels (or more) as the undead have Hit Dice, they destroy the undead (if good) or control the undead (if evil). A controlled undead responds to the mental control of the evil cleric. The cleric must take a standard action to control undead and, at any one time, can only control a number of undead whose Hit Dice total does not exceed their level. A cleric may voluntarily relinquish control of any undead as a free action.

Turning Abilities: As a cleric gains levels, they become more versatile in their ability to channel positive or negative energy.

Disciple of the Dead (Su): At 12th level, a cleric can choose to expend two of their daily turning attempts while making a turning check. If they do so, any undead they would normally turn are instead destroyed and any undead they would normally rebuke are instead commanded.

Divine Dispel (Su): At 9th level, a cleric can use one of their daily turning attempts to dispel any evil-aligned (if they turn undead) or good-aligned (if they rebuke undead) spell within 60 feet as if they had cast *dispel magic* with a caster level equal to their cleric level.

Extra Turning: At 6th level, a cleric can attempt to turn or rebuke undead an additional four times per day (a total of $7 + \text{their Charisma modifier}$). At 18th level, a cleric can attempt to turn or rebuke undead eight additional times per day (a total of $11 + \text{their Charisma modifier}$).

Quick Turning: At 15th level, a cleric can make a turning check or use any of their turning abilities as a swift action.

Weapons of the Gods (Su): At 3rd level, a cleric can use one of their daily turning attempts to imbue the weapon of any ally within 60 feet as a good-aligned (if they turn undead) or evil-aligned (if they rebuke undead) weapon for the purposes of overcoming damage resistance. The effect lasts for ten rounds.

CLASS TABLE: CLERIC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Aura	Special Abilities
1 st	+0	+2	+0	+2	Faint	Domains, Turn Undead
2 nd	+1	+3	+0	+3		
3 rd	+2	+3	+1	+3	Moderate	Weapons of the Gods ¹
4 th	+3	+4	+1	+4		
5 th	+3	+4	+1	+4		
6 th	+4	+5	+2	+5		Extra Turning ¹
7 th	+5	+5	+2	+5		
8 th	+6/+1	+6	+2	+6		
9 th	+6/+1	+6	+3	+6	Strong	Divine Dispel ¹
10 th	+7/+2	+7	+3	+7		
11 th	+8/+3	+7	+3	+7		
12 th	+9/+4	+8	+4	+8		Disciple of the Dead ¹
13 th	+9/+4	+8	+4	+8		
14 th	+10/+5	+9	+4	+9		
15 th	+11/+6/+1	+9	+5	+9		Quick Turning ¹
16 th	+12/+7/+2	+10	+5	+10		
17 th	+12/+7/+2	+10	+5	+10		
18 th	+13/+8/+3	+11	+6	+11		Extra Turning ¹
19 th	+14/+9/+4	+11	+6	+11		
20 th	+15/+10/+5	+12	+6	+12		

¹ Turning Abilities

Hit Die: d8

Class Skills: Heal, Knowledge (religion)

Armor Proficiencies: Light, Medium, Heavy, Shields

Weapon Proficiencies: Simple

Starting Gold: 5d4 x 10 (125 gp)

domains – page XXX

Grimoire – page XXX

line of effect – page 72

cure/inflict spell: Any spell with “cure” or “inflict” in its name.

panicked, page 57: Drop items carried, flee from cleric, cowers if cornered, -2 on action checks.

TABLE: TURNING UNDEAD

Turning Check	Maximum HD Affected
0 or lower	Cleric's level - 4
1-3	Cleric's level - 3
4-6	Cleric's level - 2
7-9	Cleric's level - 1
10-12	Cleric's level
13-15	Cleric's level + 1
16-18	Cleric's level + 2
19-21	Cleric's level + 3
22 or higher	Cleric's level + 4

THE FIGHTER



damage – page 54

melee attack, page 70: 1d20 + melee attack bonus vs. target's AC

5-foot step, page 69: A combatant can move 5 feet as a free action if they don't perform any other movement on their turn.

attack of opportunity, page 71: Acting or moving recklessly while threatened provokes an AoO, allowing opponents to make a single melee attack at their highest BAB.

flat-footed, page 57: Lose Dexterity bonus to AC, cannot make AoOs, cannot take immediate actions.

critical, page 70: A natural 20 on an attack roll threatens a critical. Make a second attack roll. On success, deal double normal damage.

cure spell: Any spell with "cure" in its name.

Fighters are the unmatched champions of battle. The strength of their powerful blows is matched only by their dedication to the skills of their chosen weapons. A single fighter can dispatch a dozen opponents in the flicker of an eye. They are the fulcrum upon which the tide of battle turns.

Cleave: At 3rd level, once per round, if a fighter making a melee attack deals enough **damage** to render an opponent unconscious or dead, they can choose to make an extra **melee attack** against another creature within reach using the same weapon and at the same base attack bonus as the attack that dropped their original target. They cannot take a **5-foot step** or any other action before making this extra attack.

Great Cleave: At 6th level, a fighter can use their cleave ability any number of times per round.

Supreme Cleave: At 14th level, a fighter can take a 5-foot step after dropping their original opponent and before making a cleave attack.

Combat Awareness (Ex): At 13th level, a fighter gains a +2 dodge bonus to AC against any opponent flanking them.

Combat Expertise (Ex): At 9th level, a fighter making a melee attack may choose, before making their attack rolls for a round, to subtract a number from all melee attack rolls and add the same number as a dodge bonus to their Armor Class.

The number may not exceed their base attack bonus. The changes to attack rolls and Armor Class last until their next action.

Combat Reflexes (Ex): At 15th level, a fighter can take a number of additional **attacks of opportunity** each round equal to their Dexterity bonus. They may also make attacks of opportunity while **flat-footed**.

Favored Weapon (Ex): At 1st level, a fighter chooses one type of weapon to be their favored weapon. When using their favored weapon, a fighter has a +1 bonus to their attack rolls.

Favored Weapon Critical: At 10th level, a fighter threatens a **critical** with their favored weapon on a natural roll of 19 or 20. A natural roll of 19 is not an automatic hit, but if the attack is successful the fighter can check for a critical normally.

Favored Weapon Focus: At 8th level, a fighter gains a +2 bonus to their attack rolls while using their favored weapon.

Favored Weapon Specialization: At 4th level, a fighter gains a +2 bonus to their damage rolls while using their favored weapon.

Greater Favored Weapon Critical: At 18th level, a fighter threatens a critical with their favored weapon on a natural roll of 18, 19, or 20. A natural roll of 18 or 19 is not an automatic hit, but if the attack is successful the fighter can check for a critical normally.

Greater Favored Weapon Focus: At 16th level, a fighter gains an additional +2 bonus to their attack rolls while using their favored weapon (for a total of +4).

Greater Favored Weapon Specialization: At 12th level, a fighter gains an additional +2 bonus to their damage rolls while using their favored weapon (for a total of +4).

Inspire Awe (Ex): At 20th level, the fighter's legendary prowess inspires awe in their allies and opponents. As long as the fighter is not disguised, their allies gain a +2 morale bonus and their enemies suffer a -2 morale penalty on their attack rolls.

CLASS TABLE: FIGHTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities
1 st	+1	+2	+0	+0	Favored Weapon
2 nd	+2	+3	+0	+0	Power Attack
3 rd	+3	+3	+1	+1	Cleave
4 th	+4	+4	+1	+1	Favored Weapon Specialization
5 th	+5	+4	+1	+1	
6 th	+6/+1	+5	+2	+2	Great Cleave
7 th	+7/+2	+5	+2	+2	Quick Healer
8 th	+8/+3	+6	+2	+2	Favored Weapon Focus
9 th	+9/+4	+6	+3	+3	Combat Expertise
10 th	+10/+5	+7	+3	+3	Favored Weapon Critical
11 th	+11/+6/+1	+7	+3	+3	
12 th	+12/+7/+2	+8	+4	+4	Greater Favored Weapon Specialization
13 th	+13/+8/+3	+8	+4	+4	Combat Awareness
14 th	+14/+9/+4	+9	+4	+4	Supreme Cleave
15 th	+15/+10/+5	+9	+5	+5	Combat Reflexes
16 th	+16/+11/+6/+1	+10	+5	+5	Greater Favored Weapon Focus
17 th	+17/+12/+7/+2	+10	+5	+5	
18 th	+18/+13/+8/+3	+11	+6	+6	Greater Favored Weapon Critical
19 th	+19/+14/+9/+4	+11	+6	+6	Two-Handed Blow
20 th	+20/+15/+10/+5	+12	+6	+6	Inspire Awe

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Power Attack (Ex): At 2nd level, a fighter may choose, before making their attack rolls for a round, to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed their base attack bonus. The penalty on attacks and bonus on damage apply until their next turn.

Quick Healer (Ex): At 7th level, a fighter recovers twice the normal number of hit points from *cure spells* and *natural healing*.

Two-Handed Blow (Ex): At 19th level, a fighter wielding a weapon two-handed, instead of adding their Strength bonus to the damage result, adds twice their Strength bonus to the damage result.

Hit Die: d10

Class Skills: Jump, Tumble

Armor Proficiencies: Light, Medium, Heavy, Shields

Weapon Proficiencies: Simple, Martial

Starting Gold: 6d4 x 10 (150 gp)

natural healing, page 55: 1 hp per HD per night of rest; 2 hp per HD per 24 hours of bed rest. 1 nonlethal hp per hour.



THE ROGUE



Rogues are versatile and skilled. They are sly characters, having perfected the arts of stealth and trickery, and are best known as thieves, spies, scouts, and assassins. They are rarely where one would expect, yet always seem capable of finding the path to where they want to be. Rogues are equally at home in the shadows of an urban night or cautiously leading a party of delvers into the dungeon depths of the world.

Bleeding Strike (Ex): At 15th level, a rogue can sacrifice 1d6 from their sneak attack **damage** roll to inflict a bleeding wound. The victim of a bleeding strike suffers 1 hit point per round thereafter until they either benefit from a **Heal check** (DC 15) or receive magical healing. The rogue can choose to sacrifice multiple sneak attack damage dice to simultaneously inflict multiple bleeding wounds.

Crippling Strike (Ex): At 19th level, any opponent damaged by a rogue's sneak attack also takes 2 points of Strength damage.

Debilitating Strike (Ex): At 11th level, a rogue can sacrifice 1d6 from their sneak attack damage roll to inflict a debilitating wound. The victim of a debilitating strike suffers a -1 penalty to all **action checks** until they are restored to full health. The rogue can choose to sacrifice multiple sneak attack damage dice to simultaneously inflict multiple debilitating strikes.

damage – page 54

Heal check, page 44: 1d20 + **Heal modifier** vs. DC

action checks – page 65

Reflex saving throw, page 66: 1d20 + **Reflex save** vs. DC

attack of opportunity, page 71: Acting or moving recklessly while threatened provokes an AoO, allowing opponents to make a single melee attack at their highest BAB.

flanked, page 72: +2 bonus to melee attacks with ally on opposite side of opponent.

slowed, page 58: Can take only a single standard action. Move at half speed.

Evasion (Ex): At 2nd level, a rogue who makes a successful **Reflex saving throw** against an attack that normally deals half damage on a successful save instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Opportunist (Ex): At 13th level, a rogue can make an **attack of opportunity** once per round against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for the round.

Point Blank Shot (Ex): At 3rd level, a rogue gains a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Silent Strike (Ex): At 12th level, a rogue can sacrifice 1d6 from their sneak attack damage roll to silence their target for 1 round. The victim of a silent strike cannot speak, cast spells, or otherwise make a sound of any kind. The rogue can choose to sacrifice multiple sneak attack damage dice in order to extend the duration of the silent strike, which lasts for 1 round per die sacrificed.

Sneak Attack (Ex): When a rogue attacks a character that they **flank** or a target which has been denied their Dexterity bonus to AC, the attack deals additional damage as indicated on the rogue's class table. A rogue cannot sneak attack any creature that is immune to critical hits.

Staggering Strike (Ex): At 18th level, a rogue can sacrifice 1d6 from their sneak attack damage roll to **slow** their target for 1 round. The rogue can choose to sacrifice multiple sneak attack damage dice in order to extend the duration of the staggering strike, which lasts for 1 round per die sacrificed.

CLASS TABLE: ROGUE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Sneak Attack	Trap Sense	Special Abilities
1 st	+0	+0	+2	+0	+1d6		Sneak Attack
2 nd	+1	+0	+3	+0			Evasion
3 rd	+2	+1	+3	+1	+2d6	+1	Point Blank Shot, Trap Sense
4 th	+3	+1	+4	+1			Uncanny Dodge
5 th	+3	+1	+4	+1	+3d6		
6 th	+4	+2	+5	+2		+2	Vigilant Shot
7 th	+5	+2	+5	+2	+4d6		
8 th	+6/+1	+2	+6	+2			Improved Uncanny Dodge
9 th	+6/+1	+3	+6	+3	+5d6	+3	Undead Bane
10 th	+7/+2	+3	+7	+3			Improved Evasion
11 th	+8/+3	+3	+7	+3	+6d6		Debilitating Strike
12 th	+9/+4	+4	+8	+4		+4	Silent Strike
13 th	+9/+4	+4	+8	+4	+7d6		Opportunist
14 th	+10/+5	+4	+9	+4			
15 th	+11/+6/+1	+5	+9	+5	+8d6	+5	Bleeding Strike
16 th	+12/+7/+2	+5	+10	+5			
17 th	+12/+7/+2	+5	+10	+5	+9d6		
18 th	+13/+8/+3	+6	+11	+6		+6	Staggering Strike
19 th	+14/+9/+4	+6	+11	+6	+10d6		Crippling Strike
20 th	+15/+10/+5	+6	+12	+6			

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Trap Sense (Ex): As indicated on their class features table, a rogue gains a bonus on Reflex saves made to avoid traps. The character also earns an equal dodge bonus to AC against attacks made by traps. Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): At 4th level, a rogue cannot be flat-footed. If the rogue already has uncanny dodge from a different class, they automatically gain improved uncanny dodge (see below).

Improved Uncanny Dodge: At 8th level, a rogue can no longer be flanked. This defense denies another rogue the ability to sneak attack the rogue by flanking them, unless the sneak attacker has four more rogue levels than the target. (If a character has gained uncanny dodge from multiple classes, the levels from all the classes should be totaled to determine the minimum level a rogue must be to flank the character.)

Undead Bane (Ex): At 9th level, a rogue can make sneak attacks on creatures even if they are normally immune to critical hits.

Vigilant Shot (Ex): At 6th level, a rogue can ready a ranged attack against a target to be triggered when one of their allies strikes that target. For the purposes of that attack, the target is denied their Dexterity bonus to AC.

Hit Die: d6

Class Skills: Disable Device, Gather Information, Hide, Move Silently, Open Lock, Search, Sleight of Hand, Use Magic Device

Armor Proficiencies: Light

Weapon Proficiencies: Simple
Starting Gold: 5d4 x 10 (125 gp)

traps – page 87

flat-footed, page 57: Lose Dexterity bonus to AC, cannot make AoOs, cannot take immediate actions.

ready action, page 68: As a standard action, the character readies a specific action and triggering condition. When triggered, the readied action is resolved as an immediate reaction.

ranged attack, page 70: 1d20 + ranged attack bonus vs. target's AC

THE SORCERER



There is something different in the blood of a sorcerer: Some were exposed to powerful magical forces in their mother's wombs. Others have formed pacts with devils, slept with demigods, or tasted the blood of angels. Still more can trace a faint ancestry to dragons, unicorns, and other creatures of mythological might. In more recent years, powerful arcane rituals have been developed to artificially imbue the blood with the sorcerer's touch.

Whatever the source of their touch, however, sorcerers are gifted with an instinctual affinity for certain forms of magic. They perceive the world through the blood's veil, a manifestation of the third eye which allows them to spontaneously manipulate the ley energies of the world to create specific arcane effects. Although the earliest manifestations of their abilities are often impulsive, various sorcerous sects have developed meditative mantras which allow them to focus their gifts and unlock specific effects. With proper training, sorcerers can even channel their gifts using a wizard's scrolls and develop fresh mantras based on their arcane writings.

Familiar: Sorcerers can obtain a familiar to serve as their companion and servant, as described on page 40.

Metamagic: Sorcerers can modify their spells as they cast them by using metamagic abilities. Using most metamagic abilities increases the level of the spell slot required to cast the spell (as indicated in parentheses below and on their class table). This does not increase the level of the spell (and, therefore, does not change the DC of the spell's saving throw). Multiple metamagic abilities can be applied to the same spell and the same metamagic ability can be applied multiple times (applying the level adjustment each time). Casting a spell which has had any amount of metamagic applied to it requires at least a full action, and spells which already have a casting time of 1 full action or more require an extra full action to complete.

Empower Spell (+2): At 12th level, a sorcerer can empower a spell. All variable, numeric effects of an empowered spell are increased by one-half. A spell cannot be empowered more than once.

Energy Specialization (+0): At 6th level, a sorcerer chooses one type of energy (acid, cold, electricity, fire, or sonic). When employing a spell with an energy type, the sorcerer can modify the spell to use their chosen energy specialization instead.

Extend Spell (+1): At 3rd level, a sorcerer can double the duration of any spell. A spell cannot be extended more than once.

Heighten Spell (+1): At 15th level, a sorcerer can increase the effective level of a spell. All effects dependent on spell level (including saving throw DCs) are calculated according to the heightened level of the spell.

TABLE: SORCERER SPELLS PER DAY

Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1 st	5	3	—	—	—	—	—	—	—	—
2 nd	6	4	—	—	—	—	—	—	—	—
3 rd	6	5	—	—	—	—	—	—	—	—
4 th	6	6	—	—	—	—	—	—	—	—
5 th	6	6	3	—	—	—	—	—	—	—
6 th	6	6	4	—	—	—	—	—	—	—
7 th	6	6	5	3	—	—	—	—	—	—
8 th	6	6	6	4	—	—	—	—	—	—
9 th	6	6	6	5	3	—	—	—	—	—
10 th	6	6	6	6	4	—	—	—	—	—
11 th	6	6	6	6	5	3	—	—	—	—
12 th	6	6	6	6	6	4	—	—	—	—
13 th	6	6	6	6	6	5	3	—	—	—
14 th	6	6	6	6	6	6	4	3	—	—
15 th	6	6	6	6	6	6	5	4	—	—
16 th	6	6	6	6	6	6	6	5	3	—
17 th	6	6	6	6	6	6	6	6	4	—
18 th	6	6	6	6	6	6	6	6	5	3
19 th	6	6	6	6	6	6	6	6	6	4
20 th	6	6	6	6	6	6	6	6	6	6

CLASS TABLE: SORCERER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Metamagic (Spell Slot)
1 st	+0	+0	+0	+2	Familiar	
2 nd	+1	+0	+0	+3		
3 rd	+1	+1	+1	+3		Extend (+1)
4 th	+2	+1	+1	+4		
5 th	+2	+1	+1	+4		
6 th	+3	+2	+2	+5		Energy Specialization (+0)
7 th	+3	+2	+2	+5		
8 th	+4	+2	+2	+6		
9 th	+4	+3	+3	+6		Shape (+1)
10 th	+5	+3	+3	+7		
11 th	+5	+3	+3	+7		
12 th	+6/+1	+4	+4	+8		Empower (+2)
13 th	+6/+1	+4	+4	+8		
14 th	+7/+2	+4	+4	+9		
15 th	+7/+2	+5	+5	+9		Heighten (+1)
16 th	+8/+3	+5	+5	+10		
17 th	+8/+3	+5	+5	+10		
18 th	+9/+4	+6	+6	+11		Persistent (+6)
19 th	+9/+4	+6	+6	+11		
20 th	+10/+5	+6	+6	+12		

Hit Die: d4

Class Skills: Concentration, Spellcraft

Armor Proficiencies: None

Weapon Proficiencies: Simple

Starting Gold: 3d4 x 10 (75 gp)

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Persistent Spell (+6): At 18th level, a sorcerer can give any non-instantaneous spell with a personal or fixed range a duration of 24 hours. Spells whose effects are discharged do not persist after being discharged.

Shape Spell (+1): At 9th level, a sorcerer can shape any spell which affects an area so that it doesn't affect one specific target within that area.

Spellcasting: A sorcerer casts arcane spells. These spells represent the sorcerer's natural ability to force the world to conform to their living desire through the bond formed between their blood and the sources of arcane power.

Prime Attribute: Charisma

Spells Known: As indicated on their class table, a sorcerer learns new spells as they gain levels. They can select these spells from the *Sorcerer/Wizard Spell List* (see page XXX). They cannot learn new spells in any other way.

Spontaneous Casting: A sorcerer does not need to prepare their spells in advance. They can cast any spell they know at any time, up to their maximum number of spells per level per day (as shown on their class features table).

TABLE: SORCERER SPELLS KNOWN

Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1 st	4	2	—	—	—	—	—	—	—	—
2 nd	5	2	—	—	—	—	—	—	—	—
3 rd	6	3	—	—	—	—	—	—	—	—
4 th	6	3	1	—	—	—	—	—	—	—
5 th	7	4	2	—	—	—	—	—	—	—
6 th	7	4	2	1	—	—	—	—	—	—
7 th	8	5	3	2	—	—	—	—	—	—
8 th	8	5	3	2	1	—	—	—	—	—
9 th	9	5	4	3	2	—	—	—	—	—
10 th	9	5	4	3	2	1	—	—	—	—
11 th	9	5	5	4	3	2	—	—	—	—
12 th	9	5	5	4	3	2	1	—	—	—
13 th	9	5	5	4	4	3	2	—	—	—
14 th	9	5	5	4	4	3	2	1	—	—
15 th	9	5	5	4	4	4	3	2	—	—
16 th	9	5	5	4	4	4	3	2	1	—
17 th	9	5	5	4	4	4	3	3	2	—
18 th	9	5	5	4	4	4	3	3	2	1
19 th	9	5	5	4	4	4	3	3	3	2
20 th	9	5	5	4	4	4	3	3	3	3

THE WIZARD



A wizard's affair is to meddle in the dark and powerful mysteries of the world, pursuing hidden knowledge and seeking out secrets both lost and new. Of particular import to them are the arcane rituals and lore which harness ley energies to reshape the natural world. For a wizard, magic is neither intuitive nor spiritual – it is a matter of precision recorded with the utmost care and repeated with meticulous exactness. It requires great cunning to master the ornate complexities of such rituals, but the dweomercraft of a wizard can grant them essentially limitless power. The pursuit of such power can consume their lives, leave them rambling in madness, mire them in haughtiness, seize them with a lust for greatness, or tempt them into the darkest bargains. But it can also teach them great wisdom, unlock a canny foresight, and imbue virtues of majesty and grace.

Familiar: Wizards can obtain a familiar to serve as their companion and servant, as described on page 40.

Item Creation: Using their arcane skills, a wizard can create magical items. In order to create an item, a wizard must have mastered the appropriate crafts of creation (as shown on their class features table) and meet all the prerequisites for the item's creation (as shown in the *Treasury* description of the item). The item creation rituals require 1 day per 1,000 gp in the item's listed price, with each day requiring 8 hours of work. The magical supplies required for item creation cost one-half the base price of the item.

TABLE: WIZARD SPELLS PER DAY

Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1 st	4	2	–	–	–	–	–	–	–	–
2 nd	5	2	–	–	–	–	–	–	–	–
3 rd	6	3	–	–	–	–	–	–	–	–
4 th	6	3	1	–	–	–	–	–	–	–
5 th	7	4	2	–	–	–	–	–	–	–
6 th	7	4	2	1	–	–	–	–	–	–
7 th	8	5	3	2	–	–	–	–	–	–
8 th	8	5	3	2	1	–	–	–	–	–
9 th	9	5	4	3	2	–	–	–	–	–
10 th	9	5	4	3	2	1	–	–	–	–
11 th	9	5	5	4	3	2	–	–	–	–
12 th	9	5	5	4	3	2	1	–	–	–
13 th	9	5	5	4	4	3	2	–	–	–
14 th	9	5	5	4	4	3	2	1	–	–
15 th	9	5	5	4	4	4	3	2	–	–
16 th	9	5	5	4	4	4	3	2	1	–
17 th	9	5	5	4	4	4	3	3	2	–
18 th	9	5	5	4	4	4	3	3	2	1
19 th	9	5	5	4	4	4	3	3	3	2
20 th	9	5	5	4	4	4	3	3	3	3

Lore: At 15th level, a wizard's constant probing into the deepest secrets of the multiverse grants them a prodigious understanding of known and secret lores. The wizard may make a special lore check with a bonus equal to their wizard level + Intelligence modifier to see whether they know relevant information about notable people, legendary items, or noteworthy places. The higher the check result, the more obscure and specific the knowledge known.

Spell Mastery: At 18th level, a wizard's vast experience with the arcane arts allows them to master familiar spells. The wizard can choose a number of spells equal to their Intelligence modifier that they already know and, from that point on, they can prepare those spells without referring to a spellbook.

CLASS TABLE: WIZARD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Item Creation	
1 st	+0	+0	+0	+2	Familiar	Scribe Scrolls	
2 nd	+1	+0	+0	+3		Brew Potions	
3 rd	+1	+1	+1	+3			
4 th	+2	+1	+1	+4		Wondrous Items	
5 th	+2	+1	+1	+4		Arms and Armor	
6 th	+3	+2	+2	+5			
7 th	+3	+2	+2	+5			
8 th	+4	+2	+2	+6			
9 th	+4	+3	+3	+6		Wands	
10 th	+5	+3	+3	+7		Rods	
11 th	+5	+3	+3	+7			
12 th	+6/+1	+4	+4	+8		Staves	
13 th	+6/+1	+4	+4	+8			
14 th	+7/+2	+4	+4	+9			
15 th	+7/+2	+5	+5	+9	Lore	Rings	
16 th	+8/+3	+5	+5	+10			
17 th	+8/+3	+5	+5	+10			
18 th	+9/+4	+6	+6	+11	Spell Mastery		
19 th	+9/+4	+6	+6	+11			
20 th	+10/+5	+6	+6	+12		Construct	

5

Spellcasting: A wizard casts arcane **spells**. Each spell is a laborious and precise construction of physical, mental, and ley energies. When the spell is cast, the prepared energies are released to become manifest upon the material plane.

Prime Attribute: Intelligence

Spellbooks: A beginning wizard's spellbook contains all 0-level wizard spells, three 1st-level spells of their choice, plus one additional 1st-level spell for each point of Intelligence bonus the wizard has. Each time they gain a level, wizards can add any two spells they are capable of casting to their spellbook. In addition, wizards can copy spells from scrolls and other spellbooks into their own spellbook by spending 24 hours and making a successful **Spellcraft check** (DC 15 + spell's level). Copying a spell into a spellbook costs 100 gp per level of the spell.

Spells Known: A wizard knows all the spells contained in their spellbook. Wizards must select their spells from the **Sorcerer/Wizard Spell List**.

Spell Preparation: Wizards must prepare a spell before being able to cast it. Wizards must have 8 hours of **uninterrupted rest** before beginning to prepare their spells. They must then spend 1 hour preparing their spells through quiet study and concentration. They can prepare any spell they have in their spellbook up to the number of spells per day shown on their class features table.

Hit Die: d4

Class Skills: Concentration, Spellcraft

Armor Proficiencies: None

Weapon Proficiencies: Simple

Starting Gold: 3d4 x 10 (75 gp)

Treasury – page XXX

spells – see Grimoire, page XXX

Spellcraft check, page 47: 1d20 + Spellcraft modifier vs. DC

Sorcerer/Wizard Spell List – page XXX

interrupted rest: Each interruption adds 1 hour to the total time the wizard must rest before preparing their spells.

core statistics – page XXX

base attack bonus – page 9

melee attack bonus, page 9: BAB
+ Str modifier + size modifier

hit points, page 54: A measure of health and ability to withstand damage.

class skill modifier, page 10: 3 + class level / Hit Dice + key ability score modifier

5



FAMILIARS

Sorcerers and wizards can obtain a familiar to serve as their companion and servant by performing a magical ritual which requires 24 hours and consumes 100 gp worth of magical materials. The arcanist can choose the type of familiar, which, depending on the ritual performed, is either summoned or created. In either case, the familiar resembles a normal animal but has been transformed into a magical beast.

A character cannot have more than one familiar at a time. If a familiar dies or is dismissed by the arcanist, the arcanist must make a Fortitude save (DC 15) or lose 200 experience points per class level. A slain or dismissed familiar cannot be replaced for a year and a day, but a slain familiar can be raised from the dead like any other character.

Sample familiars are given on the *Familiars* table. All familiars are CR ½ tiny animals. Use the **core statistics** for a CR ½ creature with the following changes:

Base Attack Bonus: Familiars use their master's **base attack bonus**. Familiars can use either Dexterity or Strength, whichever is better, when calculating their **melee attack bonus** with natural weapons.

Hit Dice: Familiars are treated as having the same number of Hit Dice as their master.

Hit Points: Familiars have one-half their master's total **hit points**.

Saving Throws: Familiars have the same saving throw bonuses as their masters.

Skills: In addition to their natural **class skills**, familiars gain their master's class skills (including bonus skills and penalty skills). Most familiars also have racial bonuses to certain skills as indicated in parentheses on the *Familiars* table.

Master's Benefit: The master of a familiar gains a benefit as shown on the *Familiars: Master's Benefit* table. The master loses this benefit if their familiar is slain or dismissed.

TABLE: FAMILIARS

Name	Adjustments	Ability Scores	Class Skills	Powers
Bat	5 ft., fly 30 ft. (good)	Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4	Fly (+7), Hide, Listen, Move Silently, Spot	Blindsight 30 ft., Low-Light Vision
Cat		Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7	Balance (+3), Climb (+3), Hide (+3), Jump (+3), Listen, Move Silently (+3), Spot	Low-Light Vision, Scent
Hawk	10 ft., fly 60 ft. (avg)	Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6	Fly (+4), Listen, Spot (+10)	Low-Light Vision
Lizard	20 ft., climb 20 ft.	Str 3, Dex 15, Con 10, Int 1, Wis 12, Cha 2	Balance (+10), Climb (+8), Hide, Listen, Move Silently, Spot	Low-Light Vision
Owl	10 ft., fly 30 ft. (avg)	Str 4, Dex 17, Con 10, Int 2, Wis 14, Cha 4	Fly (+4), Listen (+4), Move Silently (+7), Spot (+4)	Low-Light Vision
Rat		Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2	Balance (+3), Climb (+3), Hide (+3), Move Silently (+3), Swim (+3)	Low-Light Vision, Scent
Raven	10 ft., fly 60 ft. (good)	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2	Fly (+7), Listen, Spot	Low-Light Vision
Snake	AC 15, 20 ft., climb 15 ft., swim 15 ft.	Str 4, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Balance, Climb (+8), Hide, Listen, Spot, Swim (+8)	Poison (injury DC 11, 1d6 Con/1d6 Con), Scent
Toad	AC 15, 5 ft., swim 20 ft.	Str 1, Dex 12, Con 11, Int 1, Wis 12, Cha 2	Hide (+10), Jump (+5), Listen (+5), Spot (+5), Swim (+8)	Low-Light Vision
Weasel	20 ft., climb 20 ft.	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5	Balance, Climb (+8), Escape Artist, Hide, Move Silently (+5), Spot	Improved Grab, Low-Light Vision, Scent

All familiars are CR 1/2 Tiny animals.

¹ A raven familiar can speak one languages of its master's choice as a supernatural ability.

Special Abilities: Familiars also gain special abilities based on their master's class level, as shown on the *Familiar Special Abilities* table.

Natural Armor Adjustment: Add this value to the familiar's Armor Class.

Intelligence: Use this score for the familiar's Intelligence.

Alertness (Ex): Familiars gain a +2 bonus on **Listen** and **Spot checks**.

Deliver Touch Spells (Su): When an arcanist reaches 3rd level, their familiar can deliver **touch spells** for them. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. If the master casts another spell before the touch is delivered, the touch spell dissipates.

Empathic Link (Su): A master can communicate empathically with their familiar out to a distance of 1 mile.

Improved Evasion (Ex): When subjected to an attack that normally allows a **Reflex saving throw** for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Scry on Familiar (Sp): When an arcanist reaches 13th level, they may scry on their familiar as if casting the **scrying** spell once per day.

Share Spells (Ex): An arcanist can have any spell they cast upon themselves also affect their familiar if the familiar is within 5 feet. (If the familiar moves more than 5 feet away from the master, the spell will no longer effect them.)

Speak with Animals of Its Kind (Ex): When an arcanist reaches 7th level, their familiar can communicate with animals of the same kind as itself (including dire varieties).

Speak with Master (Ex): When an arcanist reaches 5th level, they can communicate with their familiar verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Spell Resistance (Ex): When an arcanist reaches 11th level, their familiar gains **spell resistance** equal to the master's level + 5.



TABLE: FAMILIAR SPECIAL ABILITIES

Master's Arcanist Level	Natural Armor Adjustment	Intelligence	Special Abilities
1 st - 2 nd	+1	6	Alertness, Empathic Link, Improved Evasion, Share Spells
3 rd - 4 th	+2	7	Deliver Touch Spells
5 th - 6 th	+3	8	Speak with Master
7 th - 8 th	+4	9	Speak with Animals of Its Kind
9 th - 10 th	+5	10	
11 th - 12 th	+6	11	Spell Resistance
13 th - 14 th	+7	12	Scry on Familiar
15 th - 16 th	+8	13	
17 th - 18 th	+9	14	
19 th - 20 th	+10	15	

Listen check, page 45: 1d20 + Listen modifier vs. DC

Spot check, page 47: 1d20 + Spot modifier vs. DC

touch spells, page XXX: Any spell with a range of "touch". The caster must touch the target of the spell.

Reflex saving throw, page 66: 1d20 + Reflex save vs. DC

scrying – page XXX

5

spell resistance, page XXX: To affect a creature with spell resistance, a spellcaster must make a caster level check with a DC equal to the creature's spell resistance.

FAMILIARS: MASTER'S BENEFIT

Name	Master's Benefit
Bat	+3 to Listen checks
Cat	+3 to Move Silently checks
Hawk	+3 to Spot checks in daylight
Lizard	+3 to Climb checks
Owl	+3 to Spot checks in shadows
Rat	+2 to Fortitude saves
Raven	+3 to Appraise checks
Snake	+3 to Bluff checks
Toad	+3 hit points
Weasel	+2 to Reflex saves

Chapter Six

Skills

Skills represent specific areas of training or knowledge. Characters use skills to perform actions by making **skill checks**.

Encumbrance Penalty: When making a skill check with a skill of this type, apply the character's **encumbrance penalty** as a modifier to the skill.

TABLE: SKILL LIST

Appraise	Int
Balance ¹	Dex
Bluff	Cha
Climb ¹	Str
Concentration ²	Con
Craft ³	Int
Decipher Script	Int
Diplomacy	Cha
Disable Device	Int
Disguise	Cha
Escape Artist ¹	Dex
Forgery	Int
Fly ¹	Dex
Gather Information	Cha
Handle Animal	Cha
Heal ²	Wis
Hide ¹	Dex
Intimidate	Cha
Jump ¹	Str
Knowledge ³	Int
Listen	Wis
Move Silently ¹	Dex
Open Lock	Dex
Perform ³	Cha
Profession ³	Wis
Ride	Dex
Search	Int
Sense Motive	Wis
Sleight of Hand ¹	Dex
Spellcraft ²	Int
Spot	Wis
Survival	Wis
Swim ¹	Str
Tumble ^{1,2}	Dex
Use Magic Device ²	Cha
Use Rope	Dex

APPRAISE (INT)

With a successful Appraise check, an appraiser can identify the value and properties of an item. The more rare, exotic, or valuable an item is, the more difficult it is to appraise correctly.

BALANCE (DEX)

(ENCUMBRANCE PENALTY)

The Balance skill is used to move across precarious, narrow, or slippery surfaces. The more treacherous the surface being traversed, the more difficult the Balance check becomes. Surfaces requiring a Balance check are always considered **difficult or extreme terrain**.

BLUFF (CHA)

The Bluff skill represents a character's ability to tell a convincing lie. A Bluff check is always opposed by the **Sense Motive check** of the character or characters being lied to. The more unbelievable the lie is, the more difficult it is to convince the character being lied to (applying a circumstance penalty to the opposed Bluff check).

CLIMB (STR)

(ENCUMBRANCE PENALTY)

Climb checks are made to advance up, down, or across a rope, a slope, a wall, or other steep incline (or even a ceiling with handholds) as part of **movement**.

CONCENTRATION (CON)

A Concentration check must be made whenever a character might be potentially distracted while attempting an action that requires their full attention. Such actions include **casting a spell**, concentrating on an active spell, using a **spell-like ability**, or using a skill that would provoke an **attack of opportunity**. If the check succeeds, the action is resolved normally. If the check fails, the action immediately fails.

Taking Damage: If a character takes **damage** while attempting an action requiring their full attention, they must succeed at a Concentration check with a DC of 10 + damage dealt. If you are trying to cast or concentrate on a spell add the level of the spell to the indicated DC.

Defensive Use: A character can preemptively make a Concentration check to attempt an action requiring full attention without provoking an attack of opportunity. The DC of the check is equal to the DC of the action being attempted. If the action has no DC, then the DC of the Concentration check is 15 (plus the level of the spell if casting a spell or using a spell-like ability defensively). If the check fails, the related action automatically fails.

¹ Encumbrance Penalty

² There are special rules for using these skills.

³ There are multiple skills of this type.

CRAFT (INT)

Craft is actually a number of different skills. A character could have several Craft skills, each selected separately. The basic function of any Craft check is to make an item of the appropriate type. The higher the complexity or quality of an item, the more difficult it is to make and the longer it will take to complete.

Craft Skills: Alchemy, Armorsmithing, Basketweaving, Blacksmithing, Bookbinding, Bowmaking, Calligraphy, Carpentry, Cobbling, Gemcutting, Leatherworking, Locksmithing, Painting, Pottery, Sempster, Sculpting, Shipwright, Stonemasonry, Trapmaking, Weaponsmithing, Weaving



DECIPHER SCRIPT (INT)

With a successful Decipher Script check a character can decipher writing in an unfamiliar language or a message written in an incomplete, encoded, or archaic form. The more intricate, exotic, or rare the form of writing being deciphered, the more difficult the check becomes.

DIPLOMACY (CHA)

With a successful Diplomacy check a character can persuade someone to accept a trade or agreement. The deal may involve physical goods, money, services, promises, or even abstract concepts like "satisfaction" or "doing the right thing". The difficulty of convincing another character to accept the deal depends on the relationship between the characters (it's easier to convince a friend to help you than an enemy or a stranger), the quality of the reward being offered, and the risk of loss or harm if the deal is taken.

DISABLE DEVICE (INT)

Disable Device checks are made to render complex mechanisms inoperable. This can be as simple as jamming a door lock and sabotaging a wagon wheel, or it can be as difficult as disarming a trap and bypassing complicated clockwork devices. If the check is successful, the device no longer functions as intended.

DISGUISE (CHA)

The Disguise skill represents a character's ability to mask their appearance and pretend to be a different person, race, gender, or age. The Disguise check determines the quality of the disguise and is opposed by the **Spot check** of anyone who is or becomes suspicious of the character. The more drastic the differences between the character and their disguise, the more difficult the disguise becomes (applying a penalty to the Disguise check).

(ENCUMBRANCE PENALTY)

ESCAPE ARTIST (DEX)

With a successful Escape Artist check a character can escape from ropes, nets, chains, manacles, or other forms of restraint. Escape Artist checks to escape from bindings are opposed by the **Use Rope check** made to tie the character up.

FLY (DEX)

A character capable of **flight** can use the Fly skill to perform difficult aerial maneuvers and aerobatic stunts. Flying is usually done as part of movement.

encumbrance penalty, page 49: -3 with a light load; -6 with heavy load.

skill checks, page 66: 1d20 + skill modifier vs. DC

6

difficult terrain, page 52: Movement at half speed.

extreme terrain, page 52: Movement at one-quarter speed.

Sense Motive check, page 46: 1d20 + Sense Motive modifier vs. DC

movement – page 52

casting a spell – see Grimoire, page XXX

spell-like ability, page 27: Creates the effect of a spell without casting the spell. Cannot be counterspelled, but does provoke an attack of opportunity.

attack of opportunity, page 71: Acting or moving recklessly while threatened provokes an AoO, allowing opponents to make a single melee attack at their highest BAB.

damage – page 54

Spot check, page 47: 1d20 + Spot modifier vs. DC

Use Rope check, page 48: 1d20 + Use Rope modifier vs. DC

flight – page 78



Spot check, page 47: 1d20 + Spot modifier vs. DC

damage – page 54

drowning, page 79: A character can hold their breath for a number of rounds equal to twice their Con score. They then fall unconscious and suffer 1 point of Con damage per round until they receive first aid.

FORGERY (INT)

The Forgery skill represents a character's ability to create false documents such as letters, military orders, government decrees, business ledgers, signatures, and the like. The Forgery check determines the quality of the forgery and is opposed by the **Spot check** of anyone who examines the forgery. The more specific, complex, detailed, or lengthy the document being forged, the more difficult the forgery becomes (applying a penalty to the Forgery check).

GATHER INFORMATION (CHA)

An evening's time, a few gold pieces for buying drinks with new friends, and a Gather Information check is all a character needs to canvas for information. They can either ask around to get a sense of the word on the street and current topics of interest or they can try to find information about a specific topic or subject. The higher the check result, the better the information gained.

HANDLE ANIMAL (CHA)

With a successful Handle Animal check a character can command an animal to perform simple tricks (such as "sit", "roll over", "stay", "guard", "follow", or "attack"). Handle Animal checks can also be used to rear, train, or teach an animal. A trained animal is much easier to handle than a wild one.

HEAL (WIS)

The Heal skill represents a character's medical knowledge and ability to help others suffering from **damage**.

First Aid: By making a Heal check (DC 15), a healer can provide short-term alleviation of conditions or physical distress such as **drowning**.

Long-Term Care: By making a Heal check (DC 15), a healer can provide long-term care for a patient. The patient recovers hit points or lost ability score points at twice the normal rate of **natural healing**.

Treat Disease or Poison: A healer can tend to a single diseased or poisoned patient. Every time the patient makes a **saving throw** against the effects of the **disease** or **poison**, the healer makes a Heal check. The diseased or poisoned character uses either the healer's Heal check or their own saving throw, whichever is higher.



(ENCUMBRANCE PENALTY)**HIDE (DEX)**

With a successful Hide check a character can remain hidden from those around them, blend into a crowd, or follow someone unnoticed. In general, a hiding character requires some way of concealing themselves (or, at the very least, remaining inconspicuous). A Hide check is always opposed by the Spot check of anyone who might see the hiding character.

INTIMIDATE (CHA)

With a successful Intimidate check a character can coerce someone into doing what they want them to do. The coercion may take the form of inducing fear, sheer force of personality, a superior display of wealth, or any form of emotional or physical distress. Intimidate checks can also be used to demoralize opponents in combat or even force them to surrender.

(ENCUMBRANCE PENALTY)**JUMP (STR)**

Jump checks are made to hurdle or leap across crevasses, low walls, pits, or other obstacles. The larger the Jump check, the farther and higher the character can leap. Jumping is done as part of **movement**.

KNOWLEDGE (INT)

Knowledge is actually a number of different skills. You could have several Knowledge skills, each selected separately. Each Knowledge skill represents a study of some body of lore such as an academic, alchemical, mystical, or scientific discipline. The basic function of any Knowledge check is to determine whether the character knows the answer to a particular question within their field of study. The more difficult or obscure the answer, the more difficult the check becomes.

Knowledge Skills:

- Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)
- Architecture and Engineering (buildings, aqueducts, bridges, fortifications)
- Dungeoneering (aberrations, caverns, oozes, spelunking)
- Geography (lands, terrain, climate, people)
- History (royalty, wars, colonies, migrations, founding of cities)
- Local (legends, personalities, inhabitants, laws, customs, traditions, humanoids)
- Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)
- Nobility and Royalty (lineages, heraldry, family trees, mottoes, personalities)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)
- The Planes (extraplanar geography, planar properties, the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes)

LISTEN (WIS)

A Listen check determines whether a character can hear a particular noise. Quiet noises are more difficult to hear than loud ones. Listen checks are also used to detect those making opposed Move Silently checks.

(ENCUMBRANCE PENALTY)**MOVE SILENTLY (DEX)**

With a successful Move Silently check a character can remain unheard by those around them while moving up to one-half their normal speed. Noisy surfaces, such as bogs or undergrowth, are more difficult to move silently across (applying a penalty to the check). A Move Silently check is always opposed by the Listen check of anyone who might hear the character.

natural healing, page 55: 1 hp per HD per night of rest; 2 hp per HD per 24 hours of bed rest. 1 nonlethal hp per hour.

saving throws, page 66: 1d20 + saving throw modifier vs. DC

disease – page 88

poison – page 88

movement – page 52





6

mounted combat – page 76

secret doors – page 80

treasures – see *Treasury*, page XX

traps – page 87



Bluff check, page 42: 1d20 + Spot modifier vs. DC

Spot check, page 47: 1d20 + Spot modifier vs. DC

OPEN LOCK (DEX)

With a successful Open Lock check a character can pick a lock. The higher the quality and complexity of the lock being picked, the more difficult it becomes to open.

PERFORM (CHA)

Perform is actually a number of different skills. You could have several Perform skills, each selected separately. Each Perform skill represents a particular collection of methods, instruments, or techniques. The basic function of any Perform check is to determine the quality of the performance given, which may influence how impressive the performance is or how much money can be earned with the performance.

Perform Skills: Acting, Comedy, Dance, Foolery, Keyboard Instruments, Oratory, Percussion Instruments, String Instruments, Wind Instruments, Singing

PROFESSION (WIS)

Profession is also a number of different skills. You could have several Profession skills, each selected separately. Each Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge – the character knows how to use the tools of their trade, perform the profession's daily tasks, how to supervise helpers, and how to handle common problems. A Profession check can either be used to determine the character's success in pursuing their profession (and the money earned as a result) or to represent the specific application of the profession's skills.

Profession Skills: Apothecary, Boater, Bookkeeper, Brewer, Cartographer, Cook, Driver, Farmer, Fisher, Guide, Herbalist, Herder, Hunter, Innkeeper, Lumberjack, Messenger, Merchant, Miller, Miner, Porter, Rancher, Sailor, Scribe, Siege Engineer, Stablehand, Tanner, Teamster, Woodcutter

RIDE (DEX)

Ride checks are made to control a mount. Untrained or ill-suited mounts (like wild panthers) are more difficult to ride than trained and domesticated mounts (like riding horses). Ride checks are also made as part of **mounted combat**.

SEARCH (INT)

The Search skill represents a character's ability to find things which have been hidden or concealed. With a successful Search check, a character can find **secret doors**, hidden **treasures**, or the concealed trigger of a **trap**. The more thoroughly something has been hidden, the more difficult the Search check becomes.

SENSE MOTIVE (WIS)

With a successful Sense Motive check, a character can determine another character's attitude, discern their true intentions, or detect when they're telling a lie. Sense Motive checks are frequently opposed by the target's **Bluff check**.

SLEIGHT OF HAND (DEX)

(ENCUMBRANCE PENALTY)

The Sleight of Hand skill represents a character's ability to perform feats of legerdemain. A successful Sleight of Hand check allows the character to palm unattended objects, pick another character's pockets, or hide small objects on their own body. A Sleight of Hand check is always opposed by the **Spot check** of anyone who might see what the character is doing. The larger the object is, the more difficult it is to lift or move without detection (applying a circumstance penalty to the opposed Sleight of Hand check), but extraordinarily small objects are easier to conceal and heavy or baggy clothing also make the task easier (applying a circumstance bonus to the opposed Sleight of Hand check).



SPELLCRAFT (INT)

A character's Spellcraft skill represents their mastery of magic. It represents a character's ability to analyze, identify, prepare, and **cast spells** and other magical effects.

Identify a Spell: By making a successful Spellcraft check, a character can identify a spell. If the check is made while the spell is being cast, the DC of the check is 15 + the spell level. If the spell is already in place and in effect, the DC of the check is 20 + the spell level.

SPOT (WIS)

A Spot check determines whether a character can notice a particular detail, character, or object. The better hidden or more obscure the subject is, the more difficult it is to spot. Spot checks are used to detect those making opposed **Disguise**, **Forgery**, **Hide**, and **Sleight of Hand** checks.

SURVIVAL (WIS)

The Survival skill represents a character's wilderness lore – their ability to hunt and forage, endure severe storms, travel through adverse conditions, avoid natural hazards, predict the weather, or follow tracks. Higher Survival checks allow the character to gather more resources, survive more extreme conditions, make more accurate predictions, or follow more difficult trails.

(ENCUMBRANCE PENALTY)

The Swim skill is used to move through water or other liquids. Swimming through calm water is a relatively easy task, but swimming through rough or weather-whipped waters is more difficult. Swimming is done as part of **movement**.

SWIM (STR)

cast spells – see Grimoire, page 92

Disguise – page 43

Forgery – page 44

Hide – page 45

Sleight of Hand – page 46

movement – page 52



***movement** – page 52*

***reckless movement**, page 71:
Moving more than 5 feet into,
through, or out of an opponent's
threatened area and then continuing
to move.*

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***attack of opportunity**, page 71:
Acting or moving recklessly
while threatened provokes an AoO,
allowing opponents to make a single
melee attack at their highest BAB.*

***activating magic items** – page
XXX*

***move action**, page 68: A combatant
can take one move action each turn.
(A move action allows a combatant
to move up to their speed or perform
a similar move-oriented or move-
equivalent action.)*

***prone**, page 58: -4 penalty on melee
attack rolls, +4 bonus to AC vs.
ranged attacks, -4 penalty to AC vs.
melee attacks*

***Escape Artist check**, page 43:
1d20 + Spot modifier vs. DC*

TUMBLE (DEX)

(ENCUMBRANCE PENALTY)

With a successful Tumble check a character can perform acrobatic feats. Trying to tumble through difficult, obstructed, sloped, or slippery terrain makes the skill check more difficult. Tumbling is usually done as part of **movement**.

Defensive Movement: A character performing **reckless movement** can attempt a Tumble check to do so without provoking an **attack of opportunity**. This requires a DC 15 check when moving at half speed or a DC 25 check when moving at full speed (+2 per opponent who threatens them during the **move action**). If the check fails, they provoke the attack of opportunity normally and also fall **prone**.

USE MAGIC DEVICE (CHA)

A character can use this skill to read a spell or **activate a magic item** as if they were of a different alignment, class, or race. The check is made each time the character activates a device and, in the case of items which provide ongoing effects, once per hour thereafter.

Activate Blindly: A character can activate a magic item requiring special words, thoughts, or actions even when they're not and even if they don't know it by making a Use Magic Device check (DC 25).

Emulate Characteristic: With a successful Use Magic Device check, a character can activate a magic item as if they had an alignment (DC 30), class feature (DC 20), class spell list (DC 20 + caster level), or race (DC 25) other than their own. The character can also emulate an ability score equal to their margin of success on a Use Magic check (DC 15).

Use a Scroll: A character can use a scroll as if they had the scroll's spell on their class spell list by making a Use Magic Device check (DC 20 + the caster level of the spell).

USE ROPE (DEX)

With a successful Use Rope check a character can tie a firm knot, bind another character, splice ropes together, secure a grappling hook, or create a lasso or net. When binding another character, the Use Rope check is opposed by the character's **Escape Artist check**.

Chapter Seven

Movement & Encumbrance

Whether you're trekking through the wilderness, racing to the aid of a friend caught up in a fierce melee, or fleeing from an enraged dragon, you'll often want to know just how fast your character is moving. Similarly, if you're crossing a desert the amount of water you can carry with you can become a matter of life or death. Unfortunately, these dual interests of speed and supply will usually end up in competition with each other: The more you carry, the slower you'll move.

ENCUMBRANCE

Encumbrance, measured in stones carried, determines the load a character is currently carrying. Loads are either light, medium, or heavy with larger or more cumbersome loads being more significant impediments and burdens.

Light Load: Light loads carry no penalties.

Medium Load: When carrying a medium load, characters suffer a -3 **encumbrance penalty** to certain skill checks and their **speed** is reduced.

Heavy Load: When carrying a heavy load, characters suffer a -6 encumbrance penalty to certain skill checks, their speed is reduced, and they can only **run** at triple their normal speed.

WEIGHT BY STONE

To determine the number of stones carried by a character, simply consult the *Weight in Stones* table.

Miscellaneous Equipment: Up to twenty items of the same type (scrolls, arrows, potions, rope, etc.) can be bundled together for the purposes of encumbrance. Items of different types aren't bundled when determining encumbrance.

Stowed Weapons: Stowed weapons have been compactly stored in a way which makes them more difficult to draw (but easier to carry). Stowed weapons must be retrieved as a **move action** before they can be drawn or readied for use, but they only count as 1 stone per 5 weapons.

Heavy Items: Anything weighing more than roughly 10 pounds can't be effectively bundled. Estimate a weight in stones (about 10-20 pounds to the stone). When in doubt, call it a stone.

Clothing/Worn Items: Worn items don't count for encumbrance, unless the individual items would qualify as heavy items.

TABLE: WEIGHT IN STONES

Item	Weight
Heavy Armor	5 stones
Medium Armor	3 stones
Light Armor	1 stone
Shield	1 stone
Weapon	1 stone
Weapon, light	Misc. Equipment
Ammunition	Misc. Equipment
Miscellaneous Equipment	1 stone per 5 bundles
Stowed Weapons	1 bundle per weapon
Heavy Items	1 or more stones
Light Clothing / Worn Items	0 stones
500 coins or gems	1 stone

Playtest Tip — The Nature of Stones: Although eventually set by British law at 14 pounds, the stone historically varied depending on the commodity and where it was being traded. This makes it fairly ideal for a system of encumbrance based on providing a crude-but-useful approximation of the weight and bulk being carried by a character.

medium or heavy armor — page XXX

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DETERMINING LOAD

A character with Strength 10 follows an encumbrance rule of 10-5-3: At 3 stones or less they are carrying a light load, at 5 stones or less they are carrying a medium load, and their maximum possible load is 10 stones.

Characters with lower or higher Strength scores adjust this rule by 2-1½ per point of Strength. Partial stones are rounded up. The minimum possible rule, regardless of Strength score, is 2-1½. (For example, a character with Strength 8 would have an encumbrance rule of 6-3-2. A character with Strength 18 would have an encumbrance rule of 26-13-7.) These adjustments are summarized on the *Encumbrance Rules* table.

Armor: Characters wearing **medium or heavy armor** are automatically considered to be carrying medium or heavy loads, regardless of their Strength scores or the amount of equipment they're carrying.

TABLE: ENCUMBRANCE RULES

Strength	Heavy Load	Medium Load	Light Load	Lift
1	2	1	½	10 lbs.
2	2	1	½	20 lbs.
3	2	1	½	30 lbs.
4	2	1	½	40 lbs.
5	2	1	½	50 lbs.
6	2	1	½	60 lbs.
7	4	2	2	70 lbs.
8	6	3	2	80 lbs.
9	8	4	3	90 lbs.
10	10	5	3	100 lbs.
11	12	6	4	115 lbs.
12	14	7	4	130 lbs.
13	16	8	5	150 lbs.
14	18	9	5	175 lbs.
15	20	10	6	200 lbs.
16	22	11	6	230 lbs.
17	24	12	7	260 lbs.
18	26	13	7	300 lbs.
19	28	14	8	350 lbs.
20	30	15	8	400 lbs.
21	32	16	9	460 lbs.
22	34	17	9	520 lbs.
23	36	18	10	600 lbs.
24	38	19	10	700 lbs.
25	40	20	11	800 lbs.
26	42	21	11	920 lbs.
27	44	22	12	1,040 lbs.
28	46	23	12	1,200 lbs.
29	48	24	13	1,400 lbs.

Lifting and Pulling: A character can lift and carry above their head the amount indicated on the table. They can lift twice this amount and stagger around with it (moving only 5 feet per round as a **full action** and losing their Dexterity bonus to AC). They can generally drag five times this amount along the ground (favorable conditions can double this; bad circumstances can reduce the amount to one-half or less at the DM's discretion).

Size: The encumbrance rule for a creature is doubled for each size category above Medium and reduced by one-half for each size category below Medium (to a minimum of 1-1- $\frac{1}{4}$). The weight of armor, however, is also adjusted by the same factor (to a minimum of a half stone).

Quadrupeds: Quadrupeds can carry heavier loads, equal to 150% of a biped.

CONTAINERS

Weapons are assumed to be in sheaths, armor is worn, and a character might have a wineskin or two strapped to their belt. But since there's a limit to how much a character can hold in their hands, everything else they're carrying needs a place to live. As a rule of thumb, use the *Container Capacity* table to determine how much can be carried in a given container.

Empty containers count as miscellaneous equipment. Containers being used to carry items don't count towards encumbrance.

Larger sacks (often referred to as "loot sacks") are also possible, but these cannot generally be stored conveniently on the body once filled. They must be carried in both hands.

CREATURE WEIGHT BY SIZE

A character's own weight does not count against their encumbrance, but the *Creature Weight By Size* table is useful if one character is carrying another. (These figures are most important for mounts, but they'll also come in handy if you need to carry a corpse or a prisoner.)

The figures on the table are meant to serve as a useful rule of thumb, being roughly accurate for creatures similar in build and type to humans (i.e., fleshy humanoids). There will, however, be significant variance within each **size category**. Even typical animals of Huge size, for example, can easily range anywhere from 400 stones to 3,000 stones. Creatures of unusual material can obviously shatter these assumptions entirely (ranging from light-as-air ether cloud fairies to impossibly dense neutronium golems).

Playtest Tip — Tremendous Strength: For scores higher than 29, find the Strength score between 20 and 29 with the same final digit and multiply the listed lift score by 4 for every 10 points the creature's Strength is above that score. (For example, a creature with Strength 38 would be able to lift $1,200 \times 4 = 4,800$ lbs.)

full action, page 68: A combatant can convert a move action and a standard action into a single full action.

size category — page 8

TABLE: CONTAINER CAPACITY

Container	Capacity
Belt Pouch	$\frac{1}{2}$ stone
Sack, Small	1 stone
Sack, Large	2 stones
Backpack	3 stones
Backpack, Large	5 stones

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TABLE: CREATURE WEIGHT BY SIZE

Creature Size	Weight
Fine	Misc. Equip.
Diminutive	Misc. Equip.
Tiny	1 stone
Small	2 stones
Medium	12 stones
Large	100 stones
Huge	800 stones
Gargantuan	6,400 stones
Colossal	50,000 stones



MOVEMENT

race – see Chapter 4: Races, page 21

combat – see Chapter 12: Combat, page 67

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heavy load – see Encumbrance, page 49

fatigued, page 57: Cannot run or charge, -2 penalty to Str and Dex.

Constitution check, page 65: 1d20 + Con modifier vs. DC

nonlethal damage, page 54: A character with nonlethal damage equal to their current hit points is knocked unconscious.

Examples of Difficult Terrain

Tactical Movement: Examples of difficult tactical terrain include patches of slippery ice, climbing steep stairs, and picking your way through patches of rocky debris.

Exploration Movement: Examples of difficult exploration terrain include traversing dungeon corridors broken apart by an earthquake, slumping your way through tar pits, or finding a path through rubble-choked ruins.

Overland Movement: Examples of difficult overland terrain include thick forests, rutted hills, deep swamps and bogs, or mountain crossings.

Speed: A character's base speed is determined by their **race** and may be enhanced by special abilities, spells, magical equipment, or similar effects to determine total speed. A character's current speed is determined by modifying their total speed by their encumbrance load as shown on the table below. (Note: Always apply bonuses and penalties to a character's base speed in order to determine their total speed first, and then modify their total speed by encumbrance to determine their current speed.)

TABLE: CURRENT SPEED BY ENCUMBRANCE

Load	Check Penalty	20 ft.	30 ft.	40 ft.	50 ft.	60 ft.	70 ft.	80 ft.	90 ft.	100 ft.	Run
Medium	-3	15 ft.	20 ft.	30 ft.	35 ft.	40 ft.	50 ft.	55 ft.	60 ft.	70 ft.	x4
Heavy	-6	15 ft.	20 ft.	30 ft.	35 ft.	40 ft.	50 ft.	55 ft.	60 ft.	70 ft.	x3

Tactical Movement: Tactical movement is used in situations where you're resolving one action at a time (such as a **combat**).

Walk: A character can move up to their current speed as a **move action**.

Hustle: A character can move up to twice their current speed as a move action, but they must move in a straight line and they lose their Dexterity bonus to AC.

Run: A character can move up to four times their current speed as a **full action**, but they must move in a straight line and they lose their Dexterity bonus to AC. (A character carrying a **heavy load** can only run at three times their normal speed. A character hustling twice in a single round is considered to be running.)

Exploration Movement: Exploration movement is useful for characters moving through specific, limited areas or locations (such as a building or a dungeon). It takes one minute to travel the listed distance.

Walk: A walking character can take careful note of their surroundings, but generally not search them in detail.

Hustle: A character moving at a hustle or faster cannot map or otherwise note particular details of their surroundings.

Run: A character can run for roughly five minutes before becoming **fatigued**.

Overland Movement: Overland movement is used when characters are traveling long distances. It measures travel by hour, watch, or day.

Forced March: A day of travel represents about 8 hours of walking. A character can walk for more than 8 hours by making a forced march. For each additional hour of travel, they must make a **Constitution check** (DC 10 + 2 per additional hour). If the check fails, they suffer 1d6 points of **nonlethal damage**. A character who takes any nonlethal damage from a forced march becomes fatigued.

Modifiers: Modifiers to movement are considered real-world values and should be multiplied together normally.

Difficult Terrain: Movement through difficult terrain is made at half speed.

Extreme Terrain: Movement through extreme terrain is made at one-quarter speed.



MOVEMENT MODES

Most characters have a single base speed, which represents their speed while traveling on land. Such characters can perform unusual movement (crawling, climbing, or swimming) at one-quarter their base speed.

Some creatures possess alternative modes of movement. (For example, dragons have a fly speed and mermen have a swim speed.) Such creatures move at the listed speed and usually receive a bonus to any related **skill checks**.

Burrow: Only creatures with a burrow speed can burrow. The creature can move through dirt or soil as easily as through open air. Most burrowing creatures do not leave behind tunnels that other creatures can use (either because the tunnel fills in behind them or because they do not actually dislocate any material when burrowing). Some creatures can also burrow through solid rock (as indicated in their description).

Climb: Characters can climb at one-quarter their base speed by making a **Climb check**. Characters with a climb speed gain a +8 bonus to Climb checks.

Crawl: Characters can crawl at one-quarter their base speed.

Fly: Only creatures with a fly speed can move freely through the air. The *Aerial Adventures* rules starting on page 78 include additional rules for flying characters.

Jump: Jumping is done as part of movement by making a **Jump check**.

Swim: Characters can swim at one-quarter their base speed. In rough waters or under difficult conditions, a **Swim check** may be required. Characters with a swim speed gain a +8 bonus to Swim checks.

Example – Movement Modifier Combinations: Balthazar of the Rosy Blade is moving at half speed because he is entangled by a wizard's spell through difficult terrain (which also reduces his speed by one half). As a result, Balthazar is moving at $(\frac{1}{2} \times \frac{1}{2})$ one-quarter speed.

skill check, page 66: 1d20 + skill modifier vs. DC

Climb check, page 42: 1d20 + Climb modifier vs. DC

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Jump check, page 45: 1d20 + Jump modifier vs. DC

Swim check, page 47: 1d20 + Swim modifier vs. DC

TABLE: MOVEMENT AND DISTANCE

Tactical (1 Round)	15 ft.	20 ft.	30 ft.	40 ft.	50 ft.	60 ft.	70 ft.	80 ft.	90 ft.	100 ft.
Walk	15 ft.	20 ft.	30 ft.	40 ft.	50 ft.	60 ft.	70 ft.	80 ft.	90 ft.	100 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.	120 ft.	140 ft.	160 ft.	180 ft.	200 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.	150 ft.	180 ft.	210 ft.	240 ft.	270 ft.	300 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.	200 ft.	240 ft.	280 ft.	320 ft.	360 ft.	400 ft.
Exploration (1 Minute)	15 ft.	20 ft.	30 ft.	40 ft.	50 ft.	60 ft.	70 ft.	80 ft.	90 ft.	100 ft.
Walk	150 ft.	200 ft.	300 ft.	400 ft.	500 ft.	600 ft.	700 ft.	800 ft.	900 ft.	1000 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.	1000 ft.	1200 ft.	1400 ft.	1600 ft.	1800 ft.	2000 ft.
Run	600 ft.	800 ft.	1200 ft.	1600 ft.	2000 ft.	1800 ft.	2800 ft.	4800 ft.	3600 ft.	4000 ft.
Overland	15 ft.	20 ft.	30 ft.	40 ft.	50 ft.	60 ft.	70 ft.	80 ft.	90 ft.	100 ft.
1 day (8 hours)	12 miles	16 miles	24 miles	32 miles	40 miles	48 miles	56 miles	64 miles	72 miles	80 miles
1 watch (4 hours)	6 miles	8 miles	12 miles	16 miles	20 miles	24 miles	28 miles	32 miles	36 miles	40 miles
1 hour	1.5 miles	2 miles	3 miles	4 miles	5 miles	6 miles	7 miles	8 miles	9 miles	10 miles

Chapter Eight

Damage & Healing



unconscious, page 58: Helpless.

critical, page XXX: A natural 20 on an attack roll threatens a critical. Make a second attack roll. On success, deal double normal damage.

Example – Multiplying Damage: Davyd is wielding a +1 flaming longsword. He uses it to perform a sneak attack. The longsword deals $1d6+1$ damage and $+1d6$ fire damage. The sneak attack grants $+5d6$ points of damage. If Davyd scores a critical hit, the bonus dice from the fire damage and the sneak attack are NOT multiplied. However, the base $1d6+1$ from the longsword is doubled to $2d6+2$. So, on a critical hit, Davyd's sneak attack deals $8d6+2$ points of damage.

helpless, page 57: Can take no actions, effective Dex 0 (-5 penalty), opponents gain +4 on melee attacks, rogues can sneak attack.

restoration – page XXX

monsters – see Bestiary, page xxx

Example – Monster Ability Score Damage: A monster's Dex is not used to calculate their AC. But if a monster were to suffer 4 points of Dexterity damage, they would still suffer a -2 penalty to their AC.

When a character takes damage, they lose hit points. Simply subtract the damage a character has taken from their total hit points to determine their current hit points.

When a character has less than 1 hit point remaining, they are knocked **unconscious**.

When a character reaches -10 hit points, they are dead. (A dead combatant cannot naturally regain hit points and requires magical healing.)

Nonlethal Damage: Some attacks deal nonlethal damage. When a character has suffered nonlethal damage equal to or greater than their current hit points, they are knocked unconscious.

Temporary Hit Points: Some effects can grant a character temporary hit points. Temporary hit points count as current hit points, but should be tracked in a separate pool. They are always lost first when damage is inflicted and cannot be replenished through healing (magical or otherwise).

Multiplying Damage: Sometimes you multiply damage by some factor, such as on a **critical hit**. Roll the damage (with all modifiers) multiple times and total the result. (As an exception to this rule, extra damage dice over and above an attack's normal damage are never multiplied.)

ABILITY SCORE DAMAGE

Some attacks will deal damage to a character's ability scores, effectively reducing them until the damage is healed.

- **Strength:** Reduced Strength affects melee attack rolls, melee damage rolls, and Strength-based skills. At Strength 0, a character is **helpless**.
- **Dexterity:** Reduced Dexterity affects ranged attack rolls, Reflex saving throws, Armor Class, and Dexterity-based skills. At Dexterity 0, a character is helpless.
- **Constitution:** Reduced Constitution causes a character to lose 1 hp per Hit Die for every point by which his modifier drops (to a minimum of 1 hp per Hit Die). At Constitution 0, a character is dead.
- **Intelligence:** Reduced Intelligence affects Intelligence-based skills. At Intelligence 0, a character is unconscious.
- **Wisdom:** Reduced Wisdom affects Wisdom-based skills. At Wisdom 0, a character is unconscious.
- **Charisma:** Reduced Charisma affects Charisma-based skills. At Charisma 0, a character is unconscious.

Ability Score Drain: Ability score drain works exactly like ability score loss, except that it cannot be healed except through magical means (such as a **restoration** spell).

Monsters: Although **monsters** do not calculate all of their statistics, ability damage still reduces those statistics.

ENERGY DRAIN

Some horrible creatures possess the fearsome ability to drain levels from their victims. For each negative level inflicted by such attacks, the target takes the following cumulative penalties:

- -1 on all **skill checks** and **ability checks**
- -1 on **attack rolls** and **saving throws**
- -5 hit points
- -1 effective level
- Loss of their highest-level, currently available spell (if any) and their highest-level spell slot.

A character with negative levels at least equal to their current level is instantly slain.

Level Loss: If a negative level has not been magically removed after 24 hours (by using a **restoration** spell), the affected character must make a **Fortitude save** for each negative level they've suffered (the DC is set by the attack which inflicted the negative level). On a success, the negative level goes away. On a failure, the negative level goes away, but the character's level is permanently reduced by one.

A character who loses a level instantly loses all **benefits from that level**: Their hit dice, base attack bonus, base saving throws, special class abilities, and skill bonuses are reset to the lower level. They also lose any ability score increases which they gained at their last level and their **experience point** total is reset to the midpoint of the previous level.

HEALING

Characters naturally heal damage over time.

Night's Rest: A full night's rest (8 hours of sleep or more) heals 1 hit point per hit die. It also heals 1 point of ability damage per ability score.

Complete Bed Rest: Complete bed rest for 24 hours heals 2 hit points per hit die. It also heals 2 points of ability damage per ability score.

Nonlethal Damage: Nonlethal damage heals at a rate of 1 hit point per hit die per hour.

Long-Term Care: By making a **Heal check** (DC 15), a healer can provide long-term care for a patient. The patient recovers lost hit points or lost ability score points at twice the normal rate.

skill check, page 66: 1d20 + skill modifier vs DC

ability check, page 65: 1d20 + ability modifier vs. DC

attack roll, page 70: 1d20 + attack bonus vs. DC

restoration – page XXX

saving throw, page 66: 1d20 + saving throw modifier vs. DC

Fortitude save, page 66: 1d20 + Fortitude save vs. DC

benefits from that level – see Advancing a Level, page 17

experience point – page 13

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Heal check, page 44: 1d20 + Heal modifier vs. DC



Chapter Nine

Conditions

speed, page 52: A character can move up to their speed by taking a move action.

Search check, page 46: 1d20 + Heal modifier vs. DC

total concealment, page 73: 50% miss chance on all attacks and must guess the target's location.

TABLE: CONFUSED ACTIONS

Die Roll	Action
01-10	Attack or move towards source of confusion with melee or ranged weapons.
11-20	Act normally.
21-50	Do nothing but babble incoherently.
51-70	Flee away from source of confusion at top possible speed.
71-00	Attack nearest creature (other than their own familiar).

attack of opportunity, page 71: Acting or moving recklessly while threatened provokes an AoO, allowing opponents to make a single melee attack at their highest BAB.

Monsters – Dexterity & AC: Monsters suffer a penalty equal to half their HD when they lose their Dex bonus to AC.

attack roll, page 70: 1d20 + attack bonus vs. DC

Spot check, page 47: 1d20 + Heal modifier vs. DC

initiative check, page 67: 1d20 + Dex modifier. Determines turn order in combat.

Conditions are applied to characters in order to describe certain adverse effects. They serve as convenient tags which can be easily referenced or used by the DM to model particular predicaments. If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

Blinded: The character cannot see.

- All checks that rely on vision automatically fail.
- -2 penalty to Armor Class.
- Lose Dexterity bonus to Armor Class.
- Move at half **speed**.
- -4 penalty on **Search checks**.
- -4 penalty on Strength- and Dexterity-based checks.
- All opponents have **total concealment** from the blinded character.

Captivated: The character is enthralled by an object, subject, or effect.

- Fascinated.
- Moves towards the object of captivation using the most direct means available.

Checked: The character's movement is being halted by a directional, exterior force.

- Cannot move in a particular direction.

Confused: Unable to think clearly (usually due to madness or a magical effect).

- Automatically attack any character who attacked them within the last round.
- If they were not attacked, their actions are rolled randomly on the *Confused Actions* table.
- If the rolled action cannot be taken, the character babbles incoherently.
- Does not take **attacks of opportunity** against any creature they are not already attacking.

Cowering: The character is frozen with fear.

- Can take no actions.
- -2 penalty to Armor Class.
- Loses Dexterity bonus to Armor Class.

Dazed: Unable to act normally.

- Can take no actions.

Dazzled: Unable to see well due to an overstimulation of the eyes.

- -1 penalty on **attack rolls**, **Search checks**, and **Spot checks**.

Deafened: The character cannot hear.

- All checks that rely on hearing automatically fail.
- -4 penalty to **initiative checks**.
- 20% chance of **spell failure**.

Entangled: The character has been ensnared.

- Moves at half speed.
- Cannot **run** or **charge**.
- -2 penalty on attack rolls.
- -4 penalty to Dexterity.
- Casting a spell requires **Concentration check** (DC 15 + spell's level).

Exhausted: Suffering from extreme physical weariness.

- Move at half speed.
- -6 penalty to Strength and Dexterity.
- After 1 hour of rest, character becomes fatigued instead.

Fascinated: Entranced by an object, subject, or effect.

- Stands or sits quietly focused on the object of fascination, taking no actions.
- -4 penalty on **skill checks** made as reactions.
- Any potential threat allows a new **saving throw**.
- Any obvious threat automatically breaks the fascination.
- Fascination can be broken by another character using a **standard action**.

Fatigued: Suffering from physical weariness.

- Cannot run or charge.
- -2 penalty to Strength and Dexterity.
- Anything that would normally cause fatigue, makes a fatigued character exhausted.
- 8 hours of complete **rest** removes fatigued condition.

Flat-Footed: The character has been caught off-guard, such as a character who has not yet acted during combat.

- Loses Dexterity bonus to AC.
- Cannot make attacks of opportunity.
- Cannot take **immediate actions**.

Frightened: A more severe state of fear than shaken, but less severe than panicked.

- Flees from the source of fear using best possible means.
- -2 penalty on all attack rolls, saving throws, skill checks, and **ability checks**.
- Fear effects are cumulative: A frightened character who is **shaken** or frightened again becomes panicked.

Helpless: Paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy.

- Can take no actions.
- Effective Dexterity 0 (-5 modifier).
- Melee attacks against the character gain +4 bonus.
- Rogues can **sneak attack** the character.

Nauseated: Experiencing disorientation or physical distress.

- Can take only a single move action each round.
- Unable to attack, **cast spells**, concentrate on spells, or do anything requiring attention.

Panicked: A more severe state of fear than shaken or frightened.

- Character drops anything they're holding.
- Flees from the source of fear using best possible means.
- If cornered, panicked creature cowers.
- -2 penalty on all attack rolls, saving throws, skill checks, and ability checks.

Paralyzed: The character has been rendered incapable of movement.

- Effective Dexterity and Strength of 0.
- Helpless, but can take purely mental actions.

spell failure, page XXX: Roll percentile dice. On failure, spell is wasted to no effect.

run, page 52: As a full action, move 4x your speed in a straight line (3x your speed with a heavy load). Running characters lose their Dex bonus to AC.

charge – page 67

Concentration check, page 42: 1d20 + Concentration modifier vs. DC

skill checks, page 66: 1d20 + skill modifier vs. DC

saving throw, page 66: 1d20 + saving throw modifier vs. DC

standard action, page 68: A combatant can take one standard action each turn. (A standard action allows the combatant to do something – making an attack, using a skill, casting a spell, etc.)

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rest, page XXX: 8 hours of rest heals 1 hp per HD, 1 point of ability damage per ability score.

immediate action, page 68: A combatant can take one immediate action each turn. (Requires a very small amount of time; equivalent to a swift action.)

ability checks, page 65: 1d20 + ability modifier vs. DC

shaken, page 58: -2 penalty on all attack rolls, saving throws, skill checks, and ability checks.

sneak attack – page 34

cast spells – see Grimoire, page XXX

melee attack, page 70: 1d20 + melee attack bonus vs target's AC

attack rolls, page 70: 1d20 + attack bonus vs. target's AC

saving throws, page 66: 1d20 + saving throw modifier vs. DC

skill checks, page 66: 1d20 + skill modifier vs. DC

ability checks, page 65: 1d20 + ability modifier vs. DC

standard action, page 68: A combatant can take one standard action each turn. (A standard action allows the combatant to do something – making an attack, using a skill, casting a spell, etc.)

speed, page 52: A character can move up to their speed by taking a move action.

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Petrified: The character has been transformed into stone.

- Unconscious.
- If a petrified character cracks or breaks, but the broken pieces are joined with the body when it returns to flesh, the character is unharmed.
- If pieces are missing when a character is returned to flesh, the body is likewise incomplete (causing damage or debilitation).

Prone: The character is lying on the ground.

- -4 penalty on **melee attack** rolls.
- +4 bonus to Armor Class against ranged attacks.
- -4 penalty to Armor Class against melee attacks.
- A character who stands up is no longer prone.

Shaken: A less severe state of fear than frightened or panicked.

- -2 penalty on all **attack rolls, saving throws, skill checks, and ability checks**.
- Fear effects are cumulative: A shaken character who becomes shaken again is frightened; a shaken character who becomes frightened is panicked instead.

Sickened: Afflicted with disgust, horror, or physical illness.

- -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Slowed: Suffering from magical lethargy or physically injured to the point of partial incapacitation.

- Can take only a single **standard action** each round.
- Move at half **speed**.

Stuck: Character cannot move away from the object or location they're stuck to.

Stunned: Shocked, beaten, or otherwise driven into a semi-conscious state.

- Character drops anything they're holding.
- Can take no actions.
- -2 penalty to Armor Class.
- Loses Dexterity bonus to Armor Class.

Unconscious: Knocked out, sleeping, or otherwise lacking awareness

- Helpless.



Chapter Ten

Companions & Allies

Sometimes even the greatest heroes cannot do it alone. Some adventuring parties look more like the great exploratory expeditions of ages past. And then there are the men of acclaim and women of legend – famed for their deeds in the songs of their bards – who draw faithful followers to their side.

HIRELINGS

Sometimes the best solution for a problem is to simply hire someone else to take care of it.

Men-at-Arms: Hirelings who are simply paid a flat fee or salary are referred to as men-at-arms for the sake of convenience, although they may represent many different professions. In general, men-at-arms will not journey into dangerous situations unless led by a character who is at least five levels higher than themselves. (For example, a 6th-level character could hire 1st-level fighters to accompany them into a dungeon.)

Untrained: Untrained laborers, porters, cooks, maids, and other menial workers.

Trained: Mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained professionals.

Spellcasters: Spellcasters generally charge for their services on a per-spell basis as shown on the *Hired Spellcasting* table. Some can be kept on retainer, as shown on the *Men-at-Arms* table, but they will still charge for each spell they cast. (Keeping a spellcaster on retainer is the only way to get one to accompany an adventuring party.)

Henchmen: If an employer is not at least five levels higher than a hireling, the hireling will not journey into dangerous situations as a man-at-arms. However, such characters may be willing to join an expedition as a henchman. Henchmen earn either full- or half-shares in a venture (depending on their relative level and the negotiating skills of their employer), receiving a split of any rewards or treasure gained by the party during the course of their service.

Finding Hirelings: Low-level hirelings are generally easy to find in any community of a respectable size. Higher level hirelings are rarer and more difficult to employ, particularly in the long-term. The reputation a PC has will also influence their ability to find people willing to sign up with them. If a PC earns a reputation for getting their employees killed or renegeing on contracts, for example, they'll find it difficult to hire more.

TABLE: HIRED SPELLCASTING

Spell Level	Cost
0 th	Caster level x 5 gp ¹
1 st	Caster level x 10 gp ¹
2nd	Caster level x 20 gp ¹
3rd	Caster level x 30 gp ¹
4 th	Caster level x 40 gp ¹
5 th	Caster level x 50 gp ¹
6 th	Caster level x 60 gp ¹
7 th	Caster level x 70 gp ¹
8 th	Caster level x 80 gp ¹
9 th	Caster level x 90 gp ¹

¹ Plus any additional costs required for the casting of the spell.

TABLE: MEN-AT-ARMS

Level	Untrained (per day)	Trained (per day)	Spellcaster's Retainer
1	1 sp	3 sp	1 sp
2	5 sp	10 sp	5 sp
3	10 sp	20 sp	10 sp
4	15 sp	35 sp	15 sp
5	25 sp	55 sp	25 sp
6	35 sp	8 gp	35 sp
7	50 sp	11 gp	50 sp
8	65 sp	15 gp	65 sp
9	8 gp	18 gp	8 gp
10	10 gp	23 gp	10 gp
11	12 gp	28 gp	12 gp
12	15 gp	32 gp	15 gp
13	17 gp	38 gp	17 gp
14	20 gp	44 gp	20 gp
15	23 gp	50 gp	23 gp
16	25 gp	58 gp	25 gp
17	29 gp	65 gp	29 gp
18	32 gp	73 gp	32 gp
19	36 gp	81 gp	36 gp
20	40 gp	90 gp	40 gp



LEADERSHIP

Starting at 6th level, PCs will begin to attract loyal companions and devoted followers. These allies will be drawn to the PCs based on their reputation: If they are known as holy warriors, they will attract disciples. Potent wizards will attract would-be apprentices. Bold heroes will draw those inspired by their deeds. Greedy treasure hunters will find themselves surrounded by those looking for a piece of the action (but might also draw those with rumored riches they need help to pursue).

Leadership Score: A character's leadership score determines the level of cohort and the number of followers a character attracts, as shown on the *Leadership* table. A character's base Leadership score is equal to their level plus their Charisma modifier.

Leadership Modifiers: A character's reputation (from the point of view of the cohort or follower they are trying to attract) raises or lowers their Leadership score, as shown on the Leadership Modifiers table.

Cohorts: Cohorts can be thought of as loyal companions, close confidantes, devoted disciples, dutiful protégés, and unfailing apprentices. They're similar to henchmen, but aren't in it for the money. Starting at 6th level, a PC can attract a cohort of up to the level shown on the *Leadership* table. Regardless of a character's Leadership score, they can only recruit a cohort who is at least two levels lower than themselves.

Followers: Starting at 6th level, a PC will begin to attract the number of followers indicated on the Leadership table. Followers are similar to men-at-arms, but they aren't in it for the money. (On the other hand, followers who get paid adequate wages won't need to support themselves and their families with jobs on the side and will be able to dedicate more of their time and energy to the PC's interests and projects.)

building encounters – page 15

awarding experience points – page 13

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ALLIES AND EXPERIENCE POINTS

If they participate in overcoming a challenge, allies of any kind should always be accounted for when **building encounters** and **awarding experience points**: They should be included when determining the average party level, but they also earn a full share of experience points. However, allies – including men-at-arms, henchmen, cohorts, followers, and any other NPCs aiding the PCs – only receive half of the experience points from their share.

TABLE: LEADERSHIP MODIFIERS

Leader's Reputation	Leadership Modifier
Great renown	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Attracting Cohorts	Leadership Modifier
Has a familiar, mount, or animal companion	-2
Cohort of a different alignment	-1
Caused the death of a previous cohort	-2

Attracting Followers	Leadership Modifier
Has a stronghold, base of operations, guildhouse, or the like	+2
Moves around a lot	-1
Caused the death of other followers	-1



TABLE: LEADERSHIP

Leadership Score	Cohort Level	Number of Followers By Level					
		1 st	2 nd	3 rd	4 th	5 th	6 th
1 or lower	—	—	—	—	—	—	—
2	1 st	—	—	—	—	—	—
3	2 nd	—	—	—	—	—	—
4	3 rd	—	—	—	—	—	—
5	3 rd	—	—	—	—	—	—
6	4 th	—	—	—	—	—	—
7	5 th	—	—	—	—	—	—
8	5 th	—	—	—	—	—	—
9	6 th	—	—	—	—	—	—
10	7 th	5	—	—	—	—	—
11	7 th	6	—	—	—	—	—
12	8 th	8	—	—	—	—	—
13	9 th	10	1	—	—	—	—
14	10 th	15	1	—	—	—	—
15	10 th	20	2	1	—	—	—
16	11 th	25	2	1	—	—	—
17	12 th	30	3	1	1	—	—
18	12 th	35	3	1	1	—	—
19	13 th	40	4	2	1	1	—
20	14 th	50	5	3	2	1	—
21	15 th	60	6	3	2	1	1
22	15 th	75	7	4	2	2	1
23	16 th	90	9	5	3	2	1
24	17 th	110	11	6	3	2	1
25 or higher	17 th	135	13	7	4	2	2

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CONTACTS

All PCs have a number of undefined contacts that they can call on as needed. These contacts are in addition to any contacts that are established through normal gameplay.

Obtaining Contacts: PCs start with one contact at 1st level. They gain an additional contact at 3rd level and every three levels after that (6th, 9th, 12th, 15th, 18th).

Types of Contacts: Most contacts fall into one of three broad categories – information contacts, influence contacts, and skill contacts.

Information Contacts: Information contacts are useful for what they know. They're the ones who hear the rumors, and they can discern which ones are true. They generally have one-third the class levels of their PC friend and have high skill ranks in **Diplomacy**, **Gather Information**, and **Sense Motive**.

Influence Contacts: Influence contacts are useful because of who they know or who they're associated with. The purpose of an influence contact is to enable and smooth talks with more important, possibly less friendly, NPCs. They generally have one-quarter the class levels of their PC friend.

Skill Contacts: Skill contacts are useful for what they do. Some skills – especially specific categories of **Craft**, **Profession**, and **Knowledge** skills – are rarely possessed by PCs. Skill contacts have those skills in abundance, so they're useful when characters need a smith to repair a lance, an honest broker to appraise a giant pearl, or a herald who can identify the helmed knight displaying a two-headed wyvern on her standard. They generally have half as many levels as their PC friend, with maximum ranks in the skill they're best at and their highest ability score keyed for that skill as well. (A special category of skill contacts are **Linguists**, who can tell you what "Bree-Yark!" means in Goblin.)

Using Contacts: When a player wants to use a contact, they can simply establish the contact's type, identity, and other information. The process of establishing a new contact in a character's background or off-screen time should be a collaborative process between the player and the DM.

Contacts are not automatons, but they are inclined to help the PC – either because they like the PC or because they're indebted to the PC in some way. A contact generally won't risk life-and-limb on a PC's say-so, but they're usually willing to make sacrifices and take some chances.

There's an inverse relationship between the contact's importance and the amount of help they can provide. (In other words, if a player chooses the mayor as their contact, sometimes he'll be too busy to see the PC at a moment's notice, but he's very helpful when they do get an audience. Beppo the cobbler, on the other hand, while more limited in the help that he can provide to the PC, practically lives in his shop on Water Street and is available day or night.)

The DM reserves the right to veto any existing character as a PC contact. (In other words, a player can't simply declare Emperor Atal XIV or Sea Lord Milton Drac as a contact.)



Diplomacy – page 43

Gather Information – page 44

Sense Motive – page 46

Craft – page 43

Profession – page 46

Knowledge – page 45

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linguists – page 10





Part II
Taking Action

Chapter Eleven

Action Checks

When a character attempts an action that has some chance of failure, the success or failure of the action is determined by making an action check.

Difficulty Class: An action's Difficulty Class (DC) determines how hard it is to achieve the desired outcome. The DC for a given task is usually assigned by the DM. The *Generic Difficulty Classes* table roughly describes how difficult an average, untrained person would consider a task of the given DC.

Making an Action Check: To make an action check, roll:

$1d20 + \text{relevant modifiers}$

If the result is equal to or higher than the DC of the task, the attempt has been successful. If the result is less than the DC of the task, the attempt has failed.

Modifier: A modifier is any bonus or penalty applying to an action check. A positive modifier is a bonus and a negative modifier is a penalty. Modifiers to an action check will stack if they come from different sources and have different types (or no type at all). Modifiers do not stack if they have the same type or come from the same source (such as the same **spell** cast twice in succession). If the modifiers to a particular action check do not stack, only the best bonus and worst penalty apply.

As an exception to these rules, dodge bonuses, circumstance bonuses, and racial bonuses stack with one another, even if they are of the same type.

Opposed Checks: An opposed action check represents a character in competition with or trying to affect another character. An opposed action check is resolved by comparing one character's action check result to another character's action check result. The highest result succeeds and the lower result fails. In the case of a tie, the character with the largest modifiers wins. If the modifiers are the same, roll again to break the tie.

Margin of Success/Failure: The margin of success or failure on an action check is the difference between the result rolled and the DC required for success. (In an opposed check, the margin of success or failure is the difference between the two checks.) The margin of success or failure can be used to judge the quality of the outcome.

ABILITY CHECKS

Ability checks represent a character using their natural talents. To make an ability check roll:

$1d20 + \text{ability modifier vs. Difficulty Class (DC)}$

Ability checks should not be used if there is a specific **skill check** which could be used to attempt the action.

TABLE: GENERIC DCs

DC	Task
0	Very Easy
5	Easy
10	Average
15	Tough
20	Challenging
25	Formidable
30	Heroic
35	Incredible
40	Nearly Impossible

spells – see *Grimoire*, page XXX

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skill checks – page 66

class abilities – see Chapter 5:
Classes, page 27

skills – see Chapter 6: Skills, page
42

Fortitude save, page 8: Represents
vitality, health, and ability to
withstand massive physical
punishment.

Reflex save, page 8: Ability to
avoid dangers or dodge attacks both
mysical and physical.

Will save, page 8: Ability to
withstand and resist attempts to
mentally influence or dominate a
character.

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LEVEL CHECKS

Level checks are typically used when a character is attempting to use one of their **class abilities**. To make a level check roll:

1d20 + level vs. Difficulty Class (DC)

Level checks are usually based on a character's class level. For example, a caster level check uses the character's level in their spellcasting class.

SKILL CHECKS

When a character uses a **skill** to perform an action, they use a skill check:

1d20 + skill modifier vs. Difficulty Class (DC)

It may be possible to resolve some actions using several different skills. In general, use the skill which is most advantageous for the character attempting the action.

SAVING THROWS

When a character is subjected to certain effects or attacks, they can attempt a saving throw to avoid or reduce the effect. The type of saving throw required – **Fortitude**, **Reflex**, or **Will** – is determined by the effect. To make a saving throw roll:

1d20 + saving throw modifier vs. Difficulty Class (DC)

Automatic Success/Failure: On a natural 1 (the d20 rolls a 1), a saving throw is always a failure, regardless of what the DC of the saving throw was or what the character's saving throw modifier is. Similarly, a natural 20 (the d20 rolls a 20) is always a success.

TAKING 10

When a character is not being threatened or distracted, they can choose to take 10 on an ability check or a skill check. Instead of rolling 1d20 for the check, simply calculate the result as if you had rolled a 10 and compare the result to the Difficulty Class of the task to determine success or failure.

Taking 10 means that the character is achieving their typical results with a skill. They are neither pressured by outside forces nor pushing themselves to achieve exceptional results.

TAKING 20

When a character has plenty of time, is faced with no threats or distractions, and the action being attempted carries no penalties for failure, they can choose to take 20 on an ability check or skill check. Instead of rolling 1d20 for the check, simply calculate the result as if you had rolled a 20 and compare the result to the Difficulty Class of the task to determine success or failure.

Taking 20 means that the character is trying until they get it right, and it assumes that the character fails many times before succeeding. A character taking 20 on an action check which carries penalties for failure automatically incurs all of those penalties before they can complete the task.

Chapter Twelve

Combat

Violence and strife are part of a wandering adventurer's lot in life. Battles are dangerous and their outcomes uncertain, so when the swords are swung and the bows are strung, you can use this combat system to resolve the conflict – whether it happens on a blood-stained plateau, the tall spires of a crystalline city, or within the murky depths of the dungeon.

SEQUENCE OF PLAY

STEP 1 – AWARENESS: The DM determines which characters are aware of their opponents at the start of the battle. (In some cases, this will be self-evident. In other cases, the DM can use **opposed skill checks** to determine awareness.) If some but not all of the combatants are aware of their opponents, a surprise round will occur before regular rounds of combat begin (see Step 3).

STEP 2 – INITIATIVE: All combatants roll for initiative. An initiative check is a **Dexterity check**. If two or more combatants have the same initiative check, the combatants who are tied act in order of their total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which of them goes first.

STEP 3 – SURPRISE ROUND: In initiative order (highest initiative score to lowest initiative score), combatants who started the battle aware of their opponents each take one standard action during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.

STEP 4 – REGULAR COMBAT: All combatants are now ready to begin their first regular round of combat. Combatants act in initiative order (highest to lowest). When everyone has had a turn, a new round begins. The combatant with the highest initiative acts again, and Step 4 repeats until combat ends.



opposed skill checks, page 65: Spot vs. Hide, Listen vs. Move Silently, and Sense Motive vs. Bluff are the most common opposed checks used to determine awareness.

New Combatants

If new characters become aware of a combat, have them roll for initiative. They can start taking actions on the round after they become aware.

Dexterity check, page 65: $1d20 + Dex \text{ modifier}$ vs. DC

Flat-Footed Characters

At the start of a battle, any combatant who has not yet taken an action is flat-footed. Flat-footed characters lose their Dexterity bonus to AC, cannot make attacks of opportunity, and cannot take immediate actions.

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Optional Rule - Partial Charge
As an optional rule, a DM can allow a combatant to perform a charge as a standard action during the surprise round or at any other time when they are limited to a single standard action on their turn. While performing the charge, a combatant can move up to their speed in a direct line towards their target and then take a single attack action. They cannot continue moving after the attack.

TAKING ACTION

What Type of Action Is It?

For certain activities and abilities, the type of action is defined. (For example, it requires a standard action for a cleric to turn undead.) But at other times, the DM will have to make a judgment call about what type of action is required to carry out a particular intention. Here are some rules of thumb you can use:

- Any action which doesn't require an action check is probably a move action.
- If it involves moving through space or traversing a given distance, then it's probably a move action even if it does require an action check.
- If it's any other action requiring an action check, then it's probably a standard action.
- Full actions should be used for anything which feels like it should take more time or involves multiple steps. (But, when in doubt, default to a standard action.)
- Actions which could be resolved in the blink of an eye (like dropping something held in your hand) are probably a free action. But if executing the action is non-trivial, makes a substantial contribution to the battle, or just feels like something which should be limited in its repetition you can probably go ahead and bump it up to a swift action or move action.

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Immediate actions should generally be reserved for specific special abilities because being able to act out of turn is a major advantage. However, if an action is immediately reactive by necessity (like catching someone as they fall past you) it may be appropriate to make an exception.

A combatant can only take a limited number of actions on their turn.

Move Action: A combatant can take one move action each turn. (A move action allows a combatant to move up to their speed or perform a similar move-oriented or move-equivalent action.)

Standard Action: A combatant can take one standard action each turn. (A standard action allows the combatant to do something – making an **attack**, using a **skill**, **casting a spell**, or the like.) A combatant can also take a second move action in place of a standard action.

Full Action: A combatant can convert a move action and a standard action into a single full action. (In other words, a combatant can take a full action in place of their move action and standard action for the round.)

Free Action: A combatant can perform one or more free actions while taking other actions normally. Free actions consume a very small amount of time and effort, and, over the span of the round, their impact is so minor that they can be performed at any time. However, a DM can put reasonable limits on just how much a combatant can really do for free. (For example, talking is always a free action. But a DM might choose to limit just how much a character can say during a single round.)

Swift Action: A combatant can perform one swift action each turn. A swift action requires a very small amount of time, but requires more focus or energy than a free action.

Immediate Action: An immediate action is like a swift action, but a combatant can perform an immediate action at any time – even if it's not their turn. Using an immediate action is the same as using a swift action, which means that a combatant cannot take another swift or immediate action until after their next turn. (In other words, using an immediate action when it's not your turn is the equivalent of using the swift action for your coming turn.)

Attack Action: Attack actions generally involve striking with a sword, shooting an arrow, or performing similar assaults, but some special abilities and **stunts** also require attack actions. Combatants can always use a standard action to take a single attack action, but other actions may also allow one or more attack actions to be taken.

INITIATIVE ACTIONS

Sometimes it's necessary for a combatant to change when they act during combat by altering their place in the initiative order. They can do this by either delaying their turn or readying an action.

Delay: A character can always choose to delay their turn and then act normally at whatever point in the initiative count they decide to act. When a character delays, however, they cannot interrupt another character's turn. After delaying, a character will take their future turns in their new position in the **initiative order** (their initiative result effectively becomes whatever count they took action on).

Ready: As a standard action, a character can ready a standard, move, swift, or free action. To do so, they must specify both the action they plan to take and the specific conditions which will trigger the action. If those conditions are met at any time before their next turn, the character will take the readied action as an immediate reaction. Readied actions can interrupt another character's turn. After performing a readied action, a character will take their future turns in their new position in the initiative order. If the readied action interrupted another character's turn, the readying character's initiative count is considered higher than the character they interrupted.

MOVEMENT

Move: A combatant can move up to their speed as a move action.

Hustle: A combatant can move up to twice their speed as move action, but they must move in a straight line and they lose their Dexterity bonus to AC.

Run: A combatant can move up to four times their current speed as a full action, but they must move in a straight line and they lose their Dexterity bonus to AC. (A character carrying a heavy load can only run at three times their normal speed. A character hustling twice in a single round is considered to be running.)

Withdraw: A combatant can move up to twice their speed as a full action to withdraw from melee combat. The **first 5 feet** of movement is not considered threatened when withdrawing, which means that opponents cannot take **attacks of opportunity** for that movement.

Unusual Movement: A combatant can climb, crawl, or swim at one-quarter their speed as a move action.

Other Movement: Combatants with alternative **modes of movement** (burrow, climb, or fly speeds) can move up to their speed in that movement mode as a move action.

5-Foot Step: A combatant can move 5 feet as a free action if they don't perform any other kind of movement on their turn. Taking a 5-foot step never provokes an attack of opportunity. A combatant can only take one 5-foot step per turn.

attacks – page 70

skills – page 42

*casting a spell – see Grimoire,
page XXX*

stunts – page 74

initiative order – page 67

attack of opportunity – page 71

modes of movement – page 53

On Grid - first 5 feet: *The space the combatant starts in if using a battlemmap.*

On Grid - Movement Penalties: *If you're using a battlemmap, you don't need to recalculate a character's speed based on movement penalties. If a character is moving at $\frac{1}{2}$ speed, each space they enter simply counts as 2 spaces. If a character is moving at $\frac{1}{4}$ speed, each space they enter counts as 4 spaces. And so forth.*



ATTACKING

standard action, page 68: A combatant can take one standard action each turn. (A standard action allows the combatant to do something – making an attack, using a skill, casting a spell, etc.)

reach, page 8: The maximum distance at which a character can make a melee attack. Determined by the combatant's size.

action check – page 65

damage – page 54

maximum range, page XXX: Ranged weapons can fire up to 10 range increments. Thrown weapons can be hurled up to 5 range increments. Each range increment inflicts a cumulative -1 penalty on the attack roll.

double damage, page 5: When multiplying damage, roll the damage multiple times (including modifiers) and total result. (Extra damage dice are never multiplied.)

Example – Full Attacks: A 9th level cleric has a base attack bonus of +6/+1, meaning they get two attacks – one with a base attack bonus of +6 and another with a base attack bonus of +1. A typical CR 13 monster has an attack bonus of +22/+22/+22, meaning they get three attacks all at an attack bonus of +22.

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full action, page 68: A combatant can convert a move action and a standard action into a single full action.

Example – Two-Weapon Fighting: A 9th level cleric wields a mace in each hand. His normal melee attack bonus is +10/+5. Wielding the second mace gives him an extra attack, but causes him to suffer a -8 penalty to all of his attacks (-4 per weapon used). So the cleric will be making three attacks at +2/+2/-3.

Making an attack requires an attack action. A combatant can always take an attack action as a **standard action** or as an attack of opportunity, and there may be other circumstances in which they can gain such an action. Some characters can perform multiple attack actions in a single round by taking a full attack.

Melee Attacks: A combatant can make a melee attack against any target within their **reach**. Making the attack requires a melee attack roll, which is a type of **action check**:

1d20 + melee attack bonus vs. target's Armor Class (AC)

If the attack is successful, the attacker deals **damage** to the target based on the weapon or ability they used to make the attack. A combatant's Strength modifier is added to the damage from melee attacks.

Ranged Attacks: A combatant can make a ranged attack against any target within the **maximum range** of the weapon or ability used to make the attack. Making the attack requires a ranged attack roll, which is a type of action check:

1d20 + ranged attack bonus vs. target's Armor Class (AC)

If the attack is successful, the attacker deals damage to the target based on the weapon or ability they used to make the attack.

Automatic Failure: On a natural 1 (the d20 rolls a 1), an attack roll is always a failure, regardless of what the target's AC was or what the combatant's attack bonus is.

Critical Hit: On a natural 20 (the d20 rolls a 20), an attack roll is always a success. In addition, a natural 20 threatens a critical hit. When a combatant threatens a critical, they make a second attack roll identical to the first. If the second attack roll is a success, they deal **double** the normal damage. If the second attack roll is a failure, they hit normally.

FULL ATTACKS

If a combatant gets more than one attack per round because of a high base attack bonus, because they fight with multiple weapons, because they wield a double weapon, or for any other reason, the combatant must perform a full attack to get their additional attacks. This requires a **full action**.

Base Attack Bonus: A second attack is gained when a character's base attack bonus reaches +6, a third when their base attack bonus reaches +11, and a fourth when their base attack bonus reaches +16. These extra attacks are indicated on the class and monster tables.

Two-Weapon Fighting: When fighting with more than one weapon, a combatant can make one additional attack at their highest base attack bonus with each additional weapon they are using. However, all of their attacks suffer a cumulative -4 penalty for each weapon they are using. Combatants are generally limited to one weapon per hand.

Double Weapons: A combatant can use a double weapon in two hands to make an extra attack as if they were fighting with two weapons (suffering the same penalties).

ATTACKS OF OPPORTUNITY

Combatants threaten an area within their reach. In general, it's assumed that combatants are actively avoiding attacks. Acting recklessly within an opponent's threatened area, however, will provoke an attack of opportunity, allowing the opponent to target the provoking combatant with a melee attack action using their highest base attack bonus.

A combatant can only take one attack of opportunity per round, but a combatant doesn't have to take an attack of opportunity if they choose not to.

Attacks of opportunity are resolved before the actions which provoke them (and may result in those actions not being taken).

Reckless Movement: If a character moves more than 5 feet into, through, or out of an opponent's threatened area and continues moving on the same turn they are moving fast enough or recklessly enough that they provoke an attack of opportunity from that opponent. (In general this means you can safely approach a combatant as long as they don't have a reach longer than 5 feet, but you cannot run past them or carelessly walk away from them. The **withdraw action**, however, can be used to carefully retreat from a melee.)

Reckless Action: Any action which would distract a combatant from combat or require concentrating on something other than the immediate melee surrounding them provokes an attack of opportunity. For example, firing a ranged weapon at someone 60 feet away would probably provoke attacks of opportunity from melee opponents (since the combatant isn't focused on the immediate melee). Similarly trying to pick a lock, activate a magic item, or retrieve an item from a backpack are all likely to provoke attacks of opportunity. Ultimately, the DM decides whether a particular action is reckless or not in the current situation.

Casting Spells: **Casting a spell** is always considered a reckless action and provokes an attack of opportunity.

Concentration: A character performing a reckless action can attempt a **Concentration check** to do so without provoking an attack of opportunity. The DC of the check is equal to the DC of the action being attempted. If the action has no DC, then the DC of the Concentration check is 15 (plus the level of the spell if casting a spell or using a spell-like ability defensively). If the check fails, the related action also automatically fails.

Tumble: A character performing reckless movement can attempt a **Tumble check** to do so without provoking an attack of opportunity. This requires a DC 15 check when moving at half speed or a DC 25 check when moving at full speed (+2 per opponent who threatens the combatant during the move action). If the check fails, the combatant provokes the attack of opportunity normally and falls **prone**.



On Grid - Reckless Movement:
If you're using a grid, a combatant provokes an attack of opportunity whenever they exit a threatened square.

withdraw action, page 69:
As a full action, move up to twice their speed. First 5 feet of movement is not considered threatened.

casting a spell – see Grimoire, page XXX

Concentration check, page 42:
 $1d20 + \text{Concentration modifier vs. DC}$

Tumble check, page 48: $1d20 + \text{Tumble modifier vs. DC}$

prone, page 58: -4 penalty on melee attack rolls, +4 to AC vs. ranged attacks, -4 to AC vs. melee attacks

TACTICAL BATTLEFIELD

speed, page 52: A character can move up to their speed by taking a move action.

fighting space, page 8: The amount of space a character takes up on the battlefield.

helpless, page 57: Can take no actions, effective Dex 0 (-5 modifier), opponents gain +4 on melee attacks, rogues can sneak attack.

size, page 8: Represents height, weight, and build. Determines fighting space, natural reach, and vertical reach. It affects attack rolls, armor class, and grapple checks.

threatened, page 71: Combatants threaten all targets within their reach.

Reflex save, page 66: 1d20 + Reflex save vs. DC

Crossing patches of slippery ice, dashing up steep stairs, ducking around corners, and weaving your way through a battlefield filled with opponents. Tactical movement and combat is affected by both the environment and other combatants.

Terrain: Terrain represents anything which makes movement difficult, but not impossible.

Difficult Terrain: Movement through difficult terrain is made at half **speed**.

Extreme Terrain: Movement through extreme terrain is made at one-quarter speed.

Obstacles: Obstacles like solid walls or impassable magical barriers block movement. Combatants can squeeze through or into the space between obstacles if it is at least half as wide as their normal **fighting space**, but can only move at half speed.

Other Combatants: A combatant cannot move through the fighting space of an opponent unless the opponent is either **helpless** or at least three **sizes** larger or smaller than the combatant. Combatants can move freely through the fighting spaces of allies, but cannot end their movement there. These rules do not apply to very small creatures of Fine, Diminutive, or Tiny size.

Flanking: When making a melee attack, a combatant gains a +2 bonus to their attack roll if their target is **threatened** by an ally on the target's opposite side.

Line of Effect: A line of effect is a straight, unblocked path. It is canceled by a solid barrier. Most attacks, special abilities, and spells require a line of effect.

Line of Sight: A line of sight is like a line of effect, but it is also canceled by fog, darkness, or other effects that block vision.



Cover: Cover provides a combatant with a bonus to AC and a bonus to **Reflex saves** for any attacks or effects which originate on the other side of the cover. The size of the bonus depends on the degree of cover.

Degree of Cover: Cover is assessed by the DM in a subjective measurement of how much protection it offers. This measurement may not be a strict mathematical calculation because combatants gain more value from covering the parts of their body that are more likely to be struck. (For example, if the bottom half a combatant's body is covered – such as when a human stands behind a 3-foot wall – that might only give one-quarter cover since the combatant's head and torso are still exposed.)

Soft Cover: Other combatants, even opponents, can provide cover. The amount of cover depends on the relative size of the creature providing cover. However, such cover provides no bonus to Reflex saves.

Total Cover: If a combatant doesn't have any line of effect to their target, the target is considered to have total cover from them. A combatant with total cover cannot be hit.

Concealment: Smoke, fog, shadowy illumination, and other effects which impair vision provide concealment. Concealment gives the target of a successful attack a 20% chance that the attack missed because of the concealment. (Make a percentile roll to determine the success of the attack.) Multiple concealment conditions never stack.

Total Concealment: If a combatant doesn't have any line of sight to their target, the target is considered to have total concealment from them. The combatant must guess the target's location before even attempting their attack, and if the attack does strike it will suffer a 50% miss chance.

TABLE: COVER

Degree of Cover	Cover AC Bonus	Cover Reflex Bonus
1/4	+2	+1
1/2	+4	+2
3/4	+7	+3
9/10	+10	+4
Total	—	—

Relative Combatant Size	Cover AC Bonus
Two sizes smaller or less	No cover
One size smaller	+2
Same size or one size larger	+4
Two sizes larger or more	+7

USING MINIATURES

By using miniatures, tokens, or other scaled models you can gain a very precise representation of the battlefield. This objective precision can eliminate the potential confusion of combat and allow players and DMs to instantly understand the current situation in a single glance. In addition, while the game does not require miniatures, the Legends & Labyrinths combat system was designed to take advantage of the accuracy provided by miniatures when you choose to use them: Feeding precise information into the system will allow you to get precise information out of the system.

Typically, miniatures in Legends & Labyrinths will be used on a grid of one-inch squares with each square representing 5 feet. (This allows 25mm figures to be used for PCs, with each PC taking up a single square on the grid with their fighting space.) Throughout this chapter (and in a few other places throughout the book), tips for running combat on a grid can be found in the sidebars.

Diagonals: When measuring distance on a grid, every other square counts double. The first diagonal counts 1 square, the second counts as 2 squares, the third counts as 1 square, the fourth counts as 2 squares, and so on. A combatant can't move diagonally past a corner (even by taking a 5-foot step). A combatant can move diagonally past a creature (even an opponent). You can move diagonally past other impassable objects, such as pits.

Diagonal Reach: Although it takes 15 feet of movement to move two squares diagonally, combatants with a reach of 10 feet can attack targets two diagonal squares away.

On Grid - Flanking: To determine whether two friendly combatants flank an opponent, trace an imaginary line between the center of their squares. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked. (If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking.)

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On Grid - Line of Effect/Sight: If you're using a grid, a combatant has line of effect to a target if you can draw a straight line from any point in the combatant's fighting space to anywhere within the fighting space of the target without touching any square containing a solid obstacle. A combatant has line of sight to the target if the same line doesn't touch any square containing an effect which blocks line of sight.

STUNTS

flat-footed, page 57: Lose Dex bonus to AC, cannot make AoOs, cannot take immediate actions.

prone, page 58: -4 penalty on melee attack rolls, +4 to AC vs. ranged attacks, -4 to AC vs. melee attacks

shaken, page 58: -2 on attack rolls, saving throws, skill checks, ability checks

slowed, page 58: Can only take standard action each round, move at half speed.

stalled, page XXX: Immediately begins falling. Requires Fly check (DC 20) as move action to recover.

stunned, page 58: Drops held items, take no actions, -2 penalty to AC, lose Dex bonus to AC.

action check – page 65

skill check – page 66

attack roll – page 70

The stunt system is a flexible method for allowing characters to perform unusual maneuvers on the battlefield. The effect of a stunt can range from the practical to the amazing, depending on what the combatant is trying to do.

Defining the Stunt: In order to perform a stunt, the combatant must define the effect they want to achieve and how they are going to achieve it. The effects of a stunt can include:

- **Apply a Bonus:** To an ally or themselves. The bonus can apply to a specific type of action check, their armor class, or their damage rolls.
- **Apply a Penalty:** To an opponent. As with a bonus, the penalty can apply to a specific type of action check, their armor class, or their damage rolls.
- **Boost Speed:** Increase a combatant's speed.
- **Forced Movement:** Force a combatant to move.

Stunts can also be used to achieve more specific effects, such as:

- Forcing an opponent to drop an item.
- Rendering an opponent **flat-footed**, **prone**, **shaken**, **slowed**, **stalled**, or **stunned**.

In order to achieve these effects, however, the player must explain how they are achieving it. Stunts can be performed using any **action check** (although most will be resolved using either **skill checks** or **attack rolls**), but the player must specifically explain how the action check is being used to achieve the stunt. Stunts should be both creative and plausible, and DMs should reject any stunts which are not.



Stunts can never be used to boost the same action check used to perform the stunt. In addition, stunts performed using an attack roll should never be allowed to boost damage rolls. Multiple effects can be achieved as part of a single stunt, but they all have to be explained as part of the stunt's definition.

Performing the Stunt: Stunts that affect other combatants generally require a standard or full action. Stunts that provide bonuses to the combatant performing the stunt are usually performed as swift actions that modify the other actions taken during their turn. Movement performed as part of a stunt may require an additional move action to be taken.

Stunt Check: The action check used to resolve a stunt is rolled normally. The DC of the check is determined by the effect the stunt is attempting to achieve (as shown on the *Stunt Effects* table). If the combatant is attempting to achieve multiple effects in the same stunt, add all of the DC modifiers to determine the DC of the stunt.

If the stunt check fails, the stunt doesn't produce the desired effect. If the check is successful, the stunt has succeeded, but the target may attempt a stunt save.

The effects of a stunt generally last for 1 round.

Stunt Save: A combatant affected by a stunt may attempt a saving throw to negate the stunt's effects. The type of saving throw is determined by the DM. The DC of the saving throw is set by the level of the character or the challenge rating of the monster performing the stunt, as shown on the *Stunt Difficulty Class* table. If the save is successful, the stunt has no effect.

EXAMPLES OF STUNTS

It's not enough to merely say, "I'll use my Appraise skill to get a +2 bonus on my attack roll." But using an Appraise check to identify the weak points in a particular style of unusual armor might merit the bonus.

Diplomacy: Ferrer, a rakish rogue, needs to track down details on the seven black rites of the Protoic Sorcerers. Unfortunately, Ferrer isn't a big fan of libraries. He decides to try seducing the pretty young librarian to let him peek at the secret grimoires. The result is a Diplomacy stunt at DC 20 to give a +3 bonus to Ferrer's Knowledge check (Base DC 5 + 5 per +1 bonus.)

Jump: Instead of climbing a wall, Jacquelyn the martial artist wants to leap back and forth between two opposing walls to rapidly ascend them. She proposes a Jump stunt at DC 25 to give a +4 bonus to her Climb check (Base DC 5 + 5 DC per +1 bonus).

Use Magic Device: The sorceress Anretta proposes aiming a *rod of lightning bolts* to blast the floor out from beneath a bandit's feet, dropping them prone. The DM calculates this as DC 15 stunt (Base DC 5 + Prone DC 10), but suggests that if Anretta got the blast close enough she could also leave the bandit shaken. Anretta agrees, for a final stunt at DC 30 (Base DC 5 + Prone DC 10 + Shaken DC 15).

Marbles: Clancy wants to roll some marbles under the feet of an oafish orc, rendering it flat-footed and leaving it vulnerable to Victoria's sneak attack. He proposes using a Sleight of Hand check, but the DM rules that a ranged attack roll is more appropriate. (Although rolling along the floor, the marbles are like a thrown weapon.) The result is a DC 20 stunt (Base DC 5 + Flat-Footed DC 15) made with a ranged attack roll.

Not Everything is a Stunt: "I want to stand on my mount, grab a limb, and swing up into the tree!" "I want to run up the stairs, leap from the balcony, grab the chandelier, and swing across the other side." Are these stunts? Nope. They're just skill checks. Skills can be used for all kinds of awesome stuff. Stunts are useful when characters are specifically affecting other combatants or themselves with penalties or boosts.

TABLE: STUNT SAVE DCs

Character Level / Monster CR	Stunt Save DC
1/2	11
1	12
2	13
3	14
4	15
5	16
6	17
7	18
8	19
9	20
10	21
11	22
12	23
13	24
14	25
15	26
16	27
17	28
18	29
19	30
20	31

Playtest Tip – Complex Stunts: Some stunts may require other checks or actions in order to "set-up" the stunt. Adjudicate accordingly, but try to identify the key action check which is being used to actually achieve the effect. If that's impossible, use the worst check result to determine if the stunt succeeds or fails.

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TABLE: STUNT EFFECTS

Base DC	5
Apply a Bonus	+5 DC per +1 bonus
Apply a Penalty	+5 DC per -1 penalty
Boost Speed	+1 DC per 1 ft.
Forced Movement	+1 DC per 1 ft.
Drop an Item	+10 DC
Flat-Footed	+15 DC
Prone	+10 DC
Shaken	+15 DC
Slowed	+20 DC
Stalled	+20 DC
Stunned	+30 DC

MOUNTED COMBAT

Simultaneous Action: A rider cannot attempt an action that can't be completed both before and after the mount's action (or vice versa). (For example, a rider cannot make a full attack against a melee target if their mount moves the target outside their reach.) The mount's movement may also prove distracting (requiring Concentration checks to complete some actions). If, while a mount is moving, a rider takes an action that involves a range (such as casting a spell), the rider can calculate this range from any position in their mount's movement.

A rider can mount or dismount as a **move action**.

Once mounted, a rider can control their mount as a free action. They can automatically control the basic movement of their mount, but getting the mount to take other actions (jumping an obstacle or attacking a foe, for example) requires a **Ride check** as a **free action**. Riders and their mounts take their **actions simultaneously** on the rider's **initiative count**.

A rider may also need to make Ride checks to stay on their mounts if the mount makes unusual motions, performs difficult **stunts**, or falls down.

Intelligent Mounts: Some mounts, like a dragon or a unicorn, are intelligent creatures. An intelligent mount and their rider both roll for initiative normally and take their actions simultaneously on whichever initiative result is lower. (In effect, either the mount or the rider **delays** their action for the other.) Since the intelligent mount is capable of independent action, the rider does not need to make Ride checks in order to control or guide the mount.

UNARMED COMBAT

move action, page 68: A combatant can take one move action each turn.

Ride check, page 46: $1d20 + \text{Ride modifier}$ vs. DC

free action, page 68: Perform one or more free actions while taking other actions normally.

initiative count – page 67

stunts – page 74

delay, page 68: Delay turn to a later initiative count. Cannot interrupt another combatant's turn.

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action check – page 65

attack action, page 70: An attack action can always be taken as a standard action.

full attack, page 70: A full action. Must be performed to get additional attacks from high BAB, multiple weapons, or for any other reason.

monsters – see Bestiary, page XXX

melee attack, page 70: $1d20 + \text{melee attack bonus}$ vs. target's AC

damage – page 52

Grappling: A combatant can grapple an opponent by making an opposed grapple check as an **attack action**. A grapple check is a type of **action check**:

$1d20 + \text{grapple attack bonus}$ vs. opponent's grapple check

If the check is successful, the combatants enter a grapple. Combatants in a grapple can escape by taking an attack action.

When attempting any action in a grapple, however, a grappling combatant must first succeed at an opposed grapple check against everyone else in the grapple. This check is a free action. Opposing characters can choose to automatically fail their checks. (Note: When making a **full attack**, a combatant makes an opposed grapple check for each attack action, but not a separate check for the full attack as a whole.)

Touch Attacks: Some attacks only require a combatant to touch their opponent. Touch attacks disregard armor, so the target's touch AC doesn't include any armor bonus, shield bonus, or natural armor bonus. (All other modifiers apply normally.) Both melee touch attacks and ranged touch attacks are possible.

Monsters suffer a penalty to AC equal to half their hit dice against touch attacks.

Unarmed Strike: A combatant can make an unarmed strike as a **melee attack action**. The unarmed strike deals $1d3$ points of **damage** (plus the character's Strength modifier).

Chapter Thirteen

Adventuring

The call to adventure can lead the brave and audacious almost anywhere – from the highest spires of the Empire to the deepest depths beneath the earth. That’s why, more than any other part of *Legends & Labyrinths*, the rules in this chapter are meant to be treated like guidelines. This chapter is a toolbox filled with useful material for running many different types of adventures, but not everything needs to be an adventure. And sometimes treating it like an adventure can detract from the real focus of where your attention should be.

For example, imagine that the PCs are wrapped up in the political intrigues surrounding the marriage between the crown princess of Panilla and the prince of Erach. This is the perfect backdrop for high-stakes **urban adventuring**. While in Panilla, they learn that disaffected members of the nobility are plotting to assassinate the prince of Erach. They grab their **mounts** and ride out through the city gates, racing against the clock to reach Erach.

But just because they’ve left the city, it doesn’t necessarily mean you should start using the full rules for **wilderness exploration**. It probably makes more sense to simply figure out how far Erach is from Panilla and then use the basic rules for **overland movement** to quickly calculate how long the ride takes.

On the other hand, if the PCs discover that the assassins are using a **cave** hidden in the Evesdrop Forest and they decide to go looking for the cave, then it’s probably time to roll out the rules for wilderness exploration.

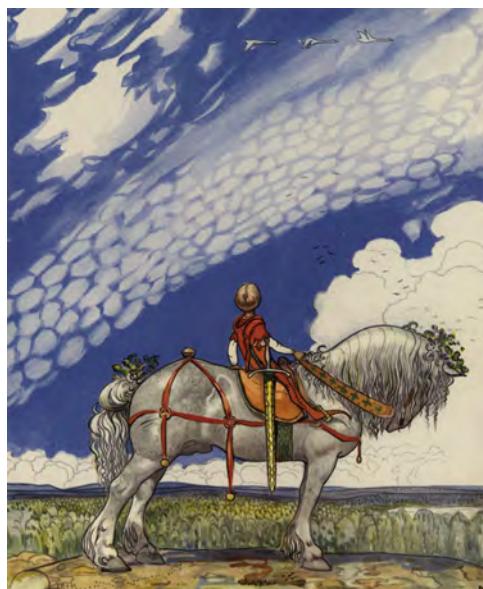
Urban Adventures – page 82

mounts – page XXX

Wilderness Adventures – page 83

overland movement – page 52

cave – see *Dungeon Adventures*,
page 80



AERIAL ADVENTURES

TABLE: FLIGHT MANEUVERABILITY

Maneuverability	Fly Bonus
Perfect	+10
Good	+7
Average	+4
Poor	+2
Clumsy	-
Natural Fliers	+5



Dragons soar above the battlefield. Demons hurtle through the air. Spellcasters surf the wind. Giants live in great castles of mounded cloud. Spirits glide through misty voids. Griffon knights seek glory in tournaments of lightning. Adventure lives in three dimensions.

Maneuverability: Unlike other forms of **movement**, fly speeds are also rated for maneuverability. A character's maneuverability grants them a bonus to **Fly checks** as shown on the *Flight Maneuverability* table. Creatures with a natural fly speed gain an additional +5 bonus.

Stalling: If a flying character stalls, they immediately begin **falling** towards the ground. A stalled character can attempt to escape the stall by making a successful Fly check (DC 20) as a move action.

Maneuvering Stall: Fliers with average maneuverability or less must use a move action each round to fly. If they don't use a move action to fly or they cannot move, they enter a stall.

Weight Stall: Flying characters are generally limited to light loads. Fliers carrying **medium or heavy loads** immediately stall.

Stunt Stall: A character can attempt to force a flying character to stall with a DC +20 **stunt**.

Aerial Distances: Because flying combatants can move and attack in all three dimensions, it's often necessary to measure distances between combatants at different altitudes (for example, when one combatant shoots a ranged weapon at another). Instead of performing complex mathematical operations to determine a distance in three dimensions, you can use the *Aerial Distance* table. The distances on the table have been rounded off to the nearest 5 feet for convenience.

TABLE: AERIAL DISTANCE

Horizontal Distance

	5'	10'	15'	20'	25'	30'	35'	40'	45'	50'	55'	60'	65'	70'	75'	80'	85'	90'	95'	100'
5'	5'	10'	15'	20'	25'	30'	35'	40'	45'	50'	55'	60'	65'	70'	75'	80'	85'	90'	95'	100'
10'	10'	15'	15'	20	25'	30'	35'	40'	45'	50'	55'	60'	65'	70'	75'	80'	85'	90'	95'	100'
15'	15'	15'	20'	25'	39'	35'	40'	40'	45'	50'	55'	60'	65'	70'	75'	80'	85'	90'	95'	100'
20'	20'	20'	25'	25'	30'	35'	40'	45'	50'	55'	60'	60'	70'	70'	75'	80'	85'	90'	95'	100'
25'	25'	25'	30'	30'	35'	40'	45'	45'	50'	55'	60'	65'	70'	75'	80'	85'	90'	90'	95'	100'
30'	30'	30'	30'	35'	40'	40'	45'	50'	55'	55'	60'	65'	70'	75'	80'	85'	90'	90'	95'	105'
35'	35'	35'	35'	35'	40'	45'	50'	50'	50'	55'	60'	65'	70'	75'	75'	80'	85'	90'	95'	105'
40'	40'	40'	40'	45'	45'	50'	50'	55'	60'	60'	65'	70'	75'	80'	85'	90'	95'	95'	100'	105'
45'	45'	45'	45'	50'	50'	55'	55'	60'	65'	65'	70'	75'	80'	80'	85'	90'	95'	100'	105'	110'
50'	50'	50'	50'	55'	55'	55'	60'	65'	65'	70'	75'	75'	80'	85'	90'	95'	100'	100'	105'	110'
55'	55'	55'	55'	60'	60'	60'	65'	65'	70'	75'	75'	80'	85'	90'	90'	95'	100'	105'	110'	115'
60'	60'	60'	60'	60'	65'	65'	70'	70'	75'	75'	80'	85'	85'	90'	95'	100'	105'	105'	110'	115'
65'	65'	65'	65'	65'	70'	70'	75'	75'	80'	80'	85'	85'	90'	95'	100'	100'	105'	110'	115'	120'
70'	70'	70'	70'	70'	75'	75'	80'	80'	85'	90'	90'	95'	100'	100'	105'	110'	115'	115'	120'	120'
75'	75'	75'	75'	75'	80'	80'	85'	85'	90'	90'	95'	100'	100'	105'	110'	110'	115'	115'	120'	125'
80'	80'	80'	80'	80'	85'	85'	90'	90'	95'	95'	100'	100'	105'	110'	110'	115'	115'	120'	125'	125'
85'	85'	85'	85'	85'	90'	90'	95'	95'	100'	100'	105'	105'	110'	110'	115'	115'	120'	125'	125'	130'
90'	90'	90'	90'	90'	95'	95'	95'	100'	100'	105'	105'	110'	115'	115'	120'	125'	125'	130'	135'	135'
95'	95'	95'	95'	95'	100'	100'	100'	105'	105'	110'	110'	115'	115'	120'	125'	125'	130'	135'	135'	140'
100'	100'	100'	100'	100'	100'	105'	105'	105'	110'	110'	115'	115'	120'	120'	125'	125'	130'	135'	135'	140'

AQUATIC ADVENTURES

Whether hoisting the black flag as pirate kings, mounting expeditions to the mysterious islands of the Blue Sea, diving to the shadow forests of mermen's kelp, or guarding barges laden with the riches of the River Kings, the waterways and oceans of the world are steeped with adventure.

Drowning: Characters may become submerged due to circumstance or failed **Swim checks**. A character can hold their breath for a number of rounds equal to twice their Constitution score. After that period of time, they fall unconscious and suffer 1 point of **Constitution damage** per round until they receive the benefits of **first aid** and can breathe again.

Ships: When their arms get tired, characters would be well-advised to seek a ship.

Current: The speed of a river's current should be added to or subtracted from the speed of a ship traveling on the river.

Rowing: Ships which are rowed, towed, or otherwise creature-powered use the rules for **forced marches** when traveling more than 8 hours per day. (If the rowing crews are swapped out, of course, this isn't an issue.)

Underwater: Characters underwater without a **swim speed** suffer a -2 penalty to all action checks requiring physical action and deal only half damage on all physical attacks.

movement, loads, swim speed
— see Chapter 7: Movement & Encumbrance, page 49

Fly check, page 43: $1d20 + \text{Fly modifier vs. DC}$

falling, page 88: 150 ft. per round, increasing 150 ft. per round. On impact, 1d6 damage per 10 ft. fallen.

stunt — page 74

Constitution damage — page 54

forced marches — page 52

Swim check, page 47: $1d20 + \text{Swim modifier vs. DC}$

first aid, page 44: Heal check, DC 15.

Playtest Tip — Suffocation: The drowning rules can also be used for other forms of suffocation.

TABLE: SHIPS

	Cost	Base Speed	1 Minute	1 Hour	8 Hours	24 Hours	Distance Travelled
Raft/Barge	—	5 ft.	50 ft.	$\frac{1}{2}$ mile	4 miles	*	
Keelboat	3,000 gp	10 ft.	100 ft.	1 mile	8 miles	*	
Rowboat	50 gp	15 ft.	150 ft.	1.5 miles	12 miles	*	
Sailing Ship	10,000 gp	20 ft.	200 ft.	2 miles	16 miles	48 miles	
Warship	25,000 gp	25 ft.	250 ft.	2.5 miles	20 miles	60 miles	
Longship	10,000 gp	30 ft.	300 ft.	3 miles	24 miles	72 miles	
Galley	30,000 gp	40 ft.	400 ft.	4 miles	32 miles	96 miles	

* Rowed vessels use the rules for forced marches when traveled more than 8 hours per day.



DUNGEON ADVENTURES

Strength check, page 65: 1d20 + Strength modifier vs. DC

standard action, page 68: A combatant can take one standard action each turn.

damage – page 54

The ruins of preternatural civilizations. Lairs of unspeakable creatures. Vast cyclopean cities of subterranean evils. Fungal forests of kaleidoscopic hue. Mammoth caverns of ancient stone. Shadow-reeked necropoli of rotting, miasmic doom. Dungeons are labyrinths of adventure, and their twisted tunnels hold limitless possibilities for adventure.

Of course, many of the rules which are most useful for dungeons will also prove invaluable in other demesnes. Thick walls, sturdy doors, and shadowy passages are as much at home in the regal palaces of today as they are in the decayed byways of time-tossed civilizations.

TABLE: OBJECT SUBSTANCE GUIDELINES

Substance	Hardness	Hit Points	Weight
Cloth	0	2/inch of thickness	20 lbs./cubic ft.
Paper	0	2/inch of thickness	35 lbs./cubic ft.
Rope	0	1/inch of thickness	40 lbs./cubic ft.
Glass	1	1/inch of thickness	150 lbs./cubic ft.
Ice/Water	0	3/inch of thickness	60 lbs./cubic ft.
Leather/hide	2	5/inch of thickness	50 lbs./cubic ft.
Wood	5	10/inch of thickness	30 lbs./cubic ft.
Masonry	8	8/inch of thickness	150 lbs./cubic ft.
Masonry, reinforced	8	15/inch of thickness	150 lbs./cubic ft.
Stone	8	15/inch of thickness	150 lbs./cubic ft.
Common metals	10	30/inch of thickness	450 lbs./cubic ft.
Mithral	15	30/inch of thickness	250 lbs./cubic ft.
Adamantine	20	40/inch of thickness	500 lbs./cubic ft.

TABLE: OBJECT CONSTRUCTION GUIDELINES

Construction	Break DC
Simple	7 + hardness + inches of thickness
Good	11 + hardness + inches of thickness
Strong	16 + hardness + inches of thickness
Masterwork	18 + hardness + inches of thickness

13 **Search check, page 46:** 1d20 + Search modifier vs. DC

They get to make saving throws with a +10 bonus. They also gain a +10 bonus to hardness, +10 hit points, and +10 to their Break DC.

Doors: Constructed from thick planks nailed together. Carved from blocks of pivoting granite. Forged from impregnable metals. Portals of wood, stone, and iron within a dungeon can become stuck, deliberately locked, or otherwise sealed against interlopers. They can be shut behind to guard a retreat or burst through to explore new demesnes.

Secret Doors: Disguised as a bare patch of wall, a bookcase, a fireplace, or a fountain, secret doors provide hidden means of egress and exploration. They generally require **Search checks** to detect and can be opened using any manner of triggers (buttons, pressure plates, pivots, slides, pressure points, gears, or the like).

TABLE: SAMPLE OBJECTS

Object	Hardness	Hit Points	Break DC
Chain	10	5	26
Chair, wooden	5	10	13
Chest, small	5	1	17
Chest, treasure	5	15	23
Manacles	10	10	26
Shield, metal	10	15	28
Shield, wooden	5	10	23
Weapon, metal	10	15	28
Weapon, wooden	5	10	23

TABLE: SAMPLE DOORS

Door	Hardness	Hit Points	Break DC
Simple wooden door	5	10	13
Good wooden door	5	15	18
Strong wooden door	5	20	23
Stone door	8	60	28
Iron door	10	60	28
Portcullis, wooden	5	30	25
Portcullis, iron	10	60	25
Trapdoor, wooden	5	5	12
Trapdoor, stone plug	8	45	27

Light: In areas of total darkness, characters are effectively **blinded**, so light sources are typically required while exploring the underworld. The *Light Sources* table gives the radius that a light source illuminates and its typical duration. In an area of bright light, all characters can see clearly. In an area of shadowy illumination, a character can see dimly. Creatures within an area of shadowy illumination benefit from **concealment**.

Walls: Walls divide the dungeon into chambers, caves, and passageways. They can be climbed or broken through; natural or constructed; sturdy vaults of adamantine or decorative expanses of finely-crafted paper.

Alchemically-Treated: Alchemically-treated walls double their hardness, have twice as many hit points, and gain a +20 bonus to their Break DC.

Reinforced: Certain types of walls, particularly those of masonry, can be reinforced during their construction. Reinforced walls have twice as many hit points and they gain a +10 bonus to their Break DC.

Wandering Monsters: Denizens of the dungeon don't just stand around waiting for adventurers to drop by. They have lives to live and duties to perform. If the population of the dungeon is small enough it may be possible for the DM to manage all of this activity in real time, but eventually the task will become too complex to easily handle. At that point, wandering monster checks can be used to simulate a "living dungeon". Wandering monsters in a dungeon have a frequency, a check, and an encounter table.

Frequency: The frequency of a wandering monster check defines how often the check should be made. This can typically vary anywhere from once per minute (for high-traffic areas) to once per hour (for largely deserted complexes).

Check: The wandering monster check determines whether or not an encounter occurs. The exact odds of the check can vary considerably, but a 1 in 8 chance is a good default.

Encounter Table: If the wandering monster check determines that an encounter occurs, roll on the encounter table for the dungeon to determine the encounter type.

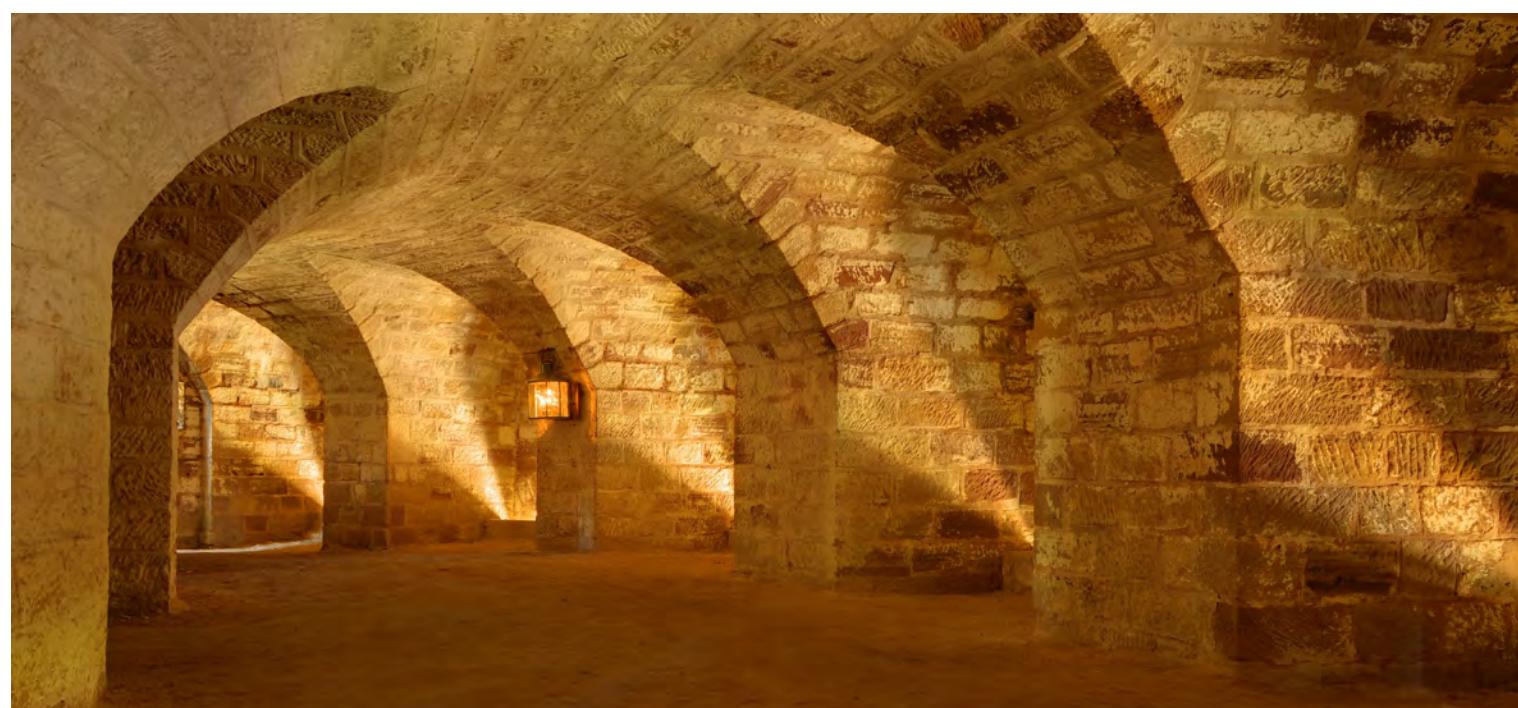
blinded, page 56: Vision-based checks fail, -2 to AC, lose Dex bonus to AC, move at half speed, -4 to Search checks, -4 to Str and Dex checks. All opponents have total concealment (50% miss chance).

TABLE: LIGHT SOURCES

Light Source	Bright	Shadowy	Duration
Candle	0 ft.	5 ft.	1 hour
Lamp	15 ft.	30 ft.	6 hours/pint
Lantern	30 ft.	60 ft.	6 hours/pint
Sunrod	30 ft.	60 ft.	6 hours
Torch	20 ft.	40 ft.	1 hour

concealment, page 73: 20% miss chance.

Playtest Tip – Other Dungeon Encounters: Although random encounters in the dungeon are often referred to as "wandering monsters", there's no reason your encounter table needs to be limited to monsters or NPCs.



URBAN ADVENTURES

TABLE: BUILDINGS AND LODGINGS

Building	Cost
Simple house	1,000 gp
Grand house	5,000 gp
Mansion	100,000 gp
Tower	50,000 gp
Keep	150,000 gp
Castle	500,000 gp
Huge castle	1,000,000 gp

Inn Stay	Cost
Good	2 gp/day
Common	5 sp/day
Poor	2 sp/day

Whether they're twisted hives of treachery and deceit or wondrous menageries of civilization, cities are warrens of mystery and adventure. Characters can wrangle with Thieves' Guilds, immerse themselves in political intrigue, solve crimes, reveal conspiracies, and uncover demonic architecture. The stakes are never higher than when lives are on the line, and cities are conveniently full of innocent bystanders.

Crowds: In urban environments, characters are more likely to find themselves trapped in crowds. Crowds are treated as **difficult terrain** and offer varying degrees of **cover** depending on the density of the crowd.

Lodgings: Characters may want to buy their own buildings or even construct their own castle. Those without a place to stay may need to find accommodations at an inn or similar lodgings. Prices are shown on the *Buildings and Lodgings* table.

Social Rank: Social ranking is similar to a character's **size**, except that it applies to cultural interactions instead of physical interactions. It is also far more subjective, depending on a character's perceived social ranking (which may or may not have anything to do with their actual place in society). Social ranking can also vary between cultures. Several example rankings are listed on the *Social Ranks* table. The bonus or penalty from social ranking should be applied to all appropriate **action checks**.

TABLE: SAMPLE SOCIAL RANKS

Social Ranking					
+8	Royalty				
+4	Nobility	Kage			
+2	Gentlemen	Jounin	Landowners	Ryomin	
+1	Military	Chounin	Merchants		
+0	Guildsmen	Genin	Commoners	Senmin	
-1	Merchants	Pupil	Slaves		
-2	Freemen			Slaves	
-4	Serfs				
-8	Wastrels				

difficult terrain, page 52:
Movement made at half speed.

cover – page 73

13

size, page 8: Affects attack rolls, armor class, and grapple checks.



WILDERNESS ADVENTURES

Charting the vast realms of the Western Expanse. Lost in the depths of the Forest of Eternal Youth. Guarding the caravan pilgrims of the Scarlet Plains. Seeking ancient ruins amidst the sandy dunes of the Wizard's Blight. Sometimes adventure is a journey, not a destination.

Wilderness Hexes: Wilderness maps can be conveniently abstracted onto a hexmap. Each hex on the map is keyed with its predominant type of terrain and with any notable locations that can be found within the hex. (The hexmap may also usefully indicate major roads, rivers, settlements, and the like.)

Terrain: The terrain of a hex may **modify movement**.

Location: A hex may have one or more keyed locations, with each location representing a site of potential interest. (Locations can be almost anything: A village, a cave, an abandoned castle, a dungeon, a clearing filled with moon poppies, a fountain of mead, a ruined farmhouse.)

Watches: A watch is the basic unit for tracking time during wilderness exploration. A watch is equal to 4 hours.



Wilderness Encounters: Wilderness encounters simulate both the discoveries of exploration and the chance meetings parties can have with wildlife, local inhabitants, and other travelers.

Frequency: The frequency of a wilderness encounter check defines how often the check should be made. Checks are usually made once per watch.

Check: The wilderness encounter check determines whether or not an encounter occurs. The exact odds of the check can vary depending on the region, but a 1 in 8 chance is a good default.

Encounter Table: Wilderness encounter tables can be created for each region or generally for each type of terrain. If a wilderness encounter check determines that an encounter occurs, roll on the appropriate encounter table to determine the encounter type.

Wilderness Encounter Types: Wilderness encounters are classified as either exploration encounters or normal encounters. Exploration encounters only occur during watches in which the characters are traveling or otherwise exploring an area. They do not occur during watches in which the characters are resting or otherwise stationary.

Location: This exploration encounter indicates that the characters have encountered a keyed location within the hex (if any). Most hexes only have a single keyed location. For hexes with multiple keyed locations, determine the location encountered randomly.

% Lair: The percentage listed is the chance that the creature is encountered in their lair. Lair encounters are considered exploration encounters.

% Tracks: The percentage listed is the chance that the creature's tracks are found (not the creature itself). Tracks are only found as an exploration encounter.

***action checks,** page 65: Action checks determine the success or failure of attempted actions.*

***checking events,** page 81: Encounter checks determine if an encounter occurs. The exact odds of the check will vary, but 1 in 8 is typical.*

***modify movement,** page 52: Movement through difficult terrain is made at half speed. Movement through extreme terrain is made at one-quarter speed.*

***Playtest Tip – Urban Encounters:** Urban encounters are likely to vary by neighborhood, time of day, and similar factors. The sort of people you meet in the Nobles' District will be very different from those you rub elbows with in the marketplace.*

***Playtest Tip – Social Ranks:** Social ranking is useful if your setting features a strong caste system or other highly regimented social hierarchy. These don't necessarily need to be society-wide (for example, they might be ranks in the military). The more egalitarian your fantasy society, the less useful the system becomes. You may even want to ignore it entirely. (Note, too, that the modifier is applied to both sides of a social interaction. Therefore, in interactions between members of the same social rank, the modifier will cancel itself out and social rank can generally be ignored.)*

13

***Playtest Tip – Time in Watch:** To randomly generate a particular time within a watch, you can use 1d8 to determine the half hour and 1d30 to determine the exact minute (if necessary).*

size category, page 8: Determines fighting space, natural reach, and vertical reach. It affects attack rolls, AC, and grapple checks.

Constitution check, page 65: 1d20 + Con modifier vs. DC

nonlethal damage, page 54: A character with nonlethal damage equal to their current hit points is knocked unconscious.

fatigued, page 57: Cannot run or charge, -2 penalty to Str and Dex.

Navigation: The difficulty and complexity of finding a specific location within the wilderness varies depending on the character's familiarity and approach.

Visible Locations: Some locations are visible from a great distance. Characters within the same hex as a visible location (or within a certain number of hexes for very large landmarks) can automatically spot visible locations.

On Road: If a location is on a road, river, or similar trail, a character following the road, river, or trail will automatically find the location. (Assuming it isn't hidden, of course.)

Familiar Locations: Familiar locations are those which a character has visited multiple times. Characters within the same hex as a familiar location can be assumed to automatically find the location. Under certain circumstances, characters may also be considered "familiar" with a location even if they've never been there. (Possibilities include possessing highly accurate topographic maps, receiving divine visions, or using certain types of divination magic.)

Unfamiliar Locations: Unfamiliar locations (even those a character has visited previously) are found using encounter checks. Characters spending time to specifically search a particular hex can make twice as many wilderness encounter checks per watch.

Starvation and Thirst: In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Reduce this amount by half for each **size category** smaller than Medium; double it for each size category above Medium.)

A character can go without water for 1 day plus a number of hours equal to their Constitution score. After this they must make a **Constitution check** each hour (DC 10 + 1 per additional hour) or take 1d6 points of **nonlethal damage**.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10 + 1 per additional day) or take 1d6 points of nonlethal damage.

Characters who take nonlethal damage from lack of food or water are **fatigued**. Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water – not even magic that restores hit points heals this damage.



Chapter Fourteen

Hazards & Traps

The life of a typical adventurer will carry them into perilous places fraught with terrible dangers. The hazard system gives the DM a toolset for quickly designing treacherous obstacles, deadly environments, and breakneck challenges.

CREATING A HAZARD

Hazards are mechanically defined by who they affect, what their effect is, and how that effect can be avoided.

1. PICK A CHALLENGE RATING: When designing a hazard, start by determining its severity in terms of a **challenge rating** and then reference the *Hazards* table. In general, a hazard with a challenge rating equal to the average level of the party represents a danger that the party can routinely handle with little risk. (So if anybody plucked off the street could deal with it, the hazard is probably a CR 1. If it's something that requires a good deal of skill or luck to endure, it might be a CR 5 hazard. If it's something that only legendary heroes could expect to encounter and survive, on the other hand, you'll want to start looking at a challenge rating of 10 or more.)

2. DEFINE AREA/TARGETS: Hazards will affect either a specific area or specific targets.

Area: If the hazard affects an area (like a burning pool of lava), anyone within the area will be affected. Some area effects may be intermittent (like an energy pulse that strikes everyone standing on particular platform) while others may only happen once (like a barrel of gunpowder exploding), in which case it may be useful to specifically define the **area of the effect** as if it were a spell.

Targets: If the hazard targets specific characters, it may choose those targets randomly or according to some criteria (nearest, largest, wearing the most metal, etc.).

Range: The range of a hazard is the maximum distance at which it can target a character or area.

3. DEFINE EFFECT: The most common effect of a hazard is damage. Other possible effects are shown on the *Hazard Effects* table. (For example, bad air in a cavern might knock a character **unconscious** or a bright flash of light might temporarily **blind** them.) If the hazard has an effect other than damage, it may have a minimum CR as shown on the table.

4. DEFINE DEFENSE: Characters within the area affected by a hazard or targeted by a hazard generally still have some defense against the hazard's effect.

Armor Class: If the hazard makes an **attack roll**, the attack is resolved normally against the affected character's AC. If the attack is successful, the character suffers the effect of the hazard. If the attack misses, there is usually no effect.

Saving Throw: If a hazard does not need to make an attack roll, a character affected by the hazard is allowed to make a **saving throw**. Choose the type of saving throw which is most appropriate for the hazard's effect. (For example, leaping away from boiling oil might require a Reflex save. Resisting the mental commands of an enchanted statue might require a Will save. And so forth.) If a hazard deals damage, a successful save generally still results in half damage.

Action Check: For some hazards, characters may be able to make **skill** or **ability checks** in order to interact with the hazard or bypass it without suffering its effects.

Advanced Hazard CRs

Mixing CRs: If a hazard uses values from multiple rows on the *Hazards* table, the CR of the hazard is equal to the average of each value which makes a significant contribution to the danger of the hazard. (For example, a hazard that deals 10d6 one-shot damage with a DC 13 saving throw would be a CR 6 hazard.)

Multiple Effects: If a hazard has multiple effects, it is usually easiest to simply treat each effect as a separate hazard.

area of effect, page XXX: Burst, emanation, spread, cone, cylinder, line, or sphere.

unconscious, page 58: Helpless. Can take no actions, effective Dex 0 (-5 penalty), opponents gain +4 on melee attacks, rogues can sneak attack.

blinded, page 56: Vision-based checks fail, -2 to AC, lose Dex bonus to AC, move at half speed, -4 to Search checks, -4 to Str and Dex checks. All opponents have total concealment (50% miss chance).

attack roll, page 70: 1d20 + attack bonus vs. target's AC

saving throw, page 66: Fortitude, Reflex, or Will. 1d20 + saving throw bonus vs. DC

skill check, page 66: 1d20 + skill modifier vs. DC

ability check, page 65: 1d20 + ability modifier vs. DC

HAZARDS TABLE

action check, page 65: Action checks determine the success or failure of attempted actions. 1d20 + relevant modifiers vs. DC

Balance check, page 42: 1d20 + Balance modifier vs. DC

Disable Device check, page 43: 1d20 + Disable Device modifier vs. DC

saving throws, page 66: Fortitude, Reflex, or Will. 1d20 + saving throw bonus vs. DC

attack roll, page 70: 1d20 + attack bonus vs. target's AC

Search check, page 46: 1d20 + Search modifier vs. DC

skill check, page 66: 1d20 + skill modifier vs. DC

A given hazard will generally not have every single stat shown on the *Hazards* table. The DM should just pull the relevant stats for the hazard they're creating.

General Check DC: Use this DC for any **action check** which needs to be made by every character in the party. (For example, if every character needs to make a **Balance check** in order to cross a dangerous crevasse, use the General Skill DC.)

Trained Check DC: Use this DC for any action check which only needs to be made by a single character in order to avoid the hazard. (For example, once the party's specialist has disabled a trap, the rest of the party can safely bypass it. Therefore the **Disable Device check** should be made against the Trained Check DC.)

Save DC: Use this DC for any **saving throws** made to avoid or mitigate the effect of the hazard.

Attack Bonus: When the hazard makes an attack against a target, use its **attack roll**. If multiple attack bonuses are listed, then the hazard can attack multiple targets or the same target multiple times.

Attack Damage: Use this damage value for attacks made using the hazard's attack bonus (like arrows fired from a trap or the wailing protuberances of a magical snare).

Repeating Damage: Use this damage value for any hazard which deals damage each round to one or more characters. (For example, a burning room or an acidic cloud.)

One-Shot Damage: Use this damage value for any hazard which deals damage only once (or no more frequently than once per 5 rounds). (Like a pit trap or other a mechanical trap that doesn't automatically reset when triggered.)

TABLE: HAZARDS

CR	General Check DC	Trained Check DC	Save DC	Attack Bonus	Attack Damage	Repeating Damage	One-Shot Damage
½	10	13	11	+1	1d4	1d6	1d6
1	11	14	12	+2	1d6	1d6	1d6
2	11	15	13	+4	1d6+1	1d6	2d6
3	12	16	14	+6	1d6+3	2d6	3d6
4	12	18	15	+8	2d6+2	2d6	4d6
5	13	19	15	+10/+10	2d6+3	3d6	5d6
6	13	20	16	+11/+11	2d6+4	3d6	6d6
7	14	22	17	+12/+12	2d8+3	4d6	7d6
8	14	23	18	+14/+14	2d8+4	4d6	8d6
9	15	24	18	+16/+16	2d8+5	5d6	9d6
10	15	26	19	+18/+18	2d8+6	5d6	10d6
11	16	27	20	+20/+20	2d8+7	6d6	11d6
12	16	28	21	+21/+21	2d8+7	6d6	12d6
13	17	30	21	+22/+22/+22	2d8+8	7d6	13d6
14	17	31	22	+23/+23/+23	2d8+8	7d6	14d6
15	18	32	23	+24/+24/+24	2d8+9	8d6	15d6
16	18	34	24	+25/+25/+25	2d8+9	8d6	16d6
17	19	35	24	+26/+26/+26	2d8+10	9d6	17d6
18	19	36	25	+28/+28/+28	2d8+10	9d6	18d6
19	20	38	26	+29/+29/+29/+29	2d8+11	10d6	19d6
20	20	39	27	+30/+30/+30/+30	2d8+11	10d6	20d6

TRAPS

Traps are a specific type of hazard: They are hidden and unleashed by specific triggering conditions, but can also generally be disabled so that they no longer pose a threat. Traps are usually contrivances created by an intelligent creature with the intention of ensnaring the unwary, but certain natural hazards may also possess some or all the characteristics of a trap.

Search: Traps have a Search DC. A successful **Search check** will detect the presence of the trap. Use the Trained Check DC from the *Hazards* table to determine the Search DC of a trap.

Trigger: Traps will have one or more triggering conditions (stepping on a pit, hitting a pressure plate, opening a door, turning a key the wrong way in a lock, tripping a magical sensor). When the triggering condition is met, the trap activates and takes effect.

Automatic Reset: Some traps will automatically reset themselves (either immediately or after a timed interval), allowing them to be triggered over and over again.

Bypass: If the builder of a trap wants to be able to move past the trap after it is created or placed, they may include a bypass to temporarily disarm the trap and allow safe passage.

Onset Delay: An onset delay is the amount of time if any between when the trap is sprung and when it takes effect.

Disable: Traps can be disabled with a successful **skill check** made against the Trained Check DC from the Hazards table. Once a trap has been disabled, it cannot be triggered and it will generally be unable to affect characters. (Exceptions can exist. For example, characters can still fall down a pit trap which has been jammed open.) A Disable Device check can always be used to disable a trap, but other skills may also be applicable depending on the nature of the trap. (When facing a fey pillar spitting hellfire, for example, a successful Knowledge (arcana) check might allow a character to identify which runes to deface on the pillar in order to disrupt its magic; or a successful Use Rope check might drop a lasso over the pillar and allow it to be pulled down with a sharp tug.)

Complex Traps: Complex traps require more than one successful skill check in order to disable them. A trap requires a number of successful disabling checks equal to its complexity. (Different skill checks can be mix-and-matched to achieve the total number of successes required.)

Damaging Traps: Characters may want to simply destroy a trap. (For example, while the wizard is mucking about with the runes, a barbarian might take matters into his own hands and simply smash the fey pillar to pieces.) In such cases, the DM can give the trap a number of Hit Dice appropriate to its challenge rating (as shown on the *Challenge Rating Table* for monsters on page XXX). For complex traps, reducing them to half their total hit points counts as one success towards disabling them. When a trap is reduced to 0 hit points, it is destroyed and effectively disabled.

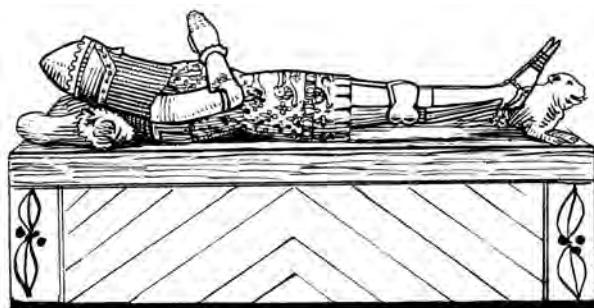


TABLE: HAZARD EFFECTS

Conditions	Minimum CR
Blinded	CR 2
Checked	—
Confused	CR 2
Cowering	—
Dazed	—
Dazzled	—
Deafened	—
Entangled	CR 2
Exhausted	—
Fascinated	—
Fatigued	—
Flat-Footed	—
Frightened	—
Helpless	CR 2
Nauseated	—
Panicked	—
Paralyzed	CR 2
Petrified	CR 9
Prone	—
Shaken	—
Sickened	—
Slowed	—
Stunned	—
Unconscious	—
Spell Effects¹	
0 th -level	—
1 st -level	—
2 nd -level	CR 2
3 rd -level	CR 4
4 th -level	CR 6
5 th -level	CR 8
6 th -level	CR 9
7 th -level	CR 10
8 th -level	CR 11
9 th -level	CR 12

¹ For spell effects that depend on caster level, use the CR of the hazard as the caster level.

Playtest Tip — Breaking Traps:
If a character wants to target a key part of a trap, you might use the rules for *Breaking Objects* on page XXX to determine the difficulty of breaking that specific component. Destroying such a component can either disable the trap entirely or count as a success towards disabling a complex trap

DISEASE

Fortitude save, page 66: 1d20 +
Fortitude save vs. DC

Plagues, maladies, and ailments of all kinds can force a body to destroy itself from the inside out. Those who cannot overcome a festering infection will be doomed to a slow and painful death. A sampling of diseases can be found on the *Diseases* table.

TABLE: DISEASES

Disease	Type	Incubation	Damage	Hazard CR Adjustment
Blinding sickness	Ingested DC 16	1d3 days	1d4 Str ¹	+1
Cackle fever	Inhaled DC 16	1 day	1d6 Wis	+2
Demon fever	Injury DC 18	1 day	1d6 Con ²	+3
Devil chills	Injury DC 14 ³	1d4 days	1d4 Str	+1
Filth fever	Injury DC 12	1d3 days	1d3 Dex, 1d3 Con	+0
Mindfire	Inhaled DC 20	1 day	1d4 Int	+0
Mummy rot ⁴	Contact DC 20	1 day	1d6 Con	+3
Red ache	Injury DC 15	1d3 days	1d6 Str	+1
Shakes	Contact DC 13	1 day	1d8 Dex	+1
Slimy doom	Contact DC 14	1 day	1d4 Con ²	+1

¹ When victim takes 2 or more damage, they must make a Fort save or be permanently blinded.

² When damaged, victim must succeed on a second save or 1 point of damage is permanent drain.

³ The victim must make three successful saving throws in a row to recover.

⁴ Successful saves do not allow the character to recover. Only magical healing can save the victim.

Type: The disease's method of infection – ingested, inhaled, via injury, or mere contact – and the **Fortitude save** DC required to avoid contracting the disease.

Incubation: If a character has been infected, they will first take damage from the disease after the listed incubation period. Once per day after the incubation period, the infected must make a new Fortitude save to avoid taking damage again.

Damage: The amount of damage the character suffers from the disease.

Hazard CR Adjustment: If a hazard or trap includes a disease, adjust the CR of the hazard by the factor shown.

Recovery: Two successful saving throws in a row indicate that an infected character has recovered from the disease, taking no more damage.

FALLING

A character who falls 10 feet or more suffers 1d6 points of **damage** per 10 feet fallen.

damage – page 54

Long Falls: During the first round of a fall, a character or object immediately drops 150 feet. The distance fallen each round increases by 150 feet for each round of freefall to a maximum of 1000 feet per round. (Thus, a character will fall 300 feet during their second round of falling.)

Poison

Characters struck by poisoned weapons, consuming poisoned food at a feast, touching treasure chests coated in venom, or otherwise exposing themselves to toxins risk debilitating damage and even death. Common poisons and their effects are listed on the *Poisons* table.

Type: The poison's method of delivery – ingested, inhaled, via injury, or mere contact – and the Fortitude save DC required to avoid the poison's damage.

Initial Damage: When a character is exposed to a poison, they must immediately make a Fortitude save. If the saving throw is failed, they suffer the initial damage of the poison.

Secondary Damage: If a character fails their first saving throw against a poison, one minute later they must make a second Fortitude saving throw. If the second saving throw is failed, they suffer the secondary damage of the poison.

Price: The cost of one dose of the poison.

Hazard CR Adjustment: If a hazard or trap includes a poison, adjust the CR of the hazard by the factor shown.

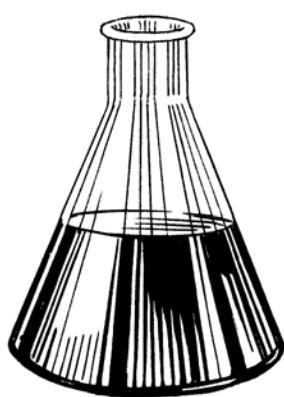


TABLE: POISONS

Poison	Type	Initial Damage	Secondary Damage	Price	Hazard CR Adjustment
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp	—
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120 gp	+1
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	4,500 gp	+8
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	100 gp	+1
Blue whinnis	Injury DC 14	1 Con	Unconscious 1d3 hours	120 gp	+1
Burnt othus fumes	Inhaled DC 18	1 Con ¹	3d6 Con	2,100 gp	+6
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	300 gp	+5
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp	+5
Dragon bile	Contact DC 26	3d6 Str	0	1,500 gp	+6
Drow poison	Injury DC 13	Unconscious 1d3 hours	Unconscious 2d4 hours	75 gp	+0
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	210 gp	+3
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gp	+1
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp	—
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp	+4
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp	+3
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp	—
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp	+3
Medium spider venom	Injury DC 14	1d4 Str	1d4 Str	150 gp	+2
Nitharit	Contact DC 13	0	3d6 Con	650 gp	+4
Oil of taggit	Ingested DC 15	0	Unconscious 1d3 hours	90 gp	—
Purple worm poison	Injury DC 24	1d6 Str	2d6 Str	700 gp	+4
Russet mold	Inhaled DC 15	2d6 Con	2d6 Con	2,500 gp	+5
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con ²	300 gp	+3
Shadow essence	Injury DC 17	1 Str ¹	2d6 Str	250 gp	+3
Small centipede venom	Injury DC 11	1d2 Dex	1d2 Dex	90 gp	+1
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp	—
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp	+5
Twilight mushroom dust	Inhaled DC 15	2d6 Con + nauseated 2d4 rounds	1d6 Con	400 gp	+5
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha ¹	1,000 gp	+3
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,000 gp	+5
Yellow mold	Inhaled DC 15	1d6 Con	2d6 Con	1,800 gp	+4

¹ Permanent drain, not temporary damage.² Those slain by russet mold rise as a vegepygmy 24 hours later.

SLIMES AND MOLDS

poisons, page 88: At exposure, requires a Fort save to avoid initial damage. If failed, 1 minute later, a second Fort save to avoid secondary damage.

monsters – see Bestiary, page XXX

nonlethal damage, page 54: A character with nonlethal damage equal to their current hit points is knocked unconscious.

cone of cold – page XXX

Constitution damage, page 54: Lose 1 hp per HD for every point modifier drops. At Con 0, character is dead.

remove disease – page XXX

damage – page 54

hardness, page 80: Subtract object's hardness from the damage it takes.

Will save, page 66: 1d20 + Will modifier vs. DC

confused, page 56: Auto attack character who attacked them. Otherwise roll on the Confused Actions table. Does not take AoO unless already attacking target.

memory moss poison: Ingested DC 14, initial confusion 1d4 hours, secondary 1d6 Wis

Concentration check, page 42: 1d20 + Concentration modifier vs. DC

charm monster – page XXX

In the damp, dark recesses of the dungeon, molds and fungi thrive. Most of it, of course, is just normal, innocuous stuff: Mushrooms, puffballs, yeasts, mildews, and other sorts of bulbous, fibrous, or flat patches of growth that are usually inoffensive. Some are even edible (although starving adventurers should still be wary of **ingested poisons**).

But a few varieties of fungi are actually mobile **monsters**. And some of the slimy stuff poses a unique (and potentially deadly) hazard.

Brown Mold (CR 2): Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always chilled in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of **nonlethal cold damage**. Fire brought within 5 feet of brown mold causes it to instantly double in size. Cold damage (such as from a **cone of cold**) instantly destroys it.

Green Slime (CR 4): Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 1d6 points of **Constitution damage** per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device). But after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a **remove disease** spell destroys a patch of green slime.

Against wood or metal, green slime deals 2d6 points of **damage** per round, ignoring metal's **hardness** but not that of wood. It does not harm stone.

Memory Moss (CR 5): Memory moss appears blackish with small, silver growths. When a living creature moves within 30 feet of memory moss, it will rise up in a semi-sentient mass and attack by attempting to steal the creature's memories. The targeted creature must succeed on a **Will save** (DC 15) or lose all memories from the last 24 hours. Characters who lose their memories will be **confused** for 1d4 hours. Spellcasters will also lose all spells prepared within the last 24 hours.

A satiated patch of memory moss will not attack again until it has consumed the memories it has taken (a process which takes 24 hours). Prodding a satiated patch of memory moss will cause it to morphously form various images from the memories it holds. Memory moss is **poisonous**, but eating a patch of satiated memory moss will allow one to gain the memories it has consumed within the past 24 hours. If the memory moss also consumed prepared spells, someone eating the memory moss can cast and expend those spells with a successful **Concentration check** (DC 10 + spell level).

Cold damage instantly destroys memory moss and any memories it may contain.

Olive Slime (CR 4): Olive slime can detect prey by vibration to a range of 30 feet and drops from ceilings and walls when it detects movement underneath. A character struck by a 5-foot patch of olive slime must succeed at a Will save (DC 18) or be affected as per a **charm monster** spell. Once affected by an olive slime, the host's main concern becomes how to feed and protect the slime (including keeping it hidden from any adventuring companions). Those affected by an olive slime might also attempt to secretly infect their comrades with other patches from the slime's colony.

On the first round of contact, olive slime can be scraped off a creature (most likely destroying the scraping device). But after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a remove disease spell destroys a patch of olive slime.

Olive slime acts like a **disease** on its host. Creatures reduced to 0 Constitution by olive slime die and their bodies transformed into **slime zombies**.

Purple Moss (CR 2): Purple moss feeds on moisture, so any area in which it grows is always extremely dry. It emits a sweet scent to a range of 10 feet, and anyone smelling it must succeed on a **Fortitude save** (DC 12) each round or be affected as per a **sleep** spell. The purple moss will then move quickly, covering unconscious characters within $1d4+2$ rounds. Once covered, a creature will begin to **suffocate**. Slain victims are digested in $1d2$ hours by acidic secretions from the moss.

Purple moss can be destroyed by fire.

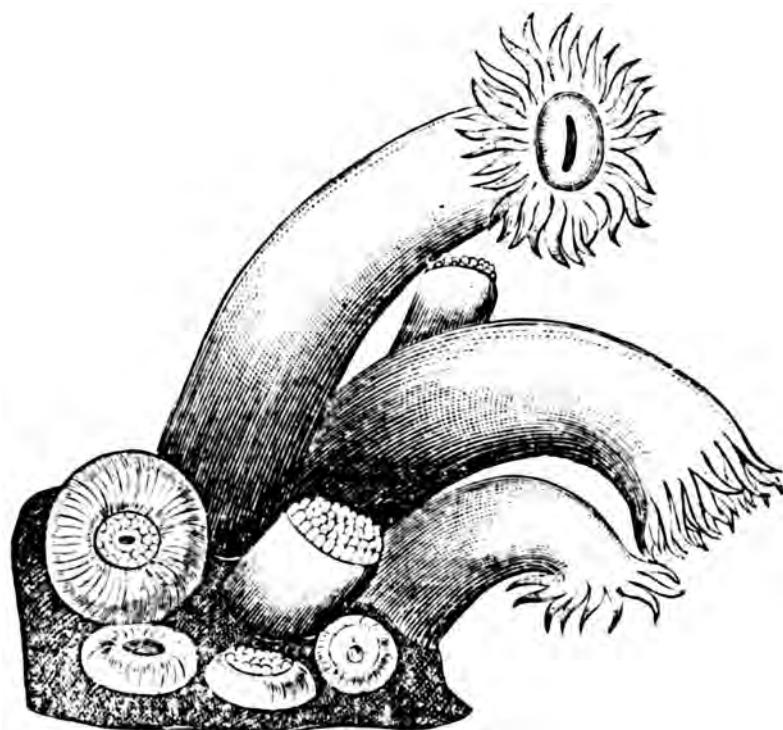
Russet Mold (CR 6): Russet mold is found in dark, wet areas and is often mistaken for ordinary rust. If a living creature comes within 5 feet of a patch of russet mold, it will release a cloud of **poisonous spores**. A creature killed by russet mold rises as a **vegepygmy** 24 hours later unless *remove disease* is cast on the corpse.

Russet mold is immune to fire and cold. Acid-based effects, alcohol, daylight, or *remove disease* instantly destroys russet mold.

Twilight Mushrooms (CR 7): Twilight mushrooms are purplish-black mushrooms about 4-6 inches in height. They grow in patches of 5-10 mushrooms and are only found in damp, dark underground areas. Twilight mushrooms sense vibrations and burst forth a cloud of choking, **poisonous dust** when a living creature comes within 10 feet.

Sunlight renders twilight mushrooms dormant. Cold instantly destroys them. Fire will cause them to explode, spreading a cloud of poisonous dust to a radius of 60 feet.

Yellow Mold (CR 6): Yellow mold is found in dry areas, usually taking the form of pale, golden puffballs. If disturbed, a 5-foot square of yellow mold bursts forth as a cloud of **poisonous spores**.



disease, page 88: At exposure, requires a Fort save to avoid contracting. Take the disease's damage after incubation. Each day make a Fort save to avoid taking damage again. Two successful saves in a row indicate recovery.

olive slime disease, page 88: Contact DC 18, incubation 1 day, damage $1d6$ Con.

slime zombies – page XXX

Fortitude save, page 66: $1d20 +$ Fortitude save vs. DC

sleep – page XXX

russet mold spores: Inhaled DC 15, initial $2d6$ Con, secondary $2d6$ Con.

vegepygmy – page XXX

twilight mushroom poison: Inhaled DC 15, initial $2d6$ Con + $2d4$ rounds nauseated, secondary $1d6$ Con

nauseated, page 57: Can take only a single move action each round. Unable to attack, cast spells, concentrate on spells, or anything requiring attention.

yellow mold poison: Inhaled DC 15, initial $1d6$ Con, secondary $2d6$ Con

Legends
Labyrinths

Part III
Grimoire

Spells

A spell is a one-time magical effect. Spell comes in two types: Arcane spells (cast by **sorcerers** and **wizards**) and divine spells (cast by **clerics**). To cast a spell, a character must be able to speak, gesture, and manipulate the material components or focus of the spell (if any).

The grimoire entry for each spell details how the spell is cast and the effect the spell has, as described below.

GRIMOIRE FORMAT

NAME [descriptor]	Level
Casting Time:	
Range:	
Duration:	

NAME

The common name of the spell. (In the game world a spell may be known by many different names, but it's useful to have a common reference point for the game.)

DESCRIPTOR

Appearing next to the name may be one or more descriptors that categorize the spell. The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water. Most of these descriptors have no immediate game effect, but they govern how the spell interacts with other spells and abilities.

LEVEL

On the same line as the name of the spell is the spell's level, a number between 0 and 9 that defines the spell's relative power. The number is preceded by the class that can cast the spell at that level.

CASTING TIME

The time required to cast the spell. During the casting of longer spells, the caster must spend a **full action** each round to continue casting the spell. Casting a spell provokes **attacks of opportunity**. The spell's effect does not start until the casting time has elapsed.

Concentration: Casting a spell requires concentration. If something interrupts the caster's concentration (violent weather, vigorous motion, unexpected distractions, being targeted by a spell), they must make a **Concentration check** (DC 10 + the level of the spell they're casting). If the check fails, the caster expends the spell as if they had cast it but the spell has no effect.

Injury: If a caster takes **damage** while casting a spell, they must add the damage taken to their Concentration check (DC 10 + damage taken + the level of the spell).

sorcerer — page 36

wizards — page 38

clerics — page 30

Example — **Descriptor:** Athorazax the Twilight Magi casts a fireball spell which encompasses a fire elemental. The fireball spell, which has the fire descriptor, would normally deal $10d6$ points of damage. But the fire elemental is immune to fire-based effects and takes no damage at all.

full action, page 68: A combatant can convert a move action and a standard action into a single full action.

attacks of opportunity, page 71: Casting a spell is considered a reckless action. Combatants who threaten the caster can make a single melee attack against the caster at their highest base attack bonus.

G

Concentration check, page 42: $1d20 + \text{Concentration modifier}$ vs. DC

damage — page 54

attacks of opportunity, page 71: Casting a spell is considered a reckless action. Combatants who threaten the caster can make a single melee attack against the caster at their highest base attack bonus.

Concentration check, page 42: 1d20 + Concentration modifier vs. DC

standard action, page 68: A combatant can take one standard action each turn. (A standard action allows the combatant to do something – making an attack, using a skill, casting a spell, etc.)

ready action, page 68: As a standard action, the character readies a specific action and triggering condition. When triggered, the readied action is resolved as an immediate reaction.

Spellcraft check, page 47: 1d20 + Spellcraft modifier vs. DC

touch attack, page 76: Target's AC doesn't include armor, shield, or natural armor bonuses.

caster's concentration – page 93

G

Casting Defensively: A spellcaster can cast defensively without provoking an **attack of opportunity** by making a **Concentration check** (DC 15 + the level of the spell they're casting). If the check fails, they lose the spell as if they had cast it but the spell has no effect.

Counterspell: A spellcaster can counter another caster's spell as a **standard action**. They must interrupt the casting (which usually requires a **readied action**) and then identify the spell being cast with a successful **Spellcraft check** (DC 15 + the spell's level). Once they've identified the spell being cast, they must expend either the same spell or a spell at least two levels higher than the spell being cast. If they do so, the spell being cast is negated. The original caster loses the spell as if they had cast it, but the spell has no effect.

RANGE

A spell's range is the maximum distance from the caster that the spell's effect can occur. If any portion of the spell's area would extend beyond this range, that area is wasted.

Personal: The spell affects only the caster.

Touch: The caster must touch the target of the spell. The caster can touch as many willing targets as they can reach (assuming the spell allows multiple targets to be affected), but must make successful **touch attacks** against unwilling targets.

Close: The spell reaches 25 feet plus 5 feet for every two full caster levels.

Medium: The spell reaches 100 feet plus 10 feet per caster level.

Long: The spell reaches 400 feet plus 40 feet per caster level.

Unlimited: The spell reaches anywhere on the same plane of existence.

DURATION

A spell's duration tells you how long the magical energy of the spell lasts and its effects persist. When the spell's duration ends, the magic goes away and the spell ends. If the duration line ends with "(D)", the caster can dismiss the spell at will as a standard action if they are within range of the spell's effect.

Concentration: The spell lasts as long as the caster concentrates on it. Concentrating to maintain a spell is a standard action that does not provoke attacks of opportunity. It requires no action to stop concentrating on a spell (you simply stop concentrating). Anything that could break the **caster's concentration** while casting a spell can also break their concentration while maintaining one, causing the spell to end. A caster cannot cast a spell while concentrating on another one.

Discharge: Certain spells can be triggered or discharged, bringing the spell to an end (often after creating some final effect).

Instantaneous: The spell energy comes and goes the instant the spell is cast, although the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does.

Touch Spells and Holding the Charge: In most cases, if a caster doesn't discharge a touch spell on the round they cast it, they can hold the spell indefinitely and continue making touch attacks round after round until they deliver the spell. If the caster casts another spell, however, the touch spell dissipates. If a touch spell allows the caster to target multiple targets as part of the spell, all targets of the spell must be touched within the same round.

AIMING A SPELL

Spells generally affect an area, create a specific effect, or are directed at particular targets. Some spells can be redirected (as indicated in their grimoire entry), which requires a **move action** that does not provoke an attack of opportunity.

Area: When a spell affects an area, the caster selects a point of origin from which the area originates. The caster must have **line of effect** to the point of origin.

Burst: An area is only affected by a burst spell if it has clear line of effect to the point of origin. (A solid wall, for example, blocks line of effect and would prevent a spell from affecting the area beyond the wall.)

Emanation: An emanation spell works like a burst, but the effect continues to radiate from the point of origin for the duration of the spell.

Spread: A spread spell can extend around corners. Areas can be affected by spread spells even if they don't have line of effect to the caster or point of origin. When determining distance for spread effects, count around walls, not through them. (Common spread spells include fogs and clouds.)

Areas affected by spells can come in several specific shapes.

Cone: From the point of origin (usually the caster), a cone-shaped spell shoots away in a quarter-circle in the direction designated by the caster. (The spell also expands vertically.)

Cylinder: From the point of origin, a cylinder-shaped spell fills a horizontal circle with the specified diameter and then shoots down from the circle filling a cylinder of the specified length.

Line: From the point of origin (usually the caster), a line-shaped spell shoots away in a straight line in the direction designated by the caster. It affects all creatures in squares that the line passes through.

Sphere: From the point of origin, a sphere-shaped spell expands in all directions to fill a spherical area.

Effect: Some spells create or summon something instead of affecting things that are already present. The caster must designate a location where these effects appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the spell's range.

Ray: Some effects are rays. Most rays require a ranged touch attack in order to affect a target. Rays require line of effect to the target, but not line of sight (although an obscured line of sight will still impose the normal penalties to a ranged attack roll). If a ray spell has a duration, it's the duration of the effect caused by the ray and not the length of time the ray itself persists (which is usually instantaneous).

Gaze: A gaze effect targets characters who look in the gazer's eyes. Anyone within range that **can see** the gazer must make a saving throw to resist the effect at the beginning of their turn. The gazer can also actively gaze at any target within range as an attack action, forcing that target to make an immediate saving throw.

Targets: When a spell targets a creature or object, the caster must be able to see or touch the target they select. Some spells restrict the caster to willing targets only, and a character can declare themselves willing or unwilling as a free reaction to the spell. **Unconscious** targets are automatically considered willing.

Shapeable: If a spell with an area or effect ends with "(S)" the caster can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define **aerial** or **underwater** effects and areas.

move action, page 68: A combatant can take one move action each turn. (A move action allows a combatant to move up to their speed or perform a similar move-oriented or move-equivalent action.)

On the Grid – Point of Origin: When using a grid, the point of origin should always be placed on a grid intersection.

line of effect, page 72: A straight, unblocked path. Canceled by a solid barrier.

can see: Requires line of sight. Creatures that cannot see are not affected (blinded, blind-folded, closing their eyes). The miss chance from concealment also applies (if the miss chance is rolled, no saving throw is required). Characters can choose to avert their eyes, voluntarily granting the gazer total concealment.

C

unconscious, page 58: Helpless. Can take no actions, effective Dex 0 (-5 penalty), opponents gain +4 on melee attacks, rogues can sneak attack.

aerial adventures – page 78
underwater – page 79

saving throw, page 66: 1d20 + saving throw bonus vs. DC

types of saving throws, page 8: Fortitude, Reflex, or Will.

SAVING THROW

A harmful spell will usually allow those affected by it to make a **saving throw** to avoid some or all of the effect. The saving throw entry in a spell's grimoire entry defines which **type of saving throw** the spell allows and describes how saving throws against the spell work.

Difficulty Class: The DC of a saving throw against a spell is:

DC 10 + spell level + the caster's prime attribute modifier

A target can always voluntarily forego a saving throw.

spell resistance, page XXX: To affect a creature with spell resistance, a spellcaster must make a caster level check with a DC equal to the creature's spell resistance.

SPELL RESISTANCE

The spell resistance entry and the descriptive text of a spell description define whether **spell resistance** will protect a creature from the spell.

Grimoire Entries

This section remains under construction for the Black Book Beta rulebook. In the final version of the rulebook, it will contain all of the spells listed on the Cleric, Sorcerer, and Wizard spell lists (which start on page XXX).

Because Legends & Labyrinths is 100% compatible with 3rd Edition, however, your spellcasters don't have to be spell-less. (They wouldn't be much fun if they were!) Hundreds of spells can be found online as part of the free 3rd Edition SRD. And thousands more can be found in the countless supplements which have been produced for 3rd Edition.

Spell Lists

CLERIC SPELL LIST

CLERIC SPELLS — ORISONS (0th LEVEL)

Create Water
Cure Minor Wounds
Detect Magic
Light
Purify Food and Drink

CLERIC SPELLS — 1ST LEVEL

Bless
Bless Water
Comprehend Languages
Cure Light Wounds
Inflict Light Wounds
Detect Chaos/Evil/Good/Law
Protection from Chaos/Evil/Good/
Law

CLERIC SPELLS — 2ND LEVEL

Cure Moderate Wounds
Inflict Moderate Wounds
Find Traps
Hold Person
Silence

CLERIC SPELLS — 3RD LEVEL

Continual Flame
Create Food and Water
Cure Serious Wounds
Inflict Serious Wounds
Locate Object
Remove Blindness/Deafness
Remove Curse
Remove Disease

CLERIC SPELLS — 4TH LEVEL

Neutralize Poison
Cure Critical Wounds
Inflict Critical Wounds
Magic Circle Against Chaos/Evil/
Good/Law
Restoration
Tongues

CLERIC SPELLS — 5TH LEVEL

Cure Light Wounds, Mass
Inflict Light Wounds, Mass
Dispel Chaos/Evil/Good/Law
Raise Dead
Commune
Insect Plague

CLERIC SPELLS — 6TH LEVEL

Animate Objects
Blade Barrier
Cure Moderate Wounds, Mass
Inflict Moderate Wounds, Mass
Find the Path
Geas/Quest
Wind Walk
Word of Recall

CLERIC SPELLS — 7TH LEVEL

Control Weather
Cure Serious Wounds, Mass
Inflict Serious Wounds, Mass
Holy Word
Regenerate
Restoration, Greater
Resurrection

CLERIC SPELLS — 8TH LEVEL

Cure Critical Wounds, Mass
Inflict Critical Wounds, Mass
Earthquake
Symbol of Death
Symbol of Insanity

CLERIC SPELLS — 9TH LEVEL

Astral Projection
Gate
Heal, Mass
True Resurrection

G

SORCERER/WIZARD SPELL LIST

ARCANIST SPELLS — CANTRIPS

- Daze
Detect Magic
Detect Poison
Ghost Sound
Mage Hand
Mending
Message
Light
Prestidigitation
Read Magic

(0th LEVEL)

ARCANIST SPELLS — 4TH LEVEL

- Animate Dead
Arcane Eye
Bestow Curse
Charm Monster
Confusion
Dimension Door
Geas, Lesser
Hallucinatory Terrain
Polymorph
Remove Curse
Wall of Fire
Wall of Ice

ARCANIST SPELLS — 1ST LEVEL

- Alarm
Charm Person
Comprehend Languages
Enlarge Person
Hold Portal
Magic Missile
Protection from Chaos/Evil/Good/
Law
Shield
Silent Image
Sleep

ARCANIST SPELLS — 2ND LEVEL

- Arcane Lock
Continual Flame
Darkness
Darkvision
Detect Thoughts
Invisibility
Knock
Levitate
Locate Object
Mirror Image
See Invisibility
Web
Whispering Wind

ARCANIST SPELLS — 5TH LEVEL

- Animal Growth
Cloudkill
Contact Other Plane
Feeblemind
Hold Monster
Magic Jar
Passwall
Permanency
Telekinesis
Teleport
Transmute Rock to Mud/Mud to
Rock
Wall of Stone

ARCANIST SPELLS — 6TH LEVEL

- Antimagic Field
Disintegrate
Dispel Magic, Greater
Geas/Quest
Legend Lore
Move Earth
Permanent Image
Stone to Flesh
Symbol of Fear
Wall of Iron

ARCANIST SPELLS — 3RD LEVEL

- Claudience/Clairvoyance
Dispel Magic
Fireball
Fly
Haste
Hold Person
Invisibility Sphere
Lightning Bolt
Magic Circle Against Chaos/Evil/
Good/Law
Major Image
Slow
Suggestion
Water Breathing

ARCANIST SPELLS — 7TH LEVEL

- Control Weather
Delayed Blast Fireball
Finger of Death
Invisibility, Mass
Phase Door
Power Word Blind
Project Image
Reverse Gravity
Simulacrum
Symbol of Stunning
Symbol of Weakness

ARCANIST SPELLS — 8TH LEVEL

- Charm Monster, Mass
- Clone
- Maze
- Mind Blank
- Polymorph Any Object
- Power Word Stun
- Prismatic Wall
- Symbol of Insanity

ARCANIST SPELLS — 9TH LEVEL

- Astral Projection
- Gate
- Meteor Swarm
- Power Word Kill
- Shapechange
- Time Stop

A deity's domains represent their particular interests and focus. A **cleric** can choose two domains from among those belonging to their deity.

Each domain listing includes the name of the domain; the list of domain spells a cleric can prepare at each level; and the domain power which is granted to a cleric of that domain.

AIR

- 1 — Obscuring Mist
- 2 — Wind Wall
- 3 — Gaseous Form
- 4 — Air Walk
- 5 — Control Winds
- 6 — Chain Lightning
- 7 — Control Weather
- 8 — Whirlwind
- 9 — Elemental Swarm (Air)

Elemental Turning (Su): Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Can be used a total number of times per day equal to 3 + the cleric's Charisma modifier.

ANIMAL

- 1 — Calm Animals
- 2 — Hold Animal
- 3 — Dominate Animal
- 4 — Summon Nature's Ally IV
- 5 — Commune with Nature
- 6 — Antilife Shell
- 7 — Animal Shapes
- 8 — Summon Nature's Ally VIII
- 9 — Shapechange

Speak with Animals (Sp): As per the spell, once per day.

DOMAINS

CHAOS

- 1 — Protection from Law
- 2 — Shatter
- 3 — Magic Circle Against Law
- 4 — Chaos Hammer
- 5 — Dispel Law
- 6 — Animate Objects
- 7 — Word of Chaos
- 8 — Cloak of Chaos
- 9 — Summon Monster IX (Chaos)

Chaos Specialist (Ex): Cast chaos spells at +1 caster level.

clerics — page 30

chaos spells, page XXX: Spells with the "chaos" descriptor.

DEATH

- 1 — Cause Fear
- 2 — Death Knell
- 3 — Animate Dead
- 4 — Death Ward
- 5 — Slay Living
- 6 — Create Undead
- 7 — Destruction
- 8 — Create Greater Undead
- 9 — Wail of the Banshee

Death Touch (Su): Make a melee touch attack against a living creature. Then roll 1d6 per cleric level. If the total equals or exceeds the target's current hit points, it dies (no save).

turn/rebuke — page 31

melee touch attack, page 76: Target's AC doesn't include armor, shield, or natural armor bonuses.

DESTRUCTION

- 1 — Inflict Light Wounds
- 2 — Shatter
- 3 — Contagion
- 4 — Inflict Critical Wounds
- 5 — Inflict Light Wounds, Mass
- 6 — Harm
- 7 — Disintegrate
- 8 — Earthquake
- 9 — Implosion

Smite (Su): Once per day, a destruction cleric can declare their next melee attack as a smite. They gain a +4 bonus on the attack roll and a bonus on the damage roll equal to their cleric level.

current hit points, page 54: A character's total hit points minus the damage they have taken.

C

melee attack, page 70: 1d20 + melee attack bonus vs. target's AC

EARTH

- 1 – Magic Stone
- 2 – Soften Earth and Stone
- 3 – Stone Shape
- 4 – Spike Stones
- 5 – Wall of Stone
- 6 – Stoneskin
- 7 – Earthquake
- 8 – Iron Body
- 9 – Elemental Swarm (Earth)

turn/rebuke – page 31

evil, good, healing, divination, and law spells, page XXX: Spells with the “evil”, “good”, “healing”, “divination”, or “law” descriptor.

EVIL

- 1 – Protection from Good
- 2 – Desecrate
- 3 – Magic Circle Against Good
- 4 – Unholy Blight
- 5 – Dispel Good
- 6 – Create Undead
- 7 – Blasphemy
- 8 – Unholy Aura
- 9 – Summon Monster IX (Evil)

Evil Specialist (Ex): Cast **evil spells** at +1 caster level.

FIRE

- 1 – Burning Hands
- 2 – Produce Flame
- 3 – Resist Energy (Cold or Fire)
- 4 – Wall of Fire
- 5 – Fire Shield
- 6 – Fire Seeds
- 7 – Fire Storm
- 8 – Incendiary Cloud
- 9 – Elemental Swarm (Fire)

Elemental Turning (Su): Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Can be used a total number of times per day equal to 3 + the cleric’s Charisma modifier.

GOOD

- 1 – Protection from Evil
- 2 – Aid
- 3 – Magic Circle Against Evil
- 4 – Holy Smite
- 5 – Dispel Evil
- 6 – Blade Barrier
- 7 – Holy Word
- 8 – Holy Aura
- 9 – Summon Monster IX (Good)

Good Specialist (Ex): Cast **good spells** at +1 caster level.

HEALING

- 1 – Cure Light Wounds
- 2 – Cure Moderate Wounds
- 3 – Cure Serious Wounds
- 4 – Cure Critical Wounds
- 5 – Cure Light Wounds, Mass
- 6 – Heal
- 7 – Regenerate
- 8 – Cure Critical Wounds, Mass
- 9 – Heal, Mass

Healing Specialist (Ex): Cast **healing spells** at +1 caster level.

KNOWLEDGE

- 1 – Detect Secret Doors
- 2 – Detect Thoughts
- 3 – Clairaudience/Clairvoyance
- 4 – Divination
- 5 – True Seeing
- 6 – Find the Path
- 7 – Legend Lore
- 8 – Discern Location
- 9 – Foresight

Divination Specialist (Ex): Cast **divination spells** at +1 caster level.

LAW

- 1 – Protection from Chaos
- 2 – Calm Emotions
- 3 – Magic Circle Against Chaos
- 4 – Order’s Wrath
- 5 – Dispel Chaos
- 6 – Hold Monster
- 7 – Dictum
- 8 – Shield of Law
- 9 – Summon Monster IX

Law Specialist (Ex): Cast **law spells** at +1 caster level.

LUCK

- 1 – Entropic Shield
- 2 – Aid
- 3 – Protection from Energy
- 4 – Freedom of Movement
- 5 – Break Enchantment
- 6 – Mislead
- 7 – Spell Turning
- 8 – Moment of Prescience
- 9 – Miracle

Good Fortune (Ex): Once per day, cleric can reroll one roll that they have just made. They must take the result of the reroll even if it's worse than the original roll.

MAGIC

- 1 – Magic Aura
- 2 – Identify
- 3 – Dispel Magic
- 4 – Imbue with Spell Ability
- 5 – Spell Resistance
- 6 – Antimagic Field
- 7 – Spell Turning
- 8 – Protection from Spells
- 9 – Mage's Disjunction

Arcane Mastery (Ex): Use scrolls, wands, and other devices with **spell completion** or **spell trigger** activation as a wizard one-half their cleric level (at least 1st level). These pseudo-levels stack with wizard levels from multiclassing.

PLANT

- 1 – Entangle
- 2 – Barkskin
- 3 – Plant Growth
- 4 – Command Plants
- 5 – Wall of Thorns
- 6 – Repel Wood
- 7 – Animate Plants
- 8 – Control Plants
- 9 – Shambler

Nature's Turning (Su): Rebuke, command, or bolster plant creatures as an evil cleric rebukes undead. Can be used a total number of times per day equal to 3 + the cleric's Charisma modifier.

PROTECTION

- 1 – Sanctuary
- 2 – Shield Other
- 3 – Protection from Energy
- 4 – Spell Immunity
- 5 – Spell Resistance
- 6 – Antimagic Field
- 7 – Repulsion
- 8 – Mind Blank
- 9 – Prismatic Sphere

Protective Ward (Su): As a **standard action** once per day, the cleric can grant a resistance bonus equal to their cleric level to the next **saving throw** of the target they touch. The ward lasts for 1 hour.

standard action, page 68: A combatant can take one standard action each turn. (A standard action allows the combatant to do something – making an attack, using a skill, casting a spell, etc.)

saving throw, page 66: 1d20 + saving throw bonus vs. DC

STRENGTH

- 1 – Enlarge Person
- 2 – Bull's Strength
- 3 – Magic Vestment
- 4 – Spell Immunity
- 5 – Righteous Might
- 6 – Stoneskin
- 7 – Grasping Hand
- 8 – Clenched Fist
- 9 – Crushing Hand

Feat of Strength (Su): Once per day, the cleric can gain an enhancement bonus to their Strength equal to their cleric level as a **free action**. The bonus lasts for 1 round.

spell completion – page XXX
spell trigger – page XXX

free action, page 68: Perform one or more free actions while taking other actions normally.

SUN

- 1 – Endure Elements
- 2 – Heat Metal
- 3 – Searing Light
- 4 – Fire Shield
- 5 – Flame Strike
- 6 – Fire Seeds
- 7 – Sunbeam
- 8 – Sunburst
- 9 – Prismatic Sphere

rebuke – page 31

Greater Turning (Su): Once per day, the cleric can use their **Disciple of the Dead** class ability without expending an extra turn attempt.

Disciple of the Dead, page 31: Expend two daily turning attempts. Undead normally turned are instead destroyed. Undead normally rebuked are instead commanded.



freedom of movement spell, page XXX: Move and attack normally despite effects or conditions that impede movement. Cannot be grappled. Suffers no penalties for being underwater.

weapon proficiency, page XXX: Combatants suffer -4 penalty on attack rolls when using weapons they're not proficient with.

weapon focus, page 32: +2 bonus on attack rolls with the focused weapon.

Bluff – page 42

Disguise – page 43

Hide – page 45

turn/rebuke – page 31

TRAVEL

- 1 – Longstrider
- 2 – Locate Object
- 3 – Fly
- 4 – Dimension Door
- 5 – Teleport
- 6 – Find the Path
- 7 – Teleport, Greater
- 8 – Phase Door
- 9 – Astral Projection

Freedom of Movement (Su): As per the spell, for a total time per day of 1 round per cleric level.

TRICKERY

- 1 – Disguise Self
- 2 – Invisibility
- 3 – Nondetection
- 4 – Confusion
- 5 – False Vision
- 6 – Mislead
- 7 – Screen
- 8 – Polymorph Any Object
- 9 – Time Stop

Skills of Trickery: Choose Bluff, Disguise, or Hide as a bonus class skill.

WAR

- 1 – Magic Weapon
- 2 – Spiritual Weapon
- 3 – Magic Vestment
- 4 – Divine Power
- 5 – Flame Strike
- 6 – Blade Barrier
- 7 – Power Word Blind
- 8 – Power Word Stun
- 9 – Power Word Kill

Deity's Weapon (Ex): Gain proficiency and Weapon Focus with their deity's favored weapon.

WATER

- 1 – Obscuring Mist
- 2 – Fog Cloud
- 3 – Water Breathing
- 4 – Control Water
- 5 – Ice Storm
- 6 – Cone of Cold
- 7 – Acid Fog
- 8 – Horrid Wilting
- 9 – Elemental Swarm (Water)

Elemental Turning (Su): Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Can be used a total number of times per day equal to 3 + the cleric's Charisma modifier.

C

Legends
Labyrinths

Part IV
Treasury

Wealth and Money

Whether the glittering gold coins of a treasure horde, the gleaming silver of a tavern maid's tip, or the paltry copper pieces of a servant's wages, the life blood of the adventurer lies in the coin of fortune and the golden promise of the morrow.

COINS

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (fifty to the pound, five hundred to the stone).

TABLE: COINS

	Exchange Value			
	CP	SP	GP	PP
Copper Piece (CP)	1	1/10	1/100	1/1000
Silver Piece (SP)	10	1	1/10	1/100
Gold Piece (GP)	100	10	1	1/10
Platinum Piece (PP)	1,000	100	10	1



TABLE: TRADE GOODS

Cost	Trade Good
1 cp	One pound of wheat
2 cp	One pound of flour
2 cp	One chicken
1 sp	One pound of iron
5 sp	One pound of tobacco
5 sp	One pound of copper
1 gp	One pound of cinnamon
1 gp	One goat
2 gp	One pound of ginger
2 gp	One pound of pepper
2 gp	One sheep
3 gp	One pig
4 gp	One square yard of linen
5 gp	One pound of salt
5 gp	One pound of silver
10 gp	One square yard of silk
10 gp	One cow
15 gp	One pound of saffron
15 gp	One pound of cloves
15 gp	One ox
50 gp	One pound of gold
500 gp	One pound of platinum

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SELLING LOOT

In general, characters can sell something for half of its listed price. Trade goods are the exception to this rule. A trade good, in this sense, is a valuable good that can easily be exchanged almost as if it were cash itself. Sample trade goods are given on the *Trade Goods* table.

Equipment

*weapons – page XXX
backpack – page XXX
sack – page XXX*

containers, page 51: Most equipment must be carried in a container. Containers being used to carry items don't count towards encumbrance.

*rations – page XXX
waterskins – page XXX
urban adventuring – page XXX
bedroll – page XXX
blanket – page XXX
tent – page XXX*

light sources, page 81: Candle, lamp, lantern, sunrod, or torch.

*oil – page XXX
paper – page XXX
ink – page XXX
pitons – page XXX
rope – page XXX
10-foot pole – page XXX*

From the smelting forges of the city to the tousled crowds of the bazaar, the world is filled with strange markets, alchemical delights, and highly skilled craftsmen.

There's no such thing as a standard kit for adventurers. The situations which they'll confront are too varied and too disparate. But here's a short checklist you can use to make sure you don't miss anything that may be vitally important:

- The best armor your character can both afford and use
- At least one **weapon**, preferably two (with both a melee and a ranged option)
- A **backpack**, **sack**, or similar **container** for carrying their equipment
- **Rations** and **waterskins** (unless you're only engaging in **urban adventuring**)
- A **bedroll**, **blanket**, and/or **tent**

As a group, it's also usually a good idea for the party to have a plentiful supply of:

- **Light sources**
- **Oil**
- **Paper** and **ink** (for mapping)
- **Pitons** (plus a **hammer**)
- **Rope**
- **10-foot pole**

For the wandering adventurer, having the right tool for the job is often the difference between life and death. Take the time to peruse the equipment list for anything that might prove useful on your current venture. And don't be afraid to think outside the box: Look for ways to use equipment in unusual and clever ways. There may also be equipment that isn't listed here, but which would be reasonable for your character to own. Talk to your DM and find out how much such equipment will cost.



ARMOR

Armor Proficiencies: A character's class determines which types of armor they're proficient with (light, heavy, or medium). If a character wears armor they're not proficient with, they suffer an encumbrance penalty to their **attack rolls**, to skills that suffer **encumbrance penalties**, and to all other Strength- and Dexterity-based **action checks**. The penalty is -2 for light armor, -4 for medium armor, and -6 for heavy armor. This penalty stacks with the encumbrance penalty from medium or heavy loads.

Cost: The cost of the armor for Small or Medium humanoid creatures. Use the *Armor for Unusual Creatures* table to adjust the price for **larger or smaller creatures**.

Armor/Shield Bonus: Armor grants an armor bonus to AC and shields grant a shield bonus to AC.

Encumbrance: Armor is classified as light, medium, or heavy. Characters wearing medium or heavy armor are automatically considered to be carrying **medium or heavy loads**.

Arcane Spell Failure: Armor interferes with the gestures that a spellcaster must perform to **cast a spell**. The armor's arcane spell failure is a percentage chance that a character casting an arcane spell while wearing the armor will fail to cast the spell. If failure is indicated by the roll, the spell is ruined (it is expended as if it were cast, but has no effect).

Shields: If a character is wearing armor and using a shield, add the two numbers together to determine the total arcane spell failure chance.

Weight: This column gives the weight of the armor sized for a Medium creature. Use the *Armor for Unusual Creatures* table to adjust the weight for larger or smaller creatures.

Donning Time: This is the amount of time it takes to don or remove the armor.

Assistance: If another character is helping to don or remove the armor, the time required is halved.

Don Hastily: Armor can be donned hastily in half the time. The armor bonus for hastily donned armor is 1 point worse than normal.

Sleeping in Armor: A character who sleeps in medium or heavy armor is automatically fatigued the next day.

attack roll – page 70
encumbrance penalty – page 42
action check – 65

larger or small creatures – see *Size*, page 8

medium or heavy loads – see *Encumbrance*, page 49

cast a spell – see page XXX



TABLE: ARMOR FOR UNUSUAL CREATURES

Size	Humanoid	Nonhumanoid	Weight
	Cost	Cost	
Tiny or smaller	x ½	x 1	x 1/10
Small	x 1	x 2	x ½
Medium	x 1	x 2	x 1
Large	x 2	x 4	x 2
Huge	x 4	x 8	x 5
Gargantuan	x 8	x 16	x 8
Colossal	x 16	x 32	x 12

TABLE: ARMOR

Armor	Cost	Armor/Shield Bonus	Encumbrance	Arcane Spell Failure	Weight	Donning Time
Leather	10 gp	+2	Light	10%	15 lbs.	1 minute
Studded Leather	25 gp	+3	Light	15%	20 lbs.	1 minute
Chain Shirt	100 gp	+4	Light	20%	25 lbs.	1 minute
Chainmail	150 gp	+5	Medium	30%	40 lbs.	4 minutes
Breastplate	200 gp	+5	Medium	25%	30 lbs.	4 minutes
Half-Plate	600 gp	+7	Heavy	40%	50 lbs.	4 minutes
Full Plate	1,500 gp	+8	Heavy	35%	50 lbs.	4 minutes
Shield, light	3 gp	+1	—	5%	5 lbs.	Move Action
Shield, heavy	20 gp	+2	—	15%	20 lbs.	Move Action

WEAPONS

TABLE: DAMAGE BY SIZE

1 Size Smaller	Base Damage	1 Size Larger
—	1	1d2
1	1d2	1d3
1d2	1d3	1d4
1d3	1d4	1d6
1d4	1d6	1d8
1d6	1d8	1d10
1d8	1d10	1d12
1d10	1d12	3d6
1d6	2d4	2d6
1d10	2d6	+1d6
1d10	2d8	+1d8



TABLE: AMMUNITION

Ammunition	Cost	Weight
Arrows (10)	1 gp	3 lbs.
Bolts (10)	1 gp	1 lb.
Stones	1 sp	5 lbs.

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size – page 8

two-weapon fighting – page 70

reach – page 8

Weapon Proficiencies: A character's class determines which types of weapons they're proficient with (simple or martial). If a character uses a weapon they're not proficient with, they suffer a -4 penalty to their attack rolls.

Cost: This column lists the weapon's cost for Small or Medium weapons. Use the *Damage by Size* table to adjust the price for larger or smaller weapons.

Damage: The damage columns give the damage dealt by the weapon on a successful hit. The column labeled "(S)" is for Small weapons. The column labeled "(M)" is for Medium weapons. Use the *Damage by Size* table to adjust the damage for larger or smaller weapons of the same type. For each **size** category of difference between the wielder's size and the weapon's size, the wielder suffers a cumulative -2 penalty.

Damage Type: Weapons are classified according to the type of damage they deal – bludgeoning (B), piercing (P), or slashing (S). Some monsters may be resistant or immune to attacks from certain types of weapons. Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another – it is all of both types. Therefore, a creature would need to be immune to both types of damage to ignore any damage from such a weapon.

Range Increment: For ranged weapons, any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of 5 range increments. A projectile weapon can shoot out to 10 range increments.

Weight: This column gives the weight of a Medium version of the weapon. Halve this value for each size category smaller than Medium. Double it for each size category larger than Medium.

SPECIAL WEAPON RULES

Composite Weapons: Composite ranged weapons allow a combatant to add their Strength modifier to damage rolls made with the weapon. (Usually a combatant's Strength score is only added to their melee damage rolls.)

Double Weapons: A combatant using a double weapon two-handed can use both ends of a double weapon as if **fighting with two weapons**. When wielding it one-handed, a combatant can only use one end of the double weapon in any given round.

Improvised Weapons: Sometimes objects not crafted to be weapons can nevertheless see use in combat. Because such objects are not designed for this use, characters are automatically considered non-proficient in their use (suffering a -4 penalty to their attack rolls). Most improvised weapons can be assumed to deal 1d6 points of damage (adjusted for size). Improvised thrown weapons have a range increment of 10 feet.

Improvised Ammunition: Most projectile weapons require some form of ammunition. With sufficient ingenuity, it may be possible to improvise ammunition for such weapons, but such ammunition inflicts the standard -4 penalty due to non-proficiency, is assumed to deal 1d6 points of damage (adjusted for size and regardless of the weapon's normal damage rating), and has its range increment halved.

Throwing Melee Weapons: It is possible to throw a melee weapon that is not designed to be thrown. These are considered improvised weapons (and characters suffer a -4 penalty on the attack), but if the attack is successful the weapon deals damage at its normal value.

Masterwork Weapons: A masterwork weapon is a finely crafted version of a normal weapon. Masterwork weapons provide a +1 enhancement bonus on attack rolls. The masterwork quality adds 300 gp to the cost of a weapon (or 6 gp to the cost of a single unit of ammunition). Adding the masterwork quality to a double weapon costs twice the normal increase.

Reach Weapons: A reach weapon is a melee weapon that doubles its wielder's natural **reach** (for the purposes of making attacks with that weapon).

Splash Weapons: A splash weapon is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby creatures or objects. Attacking with a splash weapon requires a ranged touch attack. If the attack is successful, the splash weapon deals direct damage to the target it hits and splash damage to any targets within 5 feet of the target.

Playtest Tip — Splashing the Floor: You can target inanimate objects with splash weapons, including specific sections of the floor. Inanimate objects usually have AC 5.

TABLE: WEAPONS

Weapons, Melee	Cost	Proficiency Type	Hands	Damage (S)	Damage (M)	Dmg Type	Range Increment	Weight
Club	5 sp	Simple	One-Handed	1d4	1d6	B	—	3 lbs.
Dagger ¹	2 gp	Simple	One-Handed	1d3	1d4	P/S	10 ft.	1 lb.
Longspear ^{1,2}	5 gp	Simple	Two-Handed	1d6	1d8	P	20 ft.	9 lbs.
Quarterstaff	5 sp	Simple	Double	1d4/1d4	1d6/1d6	B	—	4 lbs.
Hand Axe	6 gp	Martial	One-Handed	1d4	1d6	S	—	3 lbs.
Longsword	15 gp	Martial	One-Handed	1d6	1d8	S	—	4 lbs.
Short Sword	10 gp	Martial	One-Handed	1d4	1d6	P	—	2 lbs.
Greataxe	20 gp	Martial	Two-Handed	1d10	1d12	S	—	12 lbs.
Greataxe	50 gp	Martial	Two-Handed	1d10	2d6	S	—	8 lbs.
Two-Bladed Sword	100 gp	Martial	Double	1d6/1d6	1d8/1d8	S	—	10 lbs.

Weapons, Ranged	Cost	Proficiency Type	Hands	Damage (S)	Damage (M)	Dmg Type	Range Increment	Weight
Crossbow, Light ³	35 gp	Simple	Two-Handed	1d6	1d8	P	80 ft.	4 lbs.
Crossbow, Heavy ⁴	50 gp	Simple	Two-Handed	1d8	1d10	P	120 ft.	8 lbs.
Sling	5 sp	Simple	One-Handed	1d3	1d4	B	50 ft.	½ lb.
Tanglefoot Bag	50 gp	Simple	One-Handed	Entangled ⁵	—	—	10 ft.	4 lbs.
Longbow	75 gp	Martial	Two-Handed	1d6	1d8	P	100 ft.	3 lbs.
Longbow, Composite	500 gp	Martial	Two-Handed	1d6	1d8	P	110 ft.	3 lbs.
Shortbow	30 gp	Martial	Two-Handed	1d4	1d6	P	60 ft.	2 lbs.
Shortbow, Composite	375 gp	Martial	Two-Handed	1d4	1d6	P	70 ft.	2 lbs.
Crossbow, Hand	100 gp	Martial	One-Handed	1d3	1d4	P	30 ft.	2 lbs.
Shuriken (5)	1 gp	Martial	One-Handed	1	1d2	P	10 ft.	½ lb.

Weapons, Splash	Cost	Proficiency Type	Hands	Direct Damage	Splash Damage	Dmg Type	Range Increment	Weight
Acid	10 gp	—	One-Handed	1d6	1	Acid	10 ft.	1 lb.
Alchemist's Fire	20 gp	—	One-Handed	1d6	1	Fire	10 ft.	1 lb.
Holy Water	25 gp	—	One-Handed	2d4 ⁶	1 ⁶	—	10 ft.	1 lb.
Oil	1 sp	—	One-Handed	1d6	1	Fire	10 ft.	1 lb.

¹ Can be thrown as a ranged weapon.

² Reach Weapon

³ Requires move action to reload.

⁴ Requires full action to reload.

⁵ Reflex save (DC 15) or be glued to the floor. Strength check (DC 17) or 15 points of damage to the tanglefoot to escape.

⁶ Against undead or negative energy creatures only.

ADVENTURING GEAR

TABLE: ADVENTURING GEAR

Item	Cost	Weight	
Acid (1 flask)	10 gp	1 lb.	Acid: A flask of acid can be thrown as a splash weapon . When applied with precision (to burn through metal bolts, eat through wooden panels, or destroy magical tomes, for example), it deals twice as much damage and bypasses the hardness on most objects.
Ale, Gallon	2 sp	8 lb.	Ale: The perfect thirst-quencher for a throat parched with the dust of the dungeon. At least half of an adventurer's reward is usually budgeted for the purchase of ale.
Ale, Mug	4 cp	1 lb.	
Antitoxin (1 vial)	50 gp	½ lb.	Antitoxin: An alchemical brew most commonly concocted from the distilled bezoars of various fantastical creatures. A single dose grants a +5 alchemical bonus on Fortitude saves against poison for 1 hour.
Backpack	2 gp	2 lbs.	Backpack: A cloth or leather sack with a pair of straps designed to be worn over each shoulder. A regular backpack can hold roughly 3 stones of equipment, while a large backpack can hold up to 5 stones.
Backpack, Large	10 gp	4 lbs.	
Banquet (per person)	10 gp	—	Banquet: A rich and sumptuous feast.
Barrel	2 gp	30 lbs.	Barrel: Made from vertical staves of strong wood banded with iron hoops. A barrel holds roughly 36 gallons of liquid.
Basket	4 sp	1 lb.	Basket: Baskets come in a variety of styles and sizes.
Bedroll	1 sp	5 lbs.	Bedroll: Sewn from cloth or leather and lightly padded, the bedroll is designed to be compactly carried on long journeys. Not quite all the comforts of home, but the best you can hope for when sleeping on the rutted moors.
Bell	1 gp	¼ lb.	Bell: Any small or handheld bell, most commonly used to signal over long distances or rigged as warning snares.
Belt Pouch	1 gp	½ lb.	Belt Pouch: Carries roughly a half stone of equipment.
Blanket	5 sp	3 lbs.	Blanket: A good companion for the adventurer's bedroll when the moors grow cold in the chill months of midwinter.
Block and Tackle	5 gp	5 lbs.	Block and Tackle: A field block and tackle can reduce the effective weight of an item to one-quarter its normal total. However, properly securing and rigging the block and tackle in situ can be time-consuming.
Bottle	2 gp	½ lb.	Bottle: A typical glass bottle hold one-quarter gallon of liquid.
Bread (1 loaf)	2 cp	½ lb.	Bread: A common foodstuff for city-dwellers and villagers. It will turn stale on the road and can be easily spoiled by adverse conditions, but even bread that has hardened is nutritious enough.
Bucket	5 sp	2 lbs.	Bucket: Watertight and usually holding about one gallon of liquid, buckets are useful for hauling water, bailing out boats, and lugging slops.
Caltrop	1 gp	2 lbs.	Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. Caltrops are scattered on the ground in the hope that enemies will either step on them or be forced to slow down in order to avoid them. One 2-pound bag of caltrops create a CR 1 hazard in a 5-ft. radius. Those entering the area must make a Reflex save (DC 12) or have their speed reduced by one-half.
Candle	1 cp	¼ lb.	Candle: A candle dimly illuminates a 5-foot radius and burns for 1 hour.
Canvas (1 sq. yard)	1 sp	1 lb.	Canvas: Cheap, undyed cloth. Useful as a protective tarp or for sewing up crude loot sacks .

Playtest Tip — Acid Hazards:
Larger quantities of acid can be used for nefarious hazards and traps.

hardness, page 80: Subtract from the damage an object takes.

splash weapon — page XXX

poison — page 88

hazards — page 85

illuminates — page 81

loot sacks — page 51

T



Case, Map/Scroll: High quality, wooden case designed to keep **parchment** dry and protected.

Chain: Only as strong as its weakest link, chain has hardness 10 and 5 hit points. It can be burst with a Strength check (DC 26).

Chalk: Marking the dungeon walls can sometimes be the only way to puzzle out the intricacies of the labyrinth. Nicknamed the “scout’s friend” it can also be used to silently leave messages for those following you... or for yourself if you drink from a *pool of amnesia*.

Cheese: Valued for its portability, long life, and strong flavor.

Chest: A typical chest can contain roughly 10 stone of equipment, although larger and smaller varieties also exist of course. Carrying a chest usually requires two hands (although the burden of larger chests can be shared among multiple characters). If you’re storing anything valuable in your chest, securing it with a **lock** (purchased separately) is probably a good idea.

Crowbar: A crowbar, wrecking bar, prybar, jimmy, or gooseneck is designed to be wedged into narrow fissures and used as a lever to force two objects apart. When used for such purposes, it grants a +2 circumstance bonus to Strength checks made to **break items**.

Everburning Torch: An otherwise normal torch with a **continual flame** spell cast upon it. An everburning torch clearly illuminates a 20-foot radius and provides shadowy illumination out to a 40-foot radius.

Flint and Steel: A specially designed firestriker made from high-carbon steel combined with a hard, non-porous rock with a sharp edge that’s used to create sparks from striking the steel. (Traditionally flint was used, but any such rock or even petrified wood will do in a pinch). Lighting a fire with flint and steel requires a full action.

Firewood: Difficult to transport over large distances in meaningful quantities, but essential in the coldest months if no natural supplies are convenient.

Fishhook: For hooking fishes. (Don’t forget the bait!)

Fishing Net: For aquatic adventures, there may be no surer source of sustenance than the skills of a fisherman.

Flask: Capable of carrying one-quarter gallon of liquid. Everyone will assume it’s a strong shot of whiskey, but a good flask can carry anything from plain water to a discreet **magical potion**.

Flask, Fancy: Suitable for high society balls and diplomatic envoys.

Garlic: A common foodstuff, but curiously most adventurers who buy it will also be in the market for **wooden stakes**.

Grappling Hook: An anchor with multiple hooks which can be attached to a rope. It can be thrown, dropped, sunk, projected, or fastened directly in order to secure the rope for easy climbing.

Hammer: A useful tool for all your bashing and smashing needs.

Holy Symbol: Holy and unholy symbols serve as talismans of faith and focuses of holy or negative energy. Each religion has its own holy symbol.

Ink: Useful for writing, drawing, mapping, and staining.

Inkpen: Also useful for writing, drawing, mapping, and staining (your favorite shirt).

TABLE: ADVENTURING GEAR

Item	Cost	Weight
Case, Map/Scroll	1 gp	½ lb.
Chain (10 ft.)	30 gp	2 lbs.
Chalk (1 piece)	1 cp	—
Cheese (1 hunk)	1 sp	½ lb.
Chest	2 gp	25 lbs.
Crowbar	2 gp	5 lbs.
Everburning Torch	110 gp	1 lb.
Flint and Steel	1 gp	1/10 lb.
Firewood (1 day)	1 cp	20 lbs.
Fishhook	1 sp	—
Fishing Net (25 sq. ft.)	4 gp	5 lbs.
Flask	3 cp	1 ½ lb.
Flask, Fancy	5 gp	1 ½ lb.
Garlic	5 sp	½ lb.
Grappling Hook	1 gp	4 lbs.
Hammer	5 sp	2 lbs.
Holy Symbol, Wood	1 gp	½ lb.
Holy Symbol, Silver	25 gp	1 lb.
Ink (1 vial)	8 gp	1/10 lb.
Ink, Colored (1 vial)	12 gp	1/10 lb.
Inkpen	1 sp	1/10 lb.

parchment – page XXX

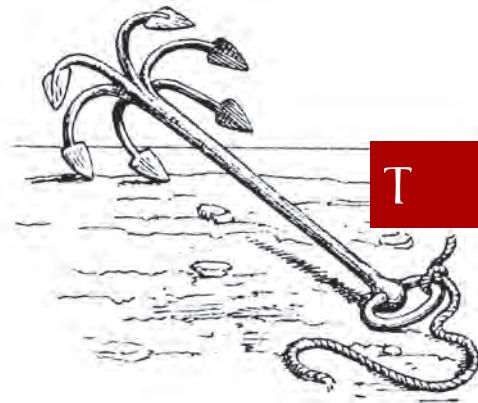
locks – page XXX

break item, page 80: $1d20 + Str$ modifier vs. item’s Break DC

continual flame – page XXX

magical potions – page XXX

wooden stakes – page XXX



T

Jug, Clay: A basic, ceramic jug fitted with a stopper. It holds approximately 1 gallon of liquid.

TABLE: ADVENTURING GEAR

Item	Cost	Weight
Jug, Clay	3 cp	1 lb.
Ladder (10 ft.)	5 cp	20 lbs.
Lamp	1 sp	1 lb.
Lantern, Bullseye	12 gp	3 lbs.
Lantern, Hooded	7 gp	2 lbs.
Lock (DC 20)	20 gp	1 lb.
Lock (DC 25)	40 gp	1 lb.
Lock (DC 30)	80 gp	1 lb.
Lock (DC 40)	150 gp	1 lb.
Magnifying Glass	100 gp	½ lb.
Manacles	15 gp	2 lbs.
Manacles, Masterwork	50 gp	2 lbs.
Meal, good	5 sp	—
Meal, common	3 sp	—
Meal, poor	1 sp	—
Mirror, Small Steel	10 gp	½ lb.
Mug/Tankard, Clay	2 cp	1 lb.
Oil (1 pint)	1 sp	1 lb.
Paper (1 sheet)	4 sp	—
Parchment (1 sheet)	2 sp	—

grappling hook – page XXX

shadowy illumination, page 81; Creatures in the area benefit from concealment.

Open Lock – page 46

Escape Artist – page 43

Strength check – page 65

hardness, page 80: Subtract from the damage an object takes.



Ladder: Useful for scaling garden walls and balconies alike. (But you should keep an eye out for her parents.) Difficult to maneuver through dungeon environs, but more reliable than a **grappling hook** for short climbs.

Lamp: A common lamp illuminates a 15-foot radius, provides **shadowy illumination** to a 30-foot radius, and burns for 6 hours on a pint of oil.

Lantern, Bullseye: A bullseye lantern focuses and strengthens light in one direction. It provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil.

Lantern, Hooded: A hooded lantern can be quickly sealed without extinguishing its flame. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It burns 6 hours on a pint of oil.

Lock: The DC of the lock determines how difficult it is to open with the **Open Lock** skill. In general, the higher the quality of the lock the more difficult it is to bypass (and the more expensive it becomes).

Magnifying Glass: This simple lens allows a closer look at small objects. It grants a +2 circumstance bonus on any actions checks requiring minute examination.

Manacles: Manacles of thick iron or steel. A manacled creature can use an **Escape Artist check** (DC 30) to slip free or break the manacles with a successful **Strength check** (DC 26). Manacles have **hardness** 10 and 10 hit points.

The cost for manacles do not include a lock, which must be purchased separately.

Manacles, Masterwork: Higher quality manacles. Masterwork manacles require an Escape Artist check (DC 35) to escape or a Strength check (DC 28) to break.

Meals: For urban adventurers, the price of a meal from the local inn or tavern.

Meat: Savor the flesh and gnaw the bones.

Mirror, Small Steel: Useful for looking around corners, reflecting beams of light, and checking to see if the orc is still breathing.

Mug/Tankard, Clay: Only barbarians drink straight from the jug. (And even barbarians enjoy a large tankard of ale when the occasion calls for it.)

Oil: A pint of oil burns for 6 hours in a lantern. It can also be used as a **splash weapon** or to create a CR 1 **hazard** in a 5-ft. radius.

Burning Oil: Those entering the area suffer 1d6 points of damage per round and must make a **Reflex save** (DC 12) to avoid catching on fire for 1d3 rounds. Oil burns for 1d4 rounds per pint.

Slick Oil: Those entering the area must make a Reflex save (DC 12) or fall prone.

Paper: Expensive to produce, but prized by the highest echelons of society.

Parchment: A thin, supple writing surface made from the limed skin of calves, sheep, or goats. Particularly valued by artists, but also still commonly used by most merchants and for many official documents.

Pickaxe: A sharp metal instrument used for breaking up rocky surfaces, hardened patches of earth, cutting through the roots, and similar tasks. Useful if you don't want your sword going dull. Primitive cultures are known to use antlers cut from large deer for the same purpose.

Pitcher, Clay: Holds roughly a **gallon of liquid**. Some pitchers are designed to be sealed and can be looped to belts for carrying.

Piton: A metal spike that can be driven into a crack or seam in a rock face in order to secure ropes on long climbs. Pitons can also be employed to seal **doors** by hammering them into the floor.

Pole, 10-Foot: Whenever you need to prod at something from a safe distance, a 10-foot pole is indispensable. It counts as a **stowed weapon** (similar to a spear or halberd) for the purposes of **encumbrance**.

Pot, Iron: Whether you use it for a hot meal on a chill evening, the stirring of a witch's brew, or a crude alchemical cauldron, there's no replacement for a good iron pot.

Ram, Portable: This iron-shod wooden beam gives you a +2 circumstance bonus on Strength checks made to break open doors.

Rations, Trail: Trail rations can be spoiled when exposed to certain conditions (submersion in liquid, extreme heat, and the like). Although not reliable, they're cheap and fill the belly well enough.

Rations, Iron: Iron rations are kept in sealed tins and can also withstand high temperatures. Most such rations taste little better than a boiled potato, but some are mixed with chocolates or other spices to improve the taste.

Rope, Hempen: This rope has 2 hit points and can be burst with a Strength check (DC 23).

Rope, Silk: This rope has 4 hit point and can be burst with a Strength check (DC 24). It's so supple that it also provides a +2 circumstance bonus to **Use Rope checks**.

Sack: A common rucksack. A small sack can carry roughly 1 stone of equipment, while a large sack can carry up to 3 stones worth of equipment.

Sealing Wax: A wax material which hardens quickly after melting, most commonly used to seal letters. Essential for discretion and secrecy in written communication (since the wax seal cannot be broken without noticeable tampering), the enterprising adventurer can also find all sorts of uses for hot wax.

Sewing Needle: One of the things the storybooks never tell you is that a dragon's claws will cut through leather like a knife through hot butter. This is also true of an ogre's sword, a goblin's dagger, a sabertooth's fangs, and, basically, everything else you'll meet in wild and dungeon alike. If you don't want to come home wearing naught but scraps and tatters, bring a needle and don't forget the **thread**.

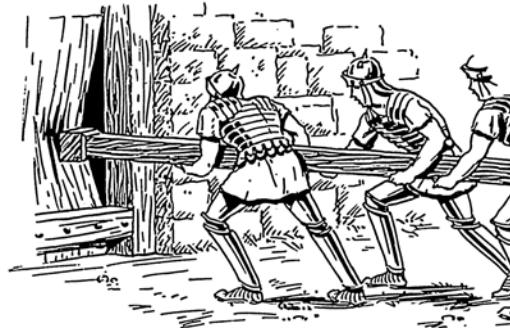
Shovel: You never know when you'll need a good trench... or a shallow grave.

Signal Whistle: Give it a good, solid blow to summon your friends from the darkest recesses of the catacombs. (They won't be able to help you, but it'll feel good to share those final moments together.)

Signet Ring: A finely-graved ring designed with a coat of arms or similar symbol. When pressed into sealing wax, it leaves a distinct impression to prevent (or at least discourage) forgery. (Intaglio rings are made from engraved gems. Add the price of the gemstone - usually a semi-precious one - to the cost of the ring.)

TABLE: ADVENTURING GEAR

Item	Cost	Weight
Pickaxe	3 gp	10 lbs.
Pitcher, Clay	2 cp	5 lbs.
Piton	1 sp	½ lb.
Pole, 10-Foot	2 sp	8 lbs.
Pot, Iron	5 sp	10 lbs.
Ram, Portable	10 gp	20 lbs.
Rations, Trail (1 day)	5 sp	1 lb.
Rations, Iron (1 day)	1 gp	3 lb.
Rope, Hempen (50 ft.)	1 gp	10 lbs.
Rope, Silk (50 ft.)	10 gp	5 lbs.
Sack, Small	1 sp	½ lb.
Sack, Large	5 sp	1 lb.
Sealing Wax	1 gp	1 lb.
Sewing Needle	5 sp	—
Shovel	3 gp	10 lbs.
Signal Whistle	8 sp	½ lb.
Signet Ring	5 gp	½ lb.



splash weapons – page XXX

hazards – page 85

Reflex save – page 66

gallons of liquid, page 80: 1 cubic foot contains 8 gallons and weighs 60 pounds.

stowed weapons, page 49: Count as 1 stone per 5 weapons.

encumbrance – page 49

Use Rope – page 48

thread – page XXX

T

Smokestick: An alchemically-treated wooden stick that instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube, obscuring all sight (including **darkvision**). A creature within 5 feet has **concealment** and creatures farther away have **total concealment**.

The stick is consumed in 1 round. The smoke will dissipate in 1d4 minutes. A moderate or stronger wind will clear the smoke in 1 round.

Soap: Cleanliness is the next best thing to godliness. But until you ascend to divinity, you'll have to make due with some soap.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Stake, Wooden: Useful for securing a tent, but most adventurers carry them for more practical, albeit heartrending, tasks.

Sunrod: This 1-foot-long rod of iron is tipped with alchemically-treated gold. When struck, it glows brightly for 6 hours. It clearly illuminates a 30-foot radius and provides **shadowy illumination** in a 60-foot radius.

Thread: Available in a wide variety of colors and most commonly spun from cotton or wool, thread is not only useful for its typical purposes, but can also be used as a primitive trigger.

Tent: A regular tent is large enough to sleep two. Double the price for each additional occupant.

Torch: A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius.

Thunderstone: A nodule of alchemically-treated graphite layers wrapped around a lattice of granite and iron. When struck against a hard surface, the thunderstone creates a deafening bang. Each creature in a 10-foot-radius must make a **Fortitude save** (DC 15) or be deafened for 1 hour. Thunderstones can be **thrown as ranged weapons** (requiring no proficiency) with a **range increment** of 20 feet.

Tindertwig: A small, alchemically-treated stick of wood which creates a flame when snapped in half. Creating a flame with a tindertwig is much faster than with mundane flint and steel, requiring only a standard action.

Toolkit: A proper toolkit is required for most specialty work. Lack of proper tools for a job may inflict a penalty on skill checks. (There are many different types of toolkits. Any given toolkit will generally only be useful for one type of skill check.)

Toolkit, Masterwork: A set of finely-crafted masterwork tools grant a +2 circumstance bonus to appropriate skill checks.

Vial: A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

Waterskin: A waterskin holds roughly a gallon of liquid. (One day's worth in a normal climate.)

Whetstone: A warrior is only as good as his weapon. Keep your blades honed with a proper whetstone.

Wine: The rich man's water. Water is often polluted and drinking wine is a common way to avoid its impurities.

Wire: Flexible strands of strong metal. It will generally cut your hands if you try to **climb** it, but is much stronger than **rope** for all other purposes. It has 15 hp and can be burst with a **Strength check** (DC 32).

Tripwire: A properly secured wire can serve as a CR 1 **hazard**. Characters can make a **Spot check** (DC 14 or opposed by the ambusher's **Hide check**) to spot the wire. If they fail, they must make a **Reflex save** (DC 12) or fall **prone**.

TABLE: ADVENTURING GEAR

Item	Cost	Weight	
Smokestick	20 gp	½ lb.	
Soap	5 sp	1 lb.	
Spyglass	1,000 gp	1 lb.	
Stake, Wooden	1 gp	½ lb.	
Sunrod	2 gp	1 lb.	
Thread	1 gp	½ lb.	
Tent	10 gp	20 lbs.	
Torch	1 cp	1 lb.	
Thunderstone	30 gp	1 lb.	
Tindertwig	1 gp	½ lb.	
Toolkit	50 gp	4 lbs.	
Toolkit, Masterwork	100 gp	8 lbs.	
Vial	1 gp	½ lb.	
Waterskin	1 gp	4 lb.	
Whetstone	2 cp	1 lb.	
Wine, common (pitcher)	2 sp	6 lbs.	
Wine, fine (bottle)	10 gp	1 ½ lb.	
Wire	10 gp	5 lbs.	

darkvision, page XXX: Allows creature to see without light.

concealment, page 73: 20% miss chance

total concealment, page 73: 50% miss chance on all attacks and must guess target's location.

shadowy illumination, page 81: Creatures gain concealment.

Fortitude save, page 66: 1d20 + Fortitude save vs. DC

thrown as ranged weapons, page XXX: 1d20 + ranged attack bonus vs. target's AC. Thrown weapons can be hurled 5 range increments.

range increment, page XXX: Cumulative -2 penalty on attack rolls for each full range increment.

climb – page 53

rope – page XXX

CLOTHING

Artisan's Outfit: This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Cleric's Vestments: These ecclesiastical clothes are for performing priestly functions, not for adventuring.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Courtier's Outfit: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it. Someone wearing this outfit without jewelry (costing at least an additional 50 gp) looks like an out-of-place commoner.

Entertainer's Outfit: This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets one tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit: This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. One can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

Noble's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring and jewelry (worth at least 100 gp).

Peasant's Outfit: This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit: This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit: This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

TABLE: CLOTHING

Item	Cost	Weight
Artisan's Outfit	1 gp	4 lbs.
Cleric's Vestments	5 gp	6 lbs.
Cold Weather Outfit	8 gp	7 lbs.
Courtier's Outfit	30 gp	6 lbs.
Entertainer's Outfit	3 gp	4 lbs.
Explorer's Outfit	10 gp	8 lbs.
Monk's Outfit	5 gp	2 lbs.
Noble's Outfit	75 gp	10 lbs.
Peasant's Outfit	1 sp	2 lbs.
Royal Outfit	200 gp	15 lbs.
Scholar's Outfit	5 gp	6 lbs.
Traveler's Outfit	1 gp	5 lbs.



Strength check, page 65: 1d20 + Strength modifier vs. DC

hazards – page 85

Spot check – page 47

Hide check – page 45

Reflex save – page 66

prone, page 58: -4 penalty on melee attack rolls, +4 to AC vs. ranged attacks, -4 to AC vs. melee attacks

T

MOUNTS AND TRANSPORTATION

Mounts and vehicles can provide speed more than speed to the urgent, respite to the weary, and comfort on troublesome journeys. The fleetness of the steed can also prove a lethal advantage in combat.

MOUNTS

TABLE: MOUNTS

Item	Cost
Dog, Riding	150 gp
Donkey/Mule	8 gp
Horse, Heavy	200 gp
Horse, Light	75 gp
Pony	30 gp
Warhorse, Heavy	400 gp
Warhorse, Light	150 gp
Warpony	100 gp



Dog, Riding: A Medium-size dog that has been specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse.

Donkey/Mule: Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

Horse: A horse is a suitable mount for any Medium humanoid. Ordinary horses are hard to control in combat and will often try to flee.

Pony: A pony is a suitable mount for any Small humanoid.

Warhorse: Warhorses can be ridden easily into combat. They are brave and steadfast.

Warpony: Like a warhorse, warponies have been trained for combat.

RELATED GEAR

Feed: Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is much better (and essential when grazing isn't possible). A riding dog requires at least some meat.

TABLE: MOUNTS - RELATED GEAR

Saddle: Riding without a saddle inflicts a -2 penalty to Ride checks.

Item	Cost	Weight
Feed (1 day)	5 cp	10 lbs.
Saddle	30 gp	30 lbs.
Saddle, Pack	15 gp	20 lbs.
Saddlebags	4 gp	8 lbs.
Stabling (1 day)	5 sp	—

Saddle, Pack: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddlebags: A set of saddlebag can carry up to 15 stone worth of equipment.

Stabling: Includes proper lodging and feed.

VEHICLES

Carriage: A four-wheeled vehicle that can transport as many as four people within an enclosed cab, plus two drivers. In general, it requires at least two horses (or other beasts of burden) to draw it.

TABLE: VEHICLES

Cart: A two-wheeled vehicle drawn by a single horse (or other beast of burden).

Item	Cost	Weight
Carriage	100 gp	600 lbs.
Cart	15 gp	200 lbs.
Sled	20 gp	300 lbs.
Wagon	35 gp	400 lbs.

Sled: A wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it.

Wagon: A four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

Untold Treasures

This section remains under construction for the Black Book Beta rulebook. In the final version of the rulebook, the Treasury will include treasure tables, gems and jewelry, potions, scrolls, wands, magic armor, magic weapons, and wondrous items: A plethora of magical wonders to plunder from a world of adventure.

Because Legends & Labyrinths is 100% compatible with 3rd Edition, however, you can find hundreds of magical items in the free 3rd Edition SRD online to equip your monsters and stock your treasures until the final rulebook arrives!

T

Legends
Labyrinths

Part V
Bestiary

Monster Creation

Slavering horrors. Murky terrors. Slithering threats. Brute bludgeons. Stalking atrocities. Sly devils. Monsters are obstacles, antagonists, and (upon occasion) allies.

CREATING A MONSTER

1. PICK A CHALLENGE RATING: This determines all of the monster's core stats, as indicated on the *Challenge Rating Table*.

- *Hit Dice*: The hit dice rolled to determine the monster's total hit points.
- *Armor Class*: The monster's armor class.
- *Attack Bonus*: All of the monster's attacks use this bonus, including **grapple checks**. Higher CR monsters receive multiple attacks when taking the **full attack** action, as indicated on the table.
- *Attack Damage*: All of the monster's attacks inflict the listed amount of damage.
- *Save Bonus*: Use this bonus for the monster's Fortitude, Reflex, and Will **saving throws**.
- *Ability DC*: If the monster has any powers which allow opponents to make saving throws, use this DC for the save.

In addition, all monsters have the following default statistics:

- *Size*: Medium
- *Reach*: 5 feet
- *Speed*: 30 feet

Some of these stats can be changed through the monster's power selection.

2. SELECT POWERS: Select a number of powers for the creature with a total power ranking equal to the number of power ranks indicated on the *Challenge Rating Table*.

3. ASSIGN ABILITY SCORES: Assign Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma scores for the creature. (Note, however, that these ability scores do not modify any of the creature's core stats.)

4. PICK SKILLS: Pick the monster's class skills. Their skill modifier with these skills is equal to:

$$3 + \text{hit dice} + \text{key ability score modifier}$$

For all other skills, the monster's skill modifier is equal to their key ability score modifier for the skill.

Design Tip — Undead CR: Undead are a special case. They can be turned and rebuked by clerics, so their effective challenge rating is one lower. (In other words, if you want a CR 7 undead you should build a CR 8 creature and then label it undead. If you want to build an undead that's immune to turning, simply ignore this guideline.)

Monster AC Penalties: Monsters created using these rules suffer a penalty to AC equal to half their hit dice against touch attacks. They also suffer a penalty to AC equal to half their hit dice if they lose their Dexterity bonus to AC

grapple checks, page 76: $1d20 + \text{grapple attack bonus vs. opponent's grapple check}$

full attack, page 68: A full action. Must be performed to get additional attacks from high BAB, multiple weapons, or for any other reason.

saving throw, page 66: $1d20 + \text{saving throw bonus vs. DC}$

MONSTER DESIGN TIPS

Flavor: Monsters, of course, should be more than just the empty numbers on their stat line. Take some time to think about what the numbers really mean in terms of the game world. In addition to the monster's powers and physical description, give some thought to explaining a monster's attacks and armor class: Is the monster attacking multiple times with the same weapon (like an orc wielding a longsword)? Or are they using many different weapons (like a wolf clawing and biting)? Is their armor class high because they have a tough natural hide? Because they move with preternatural speed? Because they're wearing chainmail?

Equipment: Equipment generally won't change a monster's core stats. If a CR 9 creature is wearing plate armor, for example, you shouldn't add +8 to their AC of 21. Rather, the plate armor (perhaps in combination with quick reflexes or a high degree of skill in parrying) explains why they had an AC of 21 in the first place.

magical arms – page XXX
magical armor – page XXX

You may, however, want to make an exception for **magical arms and armor**. For example, if one of the CR 9 monsters was wearing magical +3 plate, go ahead and give them the extra +3 bonus to AC to make them a little harder to hit than their compatriots. Similarly, if the monster is wielding a magical weapon, give them the bonus to their attack rolls and damage. The extra danger posed by the creature is balanced by the reward of the magical equipment itself.

Ability Scores: Ability scores are less important for monsters because they aren't used to calculate their attack bonuses, damage, armor class, saving throws, or the like. However, they will still factor into ability checks and skills, so you probably shouldn't just go hog wild. If you're not sure what ability scores to assign to the creature, look at the stat lines for similar creatures in the *Bestiary*. Failing that, use this standard array and adjust as you see fit: 13, 12, 11, 10, 9, 8.

class skill lists – see Chapter 5:
Classes, page 27

core stats – page XXX

Skills: When selecting skills for your monster, the ballpark figure to aim for is roughly 4-6 skills. If you want to make quick work of it, just grab the skill list for a similar monster from the *Bestiary*. Alternatively, you could easily use the **class skill lists** for quick guidance. For example, you might give a brutish ogre the fighter's class skills.

Feats from 3rd Edition: You can use feats from the advanced 3rd Edition rules as additional powers for monsters. Feats that modify the **core stats** of a monster generally should not be used, but other feats can usually be treated as Rank 1 powers. In general, you don't need to pay attention to the feat's prerequisites, but you should give some attention to the minimum level required to pick up the feat. (If a character needs to be 8th level before they can select the feat, it may not be appropriate for monsters with less than 8 HD.)

Quick Monster Generation: When your players take an unexpected turn, this system is ideal for rapidly creating foes on the fly. Start by assigning a CR. Then either pick a single power with a ranking close to the monster's total power ranks or pick two powers each taking up roughly half the monster's total power ranks. If you've got any power ranks left over, splurge 'em on hit points (1d8+1 per rank). At that point, the creature is ready for play: You can slap on ability scores and skills as they come up (assuming they do at all).



TABLE: CHALLENGE RATING TABLE

Challenge Rating	Hit Dice (Avg. HP)	Armor Class	Attack Bonus	Attack Damage	Save Bonus	Ability DC	Power Ranks
½	1d8+1 (5)	13	+1	1d4	+3	11	1
1	2d8+1 (10)	14	+2	1d6	+4	12	1
2	3d8+2 (15)	15	+4	1d6+1	+5	13	2
3	4d8+2 (20)	16	+6	1d6+3	+6	14	3
4	6d8+3 (30)	17	+8	2d6+2	+7	15	4
5	7d8+14 (45)	18	+10/+10	2d6+3	+8	15	6
6	8d8+24 (60)	19	+11/+11	2d6+4	+9	16	7
7	10d8+30 (75)	20	+12/+12	2d8+3	+10	17	9
8	11d8+40 (89)	20	+14/+14	2d8+4	+11	18	11
9	13d8+50 (109)	21	+16/+16	2d8+5	+12	18	13
10	14d8+60 (123)	21	+18/+18	2d8+6	+13	19	15
11	15d8+70 (137)	22	+20/+20	2d8+7	+14	20	16
12	16d8+80 (152)	23	+21/+21	2d8+7	+15	21	17
13	17d8+90 (166)	24	+22/+22/+22	2d8+8	+16	21	18
14	18d8+100 (181)	25	+23/+23/+23	2d8+8	+17	22	19
15	19d8+110 (195)	26	+24/+24/+24	2d8+9	+18	23	20
16	20d8+120 (210)	27	+25/+25/+25	2d8+9	+19	24	21
17	21d8+130 (224)	28	+26/+26/+26	2d8+10	+20	24	22
18	22d8+140 (239)	29	+28/+28/+28	2d8+10	+21	25	23
19	23d8+150 (253)	30	+29/+29/+29/+29	2d8+11	+22	26	24
20	24d8+160 (268)	32	+30/+30/+30/+30	2d8+11	+23	27	25

B

STAT BLOCKS

These standardized stat blocks give you an easy form for recording a monster's key statistics.

Challenge Rating Table – page XXX

core stats – page XXX

Short Stat Blocks: Short stat blocks are useful if you have a copy of the *Challenge Rating Table* in a format that's easy to reference at the game table. You can reference the table for all of the creature's **core stats** and reference the stat block only for the elements which make the creature unique.

NAME (CR #): # hp; [adjustments]; Str #, Dex #, Con #, Int #, Wis #, Cha #;
[skills]

Power 1 ([type]): quick description

Power 2 ([type]): quick description

GOBLIN HUNTER (CR 1): 10 hp; Speed 60 ft.; Str 11, Dex 13, Con 12, Int 10,
Wis 9, Cha 6; Hide +6, Listen +4, Move Silently +6, Ride +6, Spot +4.

SCYTHE DEMON (CR 8): 89 hp; Size L, Reach 10 ft.; Str 28, Dex 12, Con 14,
Int 11, Wis 13, Cha 13; Climb +25, Jump +25, Intimidate +14.

Damage Reduction 10/good

Fast Healing 15

Full Stat Blocks: Full stat blocks include all of the information you need to run a monster, including its core stats from the *Challenge Rating Table*.

NAME (CR #): # hp (HD), AC #, [attack] +# ([damage]), Save +#, Ability DC
#, [adjustments].

Str #, Dex #, Con #, Int #, Wis #, Cha #

Skills: [skills]

Power 1 ([type]): full description

Power 2 ([type]): full description

GOBLIN HUNTER (CR 1): 10 hp (HD 2d8+1), AC 14, longsword +2 (1d6+1),
Save +5, Ability DC 13, Speed 60 ft.

Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

Skills: Hide +6, Listen +4, Move Silently +6, Ride +6, Spot +4

SCYTHE DEMON (CR 8): 89 hp (HD 11d8+40), AC 20, scythe arms +14/+14
(2d8+4), Save +11, Ability DC 18, Size L, Reach 10 ft.

Str 28, Dex 12, Con 14, Int 11, Wis 13, Cha 13

Skills: Climb +25, Jump +25, Intimidate +14

Damage Reduction 10/good (Ex): The scythe demon ignores the first 10 points of damage from weapons and natural attacks. Good-aligned weapons ignore the scythe demon's DR.

Fast Healing 15 (Ex): At the beginning of each turn, the scythe demon heals 15 hit points.

MONSTER POWERS

Monster powers are broken down into three categories for easy reference: Adjustments, Vulnerabilities, and Special Abilities.

ADJUSTMENTS

Adjustments allow you to change some of the monster's core stats. They work just like other powers, but because they're so commonly used it's useful to group them together for easy reference.

ARMOR CLASS

Monster gains a +2 armor class bonus.

Rank 1

DAMAGE

Monster deals +1d6 damage on their attacks.

Rank 1

HIT DICE

Monster gains 1d8+1 **hit dice**.

Rank 1

REACH

Increase the monster's **reach** by 5 feet.

Rank 1

SIZE

Monsters default to Medium **size**. (Note: Changing the monster's size does not change any of the monster's other attributes. However, it will change the base range for an effect as shown on the *Effect Range by Creature Size* table.)

Fine	Rank -4
Diminutive	Rank -3
Tiny	Rank -2
Small	Rank -1
Medium	Rank 0
Large	Rank 1
Huge	Rank 2
Gargantuan	Rank 3
Colossal	Rank 4

SPEED

Monsters default to a **base speed** of 30 feet.

5 feet	Rank -2
10 feet	Rank -1.5
15 feet	Rank -1
20 feet	Rank -½
30 feet	Rank 0
40 feet	Rank ½
60 feet	Rank 1
90 feet	Rank 1.5
120 feet	Rank 2

Design Tip — Adjustments: If you're designing a monster and you've got a handful of power ranks left that you're not sure how to spend, just dump them into an adjustment. You can rarely go wrong giving the monster extra hit dice, for example.

Design Tip — Armor Class: It's usually a good idea not to select this power more than once or twice for a creature as you'll start to move the target number out of its ideal range.

hit die, page 9: Roll a monster's total hit dice to determine their total hit points.

reach, page 8: The maximum distance at which a character can make a melee attack.

size, page 8: Represents height, weight, and build. It determines fighting space and vertical reach. For characters (but not monsters), it also determines natural reach and affects attack rolls, armor class, and grapple checks.

base speed, page 52: May be modified by movement and encumbrance rules to determine the monster's current speed.

TABLE: EFFECT RANGE BY CREATURE SIZE

Creature Size	Breath (Cone)	Breath (Line)	Gaze/Ray
Fine	5 ft.	10 ft.	20 ft.
Diminutive	10 ft.	20 ft.	40 ft.
Tiny	15 ft.	30 ft.	60 ft.
Small	20 ft.	40 ft.	80 ft.
Medium	30 ft.	60 ft.	120 ft.
Large	40 ft.	80 ft.	160 ft.
Huge	50 ft.	100 ft.	200 ft.
Gargantuan	60 ft.	120 ft.	240 ft.
Colossal	70 ft.	140 ft.	280 ft.

VULNERABILITIES

Vulnerabilities have a negative power ranking, allowing you to select additional powers for a monster. (For example, a monster with energy vulnerability – a Rank -3 vulnerability – would have three extra ranks of power.)

ENERGY VULNERABILITY

Rank -3

Choose a type of energy (acid, cold, electricity, fire, or sonic). The creature is vulnerable to that type of energy, suffering twice the normal damage from attacks using that energy source.

LIGHT SENSITIVITY

Rank -½

The creature is **dazzled** in bright sunlight or within the radius of a *daylight* spell.

LURCHING

Rank -1

The creature cannot **run**.

SUNLIGHT VULNERABILITY

Rank -1

Each round of exposure to the direct rays of the sun inflicts 1 point of damage to the creature.

UNDEAD

Special

Undead are a special case: They can be **turned and rebuked** by clerics, so their effective CR is one lower. (In other words, if you want a CR 7 undead you should build a CR 8 creature and then label it undead. If you want to build an undead that's immune to turning, simply ignore this guideline.)

SPECIAL ABILITIES

Most powers are special abilities. The listing for each special ability includes its default **type**, but the same power may be assigned any type if its appropriate for a given creature.

ALTERNATE FORM (Supernatural)

Rank 1

The monster has the ability to assume one or more specific alternate forms.

AMPHIBIOUS (Extraordinary)

Rank ½

The monster can breathe both air and water.

AURA OF BLESSING (Supernatural)

Rank 3

No non-good **summoned creatures** can come within 30 feet of the creature. In addition, anyone within 30 feet of the creature gains:

- +4 deflection bonus to AC vs. attacks from evil creatures
- +4 resistance bonus to saving throws vs. effects created by evil creatures
- Immunity to effects which attempt to mentally influence, control, or possess them
- Immunity from bodily contact from non-good summoned creatures (including their natural weapons)
- Immunity from all **spell effects** of 3rd level or lower

AURA OF DESPAIR (Supernatural)

Rank 3

Any hostile creature within 30 feet of the creature must succeed at a **Will save** or be **paralyzed** with fear for 1d4 rounds.

AURA OF MENACE (Supernatural)

Rank 1

Any hostile creature within 30 feet of the creature must succeed at a Will save or suffer a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the creature generating the aura.

dazzled, page 56: -1 on attack rolls, Search checks, and Spot checks

run, page 52: As a full action, move 4x your speed in a straight line (3x your speed with a heavy load). Running characters lose their Dex bonus to AC.

turn/rebuke – page 31

special ability types, page 27: Natural, Extraordinary, Supernatural, Spell-Like, or Spell.

summoned creatures, page XXX: Creatures brought to this plane of existence by a summon ability or spell.

spell effects – page XXX

Will save, page 66: 1d20 + Will save vs. DC

paralyzed, page 57: Helpless. Can take no actions. Effective Dex and Str 0 (-5 penalty), opponents gain +4 on melee attacks, rogues can sneak attack.

Example – Changing Type: The Amphibious power defaults as an extraordinary ability. But if the Bluefin dolphoids can breathe in air by projecting a magical dome around their heads then it makes sense to classify their Amphibious ability as supernatural.

Design Tip – Alternate Forms: You may want to design a creature that has access to different powers in its different forms. For example, you might want a werewolf that can run faster in its lupine forms.

This has no effect on the cost of powers or the challenge rating calculation for the monster, but there's no reason not to do it.

AURA OF FEAR (Supernatural)

Rank 3

Any hostile creature within 30 feet of the creature must succeed at a Will save or become **panicked** for 3d6 rounds.

panicked, page 57: Drop items carried, flee from cleric, cowers if cornered, -2 on action checks.

BLINDSENSE (Extraordinary)

Blindsight allows a creature to automatically notice creatures within range without making **Spot or Listen checks** even if they cannot see them. Creatures that cannot be seen still have **total concealment** from the blindsenser.

Blindsight (30 ft.)	Rank 1
Blindsight (60 ft.)	Rank 2
Blindsight (120 ft.)	Rank 3

Spot check, page 47: 1d20 + Spot modifier vs. DC

Listen check, page 45: 1d20 + Listen modifier vs. DC

total concealment, page XXX: 50% miss chance on all attacks and must guess target's location.

invisibility, page XXX: Visually undetectable. Total concealment. +2 bonus on attack rolls. Ignore opponents' Dex bonus to AC.

concealment, page 73: 20% miss chance

magical darkness: Such as a darkness spell.

blind, page 56: No vision. -2 penalty to AC. Lose Dex bonus to AC. Move at half speed. -4 penalty on Search, Str-, and Dex-based checks. All opponents have total concealment.

gaze attack, page XXX: Each character within range of the gaze attack must attempt a saving throw at the beginning of each round. The gazer can actively attempt to affect a target within range as a standard action.

cone, page XXX: Quarter-circle in specified direction.

line, page XXX: Straight line in specified direction.

Effect Range by Creature Size – page XXX

Reflex save, page 66: 1d20 + Reflex save vs. DC

climb speed, page 53: Climb up to their climb speed as a move action.

Climb check, page 42: 1d20 + Climb modifiers vs. DC

B

grapple checks, page 76: 1d20 + grapple attack bonus vs. opponent's grapple check

BLINDSIGHT (Extraordinary)

Blindsight allows a creature to use a hyper-developed nonvisual sense (or combination of such senses) to operate without vision. **Invisibility**, **concealment**, **magical darkness**, **blinding** attacks, and similar effects are irrelevant to a creature with blindsight. Because it is not true vision, however, blindsight does not allow a creature to read, distinguish color, or suffer **gaze attacks**.

Blindsight (30 ft.)	Rank 5
Blindsight (60 ft.)	Rank 6
Blindsight (120 ft.)	Rank 7

magical darkness: Such as a darkness spell.

blind, page 56: No vision. -2 penalty to AC. Lose Dex bonus to AC. Move at half speed. -4 penalty on Search, Str-, and Dex-based checks. All opponents have total concealment.

gaze attack, page XXX: Each character within range of the gaze attack must attempt a saving throw at the beginning of each round. The gazer can actively attempt to affect a target within range as a standard action.

cone, page XXX: Quarter-circle in specified direction.

line, page XXX: Straight line in specified direction.

Effect Range by Creature Size – page XXX

Reflex save, page 66: 1d20 + Reflex save vs. DC

climb speed, page 53: Climb up to their climb speed as a move action.

Climb check, page 42: 1d20 + Climb modifiers vs. DC

B

grapple checks, page 76: 1d20 + grapple attack bonus vs. opponent's grapple check

BREATH WEAPON (Extraordinary/Supernatural)

Choose a type of energy (acid, cold, electricity, fire, or sonic). Once every 1d4 rounds, the creature can expel that energy as a breath weapon, filling a given area in either a **cone** or **line**. The size of the area depends on the size of the creature as shown on the **Effect Range by Creature Size** table. Characters within the area of effect can make a **Reflex save** for half damage.

Breath Weapon (2d6 damage)	Rank 1
+2d6 damage	Rank +1
Double Range	Rank +1

cone, page XXX: Quarter-circle in specified direction.

line, page XXX: Straight line in specified direction.

Effect Range by Creature Size – page XXX

Reflex save, page 66: 1d20 + Reflex save vs. DC

climb speed, page 53: Climb up to their climb speed as a move action.

Climb check, page 42: 1d20 + Climb modifiers vs. DC

B

grapple checks, page 76: 1d20 + grapple attack bonus vs. opponent's grapple check

CLIMB (Extraordinary)

The creature gains a **climb speed** and a +8 racial bonus to **Climb checks**.

Climb (20 ft.)	Rank ½
Climb (30 ft.)	Rank 1
Climb (40 ft.)	Rank 1.5
Climb (60 ft.)	Rank 2
Climb (90 ft.)	Rank 2.5
Climb (120 ft.)	Rank 3
Burrow thru Stone	Rank +1

Effect Range by Creature Size – page XXX

Reflex save, page 66: 1d20 + Reflex save vs. DC

climb speed, page 53: Climb up to their climb speed as a move action.

Climb check, page 42: 1d20 + Climb modifiers vs. DC

B

grapple checks, page 76: 1d20 + grapple attack bonus vs. opponent's grapple check

CONSTRICT

The monster can crush their opponent on a successful **grapple check**, dealing bludgeoning damage. The monster also deals the damage when they successfully establish a grapple.

Constrict (1d6)	Rank 1
+1d6 damage	Rank +1

CREATE SPAWN (Extraordinary/Supernatural)

Special

Any living creature slain by the monster becomes a spawn under the command of the monster 1d4 rounds later. In most cases, creatures spawn creatures of the same type, but this is not necessarily true.

Create Spawn

Rank 1/CR of spawned creature

DAMAGE REDUCTION (Extraordinary)

A creature with damage reduction ignores damage from weapons and natural attacks. Simply reduce the amount of damage taken from an attack by the amount of damage reduction the creature possesses. Multiple types of damage reduction do not stack. (Damage from energy attacks, spells, spell-like abilities, and supernatural abilities is unaffected.)

DR 5/--	Rank 3
DR 10/--	Rank 6
DR 15/--	Rank 9
DR 20/--	Rank 12

DAMAGE REDUCTION, LIMITED (Extraordinary)

A creature with limited damage reduction can be damaged normally by certain types of attacks. When targeted by an attack of the appropriate type, the creature does not benefit from damage reduction.

Types of Damage: piercing, bludgeoning, slashing

Types of Energy: acid, cold, electricity, fire, sonic

Types of Material: alchemical silver, adamantine, cold iron

Types of Alignment: chaotic, evil, good, lawful

Magic: Any weapon with at least a +1 magical enhancement bonus.

Creatures with limited damage reduction can suffer from multiple weaknesses (any of two or more types of damage will bypass their damage reduction); a single weakness (one type of damage will bypass their damage reduction); or a combination weakness (it requires damage to simultaneously be of two different types of damage to bypass their damage reduction).

DR 5/multiple weaknesses	Rank 1/2
DR 5/single weakness	Rank 1
DR 5/combination weakness	Rank 2
DR 10/multiple weaknesses	Rank 1
DR 10/single weakness	Rank 3
DR 10/combination weakness	Rank 4
DR 15/multiple weaknesses	Rank 2
DR 15/single weakness	Rank 4
DR 15/combination weakness	Rank 6
DR 20/multiple weakness	Rank 3
DR 20/single weakness	Rank 5
DR 20/combination weakness	Rank 8
DR 25/multiple weakness	Rank 4
DR 25/single weakness	Rank 6
DR 25/combination weakness	Rank 9
DR 30/multiple weakness	Rank 5
DR 30/single weakness	Rank 7
DR 30/combination weakness	Rank 11

DARKVISION (Extraordinary)

Darkvision allows a creature to see within range with no **light source** at all. Darkvision is black-and-white, but otherwise identical to normal vision.

Darkvision (60 ft.)	Rank 1
Darkvision (120 ft.)	Rank 2

DEBILITATING GAZE (Supernatural)

Rank 10

Select one of the six ability scores. As a **gaze attack**, the creature inflicts 1d6 points of **damage to that ability score**. The target can attempt a **Fortitude save** (for physical ability scores) or a **Will save** (for mental ability scores) to avoid the damage.

Stack: Each additional purchase either adds +1d6 damage to an existing debilitating gaze or adds a different debilitating gaze.

DEBILITATING RAY (Supernatural)

Rank 5

Select one of the six ability scores. The creature can shoot a 60-foot ray as a **ranged touch attack** which inflicts 1d6 points of damage to that ability score. The target can attempt a Fortitude save (for physical ability scores) or a Will save (for mental ability scores) to avoid the damage.

Stack: Each additional purchase either adds +1d6 damage to an existing debilitating ray or adds a different debilitating ray.

DEBILITATING TOUCH (Supernatural)

Rank 3

Select one of the six ability scores. As a **touch attack**, the creature can inflict 1d6 points of damage to that ability score. The target can attempt a Fortitude save (for physical ability scores) or a Will save (for mental ability scores) to avoid the damage.

Stack: Each additional purchase either adds +1d6 damage to an existing debilitating touch or adds a different debilitating touch.

DISEASED ATTACK (Extraordinary/Supernatural)

Choose one of the creature's attacks. If the creature strikes with that attack, the target must make a Fortitude saving throw or become infected with a **disease**. (Incubation time and damage listed in parentheses).

Blinding Sickness (1d3 days, 1d4 Str ¹)	Rank 1/2
Blinding Sickness, Fast (1 minute, 1d4 Str ¹)	Rank 2
Blinding Sickness, Wildfire (1 round, 1d4 Str ¹)	Rank 4
Cackle Fever (1 day, 1d6 Wis)	Rank 1/2
Cackle Fever, Fast (1 minute, 1d6 Wis)	Rank 2
Cackle Fever, Wildfire (1 round, 1d6 Wis)	Rank 4
Demon Fever (1 day, 1d6 Con ²)	Rank 1
Demon Fever, Fast (1 minute, 1d6 Con ²)	Rank 3
Demon Fever, Wildfire (1 round, 1d6 Con ²)	Rank 6
Devil Chills ³ (1d4 days, 1d4 Str)	Rank 1/2
Devil Chills, Fast ³ (1 minute, 1d4 Str)	Rank 2
Devil Chills, Wildfire ³ (1 round, 1d4 Str)	Rank 4
Filth Fever (1d3 days, 1d3 Dex + 1d3 Con)	Rank 1/2
Filth Fever, Fast (1 minute, 1d3 Dex + 1d3 Con)	Rank 2
Filth Fever, Wildfire (1 round, 1d3 Dex + 1d3 Con)	Rank 4
Mindfire (1 day, 1d4 Int)	Rank 1/2
Mindfire, Fast (1 minute, 1d4 Int)	Rank 2
Mindfire, Wildfire (1 round, 1d4 Int)	Rank 4
Mummy Rot ⁴ (1 day, 1d6 Con)	Rank 2
Mummy Rot, Fast ⁴ (1 minute, 1d6 Con)	Rank 8
Mummy Rot, Wildfire ⁴ (1 round, 1d6 Con)	Rank 16
Red Ache (1d3 days, 1d6 Str)	Rank 1/2
Red Ache, Fast (1 minute, 1d6 Str)	Rank 2
Red Ache, Wildfire (1 round, 1d6 Str)	Rank 4
Shakes (1 day, 1d8 Dex)	Rank 1/2
Shakes, Fast (1 minute, 1d8 Dex)	Rank 3
Shakes, Wildfire (1 round, 1d8 Dex)	Rank 6
Slimy Doom (1 day, 1d4 Con)	Rank 1/2
Slimy Doom, Fast (1 minute, 1d4 Con)	Rank 2
Slimy Doom, Wildfire (1 round, 1d4 Con)	Rank 4

¹ When victim takes 2 or more damage, they must make a Fort save or be permanently **blinded**.

² When damaged, victim must succeed on a second save or 1 point of damage is permanent **drain**.

³ The victim must make three successful saving throws in a row to recover.

⁴ Successful saves do not allow the character to recover. Only magical healing can save the victim.

gaze attack, page XXX: Each character within range of the gaze attack must attempt a saving throw at the beginning of each round. The gazer can actively attempt to affect a target within range as a standard action.

ability score damage – page 54

Fortitude save, page 66: 1d20 + Fortitude save vs. DC

Will save, page 66: 1d20 + Will save vs. DC

ranged touch attack, page 76: 1d20 + ranged attack bonus vs. target's touch AC

touch attack, page 76: Target's AC doesn't include armor, shield, or natural armor bonuses.

disease, page 88: At exposure, requires a Fort save to avoid contracting. Take the disease's damage after incubation. Each day make a Fort save to avoid taking damage again. Two successful saves in a row indicate recovery.

blind, page 56: No vision. -2 penalty to AC. Lose Dex bonus to AC. Move at half speed. -4 penalty on Search, Str-, and Dex-based checks. All opponents have total concealment.

B

ability score drain – page 54

Fortitude save, page 66: 1d20 + Fortitude save vs. DC
disease – page 88
Effect Range by Creature Size – page XXX



Diseased Attack – page XXX

gaze attack, page XXX: Each character within range of the gaze attack must attempt a saving throw at the beginning of each round. The gazer can actively attempt to affect a target within range as a standard action.

ability score drain – page 54

Will save, page 66: 1d20 + Will save vs. DC

B ranged touch attack, page 76: 1d20 + ranged attack bonus vs. target's touch AC

touch attack, page 76: Target's AC doesn't include armor, shield, or natural armor bonuses.

DISEASED BREATH (Supernatural)

Once every 1d4 rounds, the creature can breath a cloud of contagious breath. Those within the area of effect must make a **Fortitude save** or become infected with the **disease**. The breath is cone-shaped and the size of the area depends on the size of the creature as shown on the *Effect Range by Creature Size* table.

Breath Weapon (Disease)
 Double Range

Diseased Attack x 2
 Rank +1

DRAINING GAZE (Supernatural)

Rank 14

Select one of the six ability scores. As a **gaze attack**, the creature **drains** 1d6 points from that ability score. The target can attempt a Fortitude save (for physical ability scores) or a **Will save** (for mental ability scores) to avoid the drain.

Stack: Each additional purchase either adds +1d6 damage to an existing draining gaze or adds a different draining gaze.

DRAINING RAY (Supernatural)

Rank 7

Select one of the six ability scores. The creature can shoot a 60-foot ray as a **ranged touch attack** which drains 1d6 points from that ability score. The target can attempt a Fortitude save (for physical ability scores) or a Will save (for mental ability scores) to avoid the drain.

Stack: Each additional purchase either adds +1d6 damage to an existing draining ray or adds a different draining ray.

DRAINING TOUCH (Supernatural)

Rank 4

Select one of the six ability scores. As a **touch attack**, the creature can drain 1d6 points from that ability score. The target can attempt a Fortitude save (for physical ability scores) or a Will save (for mental ability scores) to avoid the drain.

Stack: Each additional purchase either adds +1d6 damage to an existing draining touch or adds a different draining touch.

ELEMENTAL HAND (Supernatural/Spell-like)

Choose a type of energy (acid, cold, electricity, fire, or sonic). As a touch attack, the character can inflict 1d6 points of damage of that elemental type.

Elemental Hand (1d6 damage)	Rank $\frac{1}{2}$
Elemental Hand (2d6 damage)	Rank 1
+1d6 damage	Rank +1

ENERGY DRAIN (BREATH WEAPON) (Supernatural)

Rank 4

Once every 1d4 rounds, the creature can expel a draining breath, filling a given area in either a **cone** or **line**. The size of the area affected depends on the size of the creature (see table). Characters within the area of effect suffer 1 **negative level**. For each negative level inflicted, the creature gains 5 **temporary hit points** (10 on a critical hit) for 1 hour.

+1 negative level inflicted	Rank +4
Double Range	Rank +1

ENERGY DRAIN (GAZE) (Supernatural)

Rank 8

As a gaze attack, the creature can inflict 1 negative level. For each negative level inflicted, the creature gains 5 temporary hit points (10 on a critical hit) for 1 hour.

+1 negative level inflicted	Rank +8
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ENERGY DRAIN (RAY) (Supernatural)

Rank 4

The creature can draw a portion of its victim's life force into itself. As a standard action, the creature can shoot a ray, making a ranged touch attack which inflicts 1 negative level. The range of the ray depends on the size of the creature (see table). For each negative level inflicted, the creature gains 5 temporary hit points (10 on a critical hit) for 1 hour.

+1 negative level inflicted	Rank +4
Double Range	Rank +1

ENERGY DRAIN (TOUCH) (Supernatural)

Rank 2

The creature can draw a portion of its victim's life force into itself. As a touch attack once per round, the creature can inflict 1 negative level. For each negative level inflicted, the creature gains 5 temporary hit points (10 on a critical hit) for 1 hour.

+1 negative level inflicted	Rank +2
-----------------------------	---------

FAST HEALING (Extraordinary)

A creature with fast healing regains hit points at an exceptional rate. At the beginning of each of the creature's turns, it heals a number of hit points equal to its fast healing. Fast healing only affects wounds that would heal normally. It does not affect other injuries (severed limbs, hit points lost from starvation, and the like).

Fast Healing 1	Rank 1/2
Fast Healing 3	Rank 1
Fast Healing 5	Rank 2
Fast Healing 10	Rank 4
Fast Healing 15	Rank 6
Fast Healing 20	Rank 8

FLIGHT (Extraordinary/Supernatural)

Creature gains a **fly speed**. Creatures with a fly speed gain a bonus to **Fly checks** based on their **maneuverability**.

Maneuverability

Speed	Clumsy	Poor	Average	Good	Perfect
5 feet	—	—	Rank 1	Rank 2	Rank 3
10 feet	—	Rank 1/2	Rank 1 1/2	Rank 2 1/2	Rank 3 1/2
15 feet	—	Rank 1	Rank 2	Rank 3	Rank 4
30 feet	Rank 1/2	Rank 1 1/2	Rank 2 1/2	Rank 3 1/2	Rank 4 1/2
60 feet	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
80 feet	Rank 1 1/2	Rank 2 1/2	Rank 3 1/2	Rank 4 1/2	Rank 5 1/2
120 feet	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6
180 feet	Rank 2 1/2	Rank 3 1/2	Rank 4 1/2	Rank 5 1/2	Rank 6 1/2
240 feet	Rank 3	Rank 4	Rank 5	Rank 6	Rank 7

FRIGHTFUL PRESENCE (Extraordinary/Supernatural)

Rank 3

When the creature performs some sort of dramatic action (such as charging, attacking, or snarling), opponents within 30 feet must succeed at a Will save or become **frightened**. Even on a successful save, opponents will be **shaken**. The effect lasts for 3d6 rounds.

LOW-LIGHT VISION (Extraordinary)

Rank 1/2

Low-light vision allows a creature to see twice as far in **dim light**. Outdoors on a moonlit night they can see as well as they can during the day.

cone, page XXX: Quarter-circle in specified direction.

line, page XXX: Straight line in specified direction.

negative level, page 55: -1 on skill checks, ability checks, attack rolls, and saving throws. -5 hit points. -1 effective level. Loss of highest-level spell and spell slot. Slain if all levels lost. Loss may become permanent after 24 hours.

temporary hit points, page 54: Count as current hit points. Always lost first. Cannot be replenished through healing.

fly speed, page 53: Fly up to their fly speed as a move action. Fliers with average maneuverability or less must use a move action each round or stall.

Fly check, page 43: 1d20 + Fly modifier vs. DC

maneuverability bonus, page 78: Perfect +10, Good +7, Average +4, Poor +2. Natural fliers gain additional +5 bonus.

frightened, page 57: Flee from source of fear. -2 on attacks, saves, skill checks, and ability checks.

shaken, page 58: -2 on attacks, saves, skill checks, and ability checks.

dim light – see **Light Sources**, page 81

IMMUNITIES (Extraordinary)

A creature with an immunity never suffers an effect they're immune to or take damage from a source they're immune to.

Ability Score Loss	Rank 3
Acid	Rank 5
Cold	Rank 5
Critical Hits	Rank 3
Disease	Rank 1
Electricity	Rank 5
Energy Drain	Rank 3
Fire	Rank 5
Flanking	Rank 1
Grappling	Rank 2
Magic (Spell, Spell-Like, Supernatural Abilities)	Rank 50
Mind-Affecting Effects	Rank 3
Paralysis	Rank ½
Petrification	Rank 1
Poison	Rank 1
Polymorph	Rank 1
Sleep	Rank ½
Sonic	Rank 5
Stunning	Rank ½
Weapons (half damage)	Rank 5
Weapons (no damage)	Rank 25

grapple, page 76: Start a grapple as an attack action by making an opposed grapple check (1d20 + grapple attack bonus). In a grapple, combatants must succeed on an opposed grapple check before taking any action.

free action, page 68: Perform one or more free actions while taking other actions normally.

attack of opportunity, page 71: Acting or moving recklessly while threatened provokes an AoO, allowing opponents to make a single melee attack at their highest BAB.

spells – page XXX

magical weapons – page XXX

Fortitude save, page 66: 1d20 + Fortitude save vs. DC

nauseated, page 57: Can take only a single move action each round. Unable to attack, cast spells, concentrate on spells, or anything requiring attention.

poison, page 88: At exposure, Fort save or suffer initial damage. 1 minute later, second Fort save or suffer secondary damage.

IMPROVED GRAB (Extraordinary)

Rank 1

Choose one of the creature's attacks. If the creature hits with this attack, it deals normal damage and can automatically attempt to start a **grapple** as a **free action** without provoking an **attack of opportunity**. After the grapple has been established, the creature can make an opposed grapple check as an attack action to inflict the same damage as the original attack.

INCORPOREAL (Extraordinary, Supernatural)

Rank 7

Incorporeal creatures:

- Are immune to non-magical physical attacks.
- Ignore damage from **spells** or **magical weapons** 50% of the time.
- Can move freely through physical objects.
- Ignore any physical bonuses to Armor Class (natural armor, armor, shields, and the like).
- Cannot take any action to manipulate physical objects or creatures.

Positive energy, negative energy, and force effects, however, affect incorporeal creatures normally.

NAUSEATE

Rank 2

Anyone within 5 feet of the nauseating creature must make a **Fortitude save** or become **nauseated** for 1 round.

POISON

Choose one of the creature's attacks. If the creature strikes with that attack, the target must make a Fortitude saving throw or become afflicted by the creature's **poison**. (Primary/secondary damage listed in parentheses.)

Black Adder Venom (1d6 Con/1d6 Con)	Rank 2
Small Centipede Poison (1d2 Dex/1d2 Dex)	Rank ½
Bloodroot (0/1d4 Con + 1d3 Wis)	Rank ½
Drow Poison (Unconscious/Unconscious 2d4 hours)	Rank ½
Greenblood Oil (1 Con/1d2 Con)	Rank ½
Blue Whinnis (1 Con/Unconsciousness)	Rank ½
Medium Spider Venom (1d4 Str/1d4 Str)	Rank 1
Shadow Essence (1 Str drain/2d6 Str)	Rank 2
Wyvern Poison (2d6 Con/2d6 Con)	Rank 3
Large Scorpion Venom (1d6 Str/1d6 Str)	Rank 2
Giant Wasp Poison (1d6 Dex/1d6 Dex)	Rank 2
Deathblade (1d6 Con/2d6 Con)	Rank 2
Purple Worm Poison (1d6 Str/2d6 Str)	Rank 2

POUNCE (Extraordinary)

As a **full action**, the creature can move up to twice its speed and then perform a **full attack**.

Rank 1

POUNCE AND RAKE (Extraordinary)

The creature can pounce. In addition, while pouncing, the creature can perform a rake by making two additional attacks which each deal 1d6 damage. The creature can also rake while making a full attack against a grappled foe.

+1d6 rake damage

Rank 3

Rank +2

full action, page 68: A combatant can convert a move action and a standard action into a single full action.

full attack, page 70: A full action. Must be performed to get additional attacks from high BAB, multiple weapons, or for any other reason.

POWERFUL CHARGE

When the creature performs a charge, their attack deals extra damage.

Pounce (+1d6 damage)

Rank 1

+1d6 damage

Rank 1

Rank +1

RAY OF ENERGY (Supernatural/Spell-like)

Choose a type of energy (acid, cold, electricity, fire, or sonic). As a **standard action**, the creature can shoot a ray, making a **ranged attack** which deals 2d6 damage of that energy type. The range of the ray depends on the size of the creature as shown on the *Effect Range by Creature Size* table.

Ray of Energy (2d6 damage)

Rank 1

+2d6 damage

Rank +1

Double Range

Rank +1

standard action, page 68: A combatant can take one standard action each turn. (A standard action allows the combatant to do something – making an attack, using a skill, casting a spell, etc.)

ranged attack, page 70: 1d20 + ranged attack bonus vs. target's AC

REGENERATION (Extraordinary/Supernatural)

All damage dealt to a creature with regeneration is treated as **nonlethal damage**, and the creature automatically cures itself of nonlethal damage each round at its regeneration rate. Regenerating creatures can even regrow or reattach severed body parts. Creatures with regeneration, however, must have at least one weakness – a type of damage which afflicts them normally.

Types of Damage: piercing, bludgeoning, slashing

Types of Energy: acid, cold, electricity, fire, sonic

Types of Material: alchemical silver, adamantine, cold iron

Types of Alignment: chaotic, evil, good, lawful

Magic: Any weapon with at least a +1 magical enhancement bonus.

Regeneration 2

Rank 2

Regeneration 5

Rank 4

Regeneration 10

Rank 8

Regeneration 15

Rank 12

Regeneration 20

Rank 15

Effect Range by Creature Size – page XXX

nonlethal damage, page 54: A character with nonlethal damage equal to their current hit points is knocked unconscious.

REND (Extraordinary)

Pick two of the creature's attacks. If the creature strikes a single creature with both attacks, they automatically deal an additional 1d6 points of damage to the target.

+1d6 damage

Rank 1

Rank +1

RESISTANCE TO ENERGY (Extraordinary)

Choose a type of energy (acid, cold, electricity, fire, or sonic) for the creature have resistance against, negating and ignoring points of damage from that energy type up to their resistance level. Resistance from multiple sources does not stack.

Resist 5

Rank ½

Resist 10

Rank 1

Resist 20

Rank 2

Resist 30

Rank 3

Resist +10

Rank +1

B

move action, page 68: A combatant can take one move action each turn. (A move action allows a combatant to move up to their speed or perform a similar move-oriented or move-equivalent action.)

spells, page XXX: Spells allow for the creation of specific, one-time magical effects using ritualized casting.

spell-like ability, page 27: Create the effect of a spell without casting the spell. Cannot be counterspelled.

caster level check, page 66: 1d20 + level in spellcasting class vs. DC

SCENT (Extraordinary)

Rank 1

The creature has a strong sense of smell. They can detect the presence of opponents within 30 feet by sense of smell. They can detect strong odors at 60 feet and overpowering odors at 90 feet. (Double these distances if the scent is upwind; halve them if the scent is downwind.) As a **move action** they can note the direction the scent is coming from, but can only pinpoint the scent's source if they're within 5 feet of it. The creature can also track creatures by their scent, identify creatures with familiar odors, and the like.

SPELL RESISTANCE (Extraordinary)

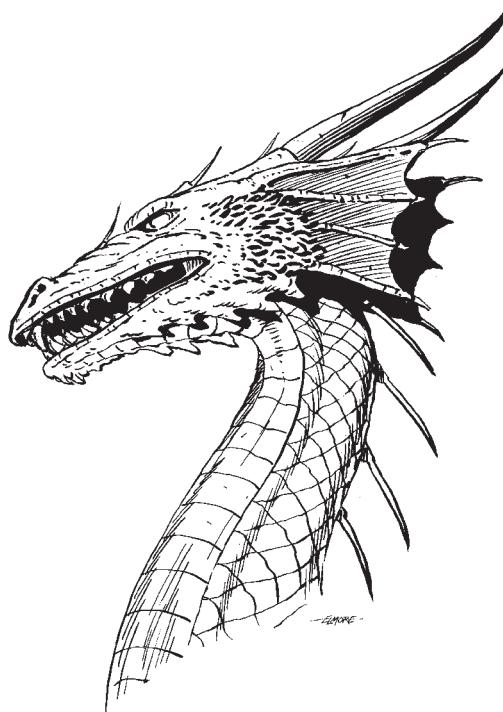
To directly affect a creature that has spell resistance with a **spell** or **spell-like ability**, the caster must make a **caster level check** with a DC equal to the creature's spell resistance. If the caster fails the check, the spell doesn't affect the creature (although it affects other targets of the spell normally). A spell must directly affect a creature in order for spell resistance to apply. If the target is merely affected by something which was created by a spell, then spell resistance does not apply.

Spell Resistance 11	Rank 1½
Spell Resistance 12	Rank 1
Spell Resistance 14	Rank 2
Spell Resistance 16	Rank 3
Spell Resistance +2	Rank +1

SPELL IMMUNITY

A creature with spell immunity cannot be affected by spells or spell-like abilities of the levels it is immune to. A spell must directly affect a creature in order for spell immunity to apply. If the target is merely affected by something which was created by a spell, then spell immunity does not apply.

Spell Immunity (0th Level)	Rank 2
Spell Immunity (1st level or lower)	Rank 5
Spell Immunity (2nd level or lower)	Rank 7
Spell Immunity (3rd level or lower)	Rank 10
Spell Immunity (4th level or lower)	Rank 12
Spell Immunity (5th level or lower)	Rank 15
Spell Immunity (6th level or lower)	Rank 17
Spell Immunity (7th level or lower)	Rank 20
Spell Immunity (8th level or lower)	Rank 22
Spell Immunity (9th level or lower)	Rank 25



SUMMON (Spell-like)

Once per day, the creature can spend one full round to summon a monster for 1 hour. Summoned monsters cannot use their own summoning abilities. (Most creatures with the ability do not use it lightly, since it leaves them beholden to the summoned creature.) A spell level is given for purposes of **Concentration checks** and attempts to **dispel** the summoned creature. No **experience points** are awarded for summoned monsters.

Number of Creatures						
CR	Spell Level	1	1d4	1d6	2d6	3d6
1	1 st level	Rank ½	Rank ½	Rank ½	Rank ½	Rank 1
2	1 st level	Rank ½	Rank ½	Rank 1	Rank 2	Rank 3
3	2 nd level	Rank 1	Rank 2	Rank 2 ½	Rank 5	Rank 7
4	2 nd level	Rank 1	Rank 2 ½	Rank 3	Rank 6	Rank 9
5	3 rd level	Rank 1 ½	Rank 4	Rank 5	Rank 10	Rank 15
6	3 rd level	Rank 2	Rank 5	Rank 8	Rank 16	Rank 24
7	4 th level	Rank 3	Rank 8	Rank 11	Rank 22	Rank 33
8	4 th level	Rank 4	Rank 9	Rank 13	Rank 26	Rank 38
9	5 th level	Rank 5	Rank 12	Rank 16	Rank 32	Rank 50
10	5 th level	Rank 6	Rank 15	Rank 21	Rank 42	Rank 63
11	6 th level	Rank 7	Rank 18	Rank 26	Rank 52	Rank 78
12	6 th level	Rank 8	Rank 20	Rank 28	Rank 56	Rank 85
13	7 th level	Rank 10	Rank 24	Rank 34	Rank 68	Rank 100
14	7 th level	Rank 12	Rank 28	Rank 40	Rank 80	Rank 120
15	8 th level	Rank 14	Rank 34	Rank 47	Rank 95	Rank 140
16	8 th level	Rank 16	Rank 38	Rank 52	Rank 105	Rank 160
17	9 th level	Rank 18	Rank 42	Rank 60	Rank 120	Rank 180
18	9 th level	Rank 20	Rank 47	Rank 66	Rank 132	Rank 200
19	10 th level	Rank 22	Rank 53	Rank 75	Rank 150	Rank 225
20	10 th level	Rank 24	Rank 57	Rank 80	Rank 160	Rank 240

SUMMON, UNRELIABLE (Spell-like)

Special

This power works like summons, but there is only a 50% chance that the summoned creature will appear. This power costs one-half the equivalent summons.

SWALLOW WHOLE (Extraordinary)

Rank 1

If the creature begins its turn **grappling** an opponent at least one **size category** smaller than itself, it can attempt a new **grapple check** to deal their normal damage and swallow their opponent whole. A swallowed creature is still considered grappled (although the swallower is not) and automatically takes 1d6 points per round as long as they remain grappled. A swallowed creature can cut its way out by dealing 25 hit points of damage to the creature's gizzard (these points do not count against the creature's **current hit points**).

+1d6 damage

Rank +1

SWIM (Extraordinary)

The creature gains a swim speed and a +8 racial bonus to Swim checks.

Swim (20 ft.)

Rank ½

Swim (30 ft.)

Rank 1

Swim (40 ft.)

Rank 1.5

Swim (60 ft.)

Rank 2

Swim (90 ft.)

Rank 2.5

Swim (120 ft.)

Rank 3

Concentration checks, page 42:
1d20 + Concentration modifier vs.
DC

dispel – see **dispel magic**, page XXX

experience points, page 13:
Rewarded for overcoming challenges
and achieving goals. Experience
points determine when a character
gains a level.

grapple, page 76: Start a grapple
as an attack action by making an
opposed grapple check. In a grapple,
combatants must succeed on an
opposed grapple check before taking
any action.

size category, page 8: Represents
height, weight, and build. It
determines fighting space and
vertical reach. For characters (but
not monsters), it also determines
natural reach and affects attack
rolls, armor class, and grapple
checks.

grapple check, page 76: 1d20 +
grapple attack bonus vs. opponent's
grapple check

current hit points, page 54:
A character's total hit points
minus the damage they have taken.

B

standard action, page 68: A combatant can take one standard action each turn. (A standard action allows the combatant to do something – making an attack, using a skill, casting a spell, etc.)

size categories, page 8: Represents height, weight, and build. It determines fighting space and vertical reach. For characters (but not monsters), it also determines natural reach and affects attack rolls, armor class, and grapple checks.

Reflex save, page 66: 1d20 + Reflex save vs. DC

languages – page 12

full action, page 68: A combatant can convert a move action and a standard action into a single full action.

attack of opportunity, page 71: Acting or moving recklessly while threatened provokes an AoO, allowing opponents to make a single melee attack at their highest BAB.

turn/rebuke/command/bolster – page 31

Design Tip – Turn Resistance: Obviously turn resistance is usually only useful if a monster is undead and can be turned in the first place. (Although some domain powers allow elemental clerics to turn or rebuke elemental creatures.)

TAIL SWEEP (Extraordinary)

Rank 1

The creature can perform a tail sweep as a **standard action**. The sweep affects a half-circle with a radius of 30 feet. Creatures within the swept area are affected if they are four or more **size categories** smaller than the sweeper. A tail sweep deals 1d6 points of damage, although characters can attempt a **Reflex save** for half damage.

Special: A creature must be at least Gargantuan in size to have a tail sweep.

+1d6 damage

Rank +1

TELEPATHY (Supernatural/Spell-like)

Rank 1

The creature can communicate telepathically with any other creature within 100 feet that has a **language**.

TONGUES (Supernatural)

Rank 1

The creature can speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect.

TRAMPLE

Rank 1

As a **full action** the creature can move up to twice its **speed** and literally run over any opponents at least one size category smaller than itself. Trampled creatures take 1d6 points of damage, and can choose to either make a **Reflex save** for half damage or take an **attack of opportunity** at a -4 penalty against the trampler.

+1d6 damage

Rank +1

TREMORSENSE

Rank ½

The creature automatically senses the location of anything that is contact with the ground and moving within range (assuming that the creature is also in contact with the ground).

Tremorsense (60 ft.)
Tremorsense (120 ft.)

Rank ½
Rank 1

TREMORSENSE, AQUATIC

The creature automatically senses the location of anything that is in contact with the water and moving within range (assuming that the creature is also in contact with the water).

Aquatic Tremorsense (60 ft.)
Aquatic Tremorsense (120 ft.)

Rank ½
Rank 1

TURN RESISTANCE

When another character attempts to **turn, rebuke, command, or bolster** the monster, add the monster's turn resistance to the creature's Hit Dice total. (Design Tip: Obviously turn resistance is only effective if a monster is an undead and can be turned in the first place.)

Turn Resistance +1	Rank ½
Turn Resistance +2	Rank 1
Turn Resistance +4	Rank 2
Turn Resistance +6	Rank 3
Turn Resistance +8	Rank 4
Turn Resistance +10	Rank 5
Turn Resistance +12	Rank 6
Turn Resistance +14	Rank 7

MONSTERS WITH CLASS

The cleric of a goblin god. Elite hill giant mercenaries. Spell-slinging ghoul-kings. Crafty spies sent out from the kingdom of gnolls. Character classes are versatile packages of abilities, and it can often be useful to add them to monsters. There are two ways to do this.

Classes as Powers: While creating a monster, you can use the *Class Abilities as Power Ranks* table to purchase the abilities of a class level as a power. For example, a CR 10 monster should have a total of 15 power ranks. Giving the monster the abilities of a 5th level fighter would fill 5 of those ranks, leaving 10 additional ranks for other powers.

Classes as CR Adjustments: Alternatively, you can use the *Class Abilities as CR Adjustments* table to adjust the CR of monsters by adding class levels. (This can be particularly useful if you are adding class levels to a pre-existing monster from the *Bestiary*.) For example, if you have a CR 10 monster which already possesses a full 15 power ranks, you could still give the monster the abilities of a 5th level fighter by giving it a +1 adjustment to its challenge rating.

The CR adjustment is listed separately from the creature's base CR, but experience points are awarded for the full CR value of the creature. For example, a CR 10+1 monster would use the core stats (hit points, AC, attack bonus, etc.) of a CR 10 creature, but characters defeating the monster would earn experience points for a CR 11 creature.

Note: Values of +½ indicate that the additional abilities are not large enough to justify shifting the CR of the monster. You can still adjust the XP award, however, by half the difference between one CR and the next.

Class Abilities: Monsters gain all the special abilities of a class, but do not gain the class's hit dice, saving throw bonuses, or base attack bonus. For example, a monster with the abilities of a 4th level wizard would gain a familiar, the craft to scribe scrolls, and the ability to cast cantrips, 1st, and 2nd level spells. But they would not gain the wizard's 4d4 hit dice, their +2 bonus to attack rolls, nor their bonuses to saving throws.

Note: The saving throws of abilities a monster gains from a character class, including spells, are based on their class level and ability scores, not the monster's normal ability DC.

TABLE: CLASS ABILITIES AS POWER RANKS

Level	Barbarian	Fighter	Cleric	Rogue	Sorcerer	Wizard
1 st	1	1	1	1	1	1
2 nd	2	2	3	3	3	3
3 rd	3	3	7	4	5	5
4 th	4	4	9	5	9	9
5 th	5	5	13	7	11	11
6 th	6	6	15	8	15	15
7 th	7	7	19	9	17	17
8 th	8	8	21	11	21	21
9 th	9	9	25	12	23	23
10 th	10	10	27	13	26	26
11 th	11	11	31	15	28	28
12 th	12	12	33	16	32	32
13 th	13	13	37	17	34	34
14 th	14	14	39	19	37	37
15 th	15	15	43	20	39	39
16 th	16	16	45	21	43	43
17 th	17	17	49	23	45	45
18 th	18	18	51	24	49	49
19 th	19	19	53	25	51	51
20 th	20	20	55	27	53	53

TABLE: CLASS ABILITIES AS CR ADJUSTMENTS

Level	Barbarian	Fighter	Cleric	Rogue	Sorcerer	Wizard
1 st	+ ½	+ ½	+ ½	+ ½	+ ½	+ ½
2 nd	+ ½	+ ½	+1	+ ½	+1	+1
3 rd	+ ½	+ ½	+1	+1	+1	+1
4 th	+ ½	+ ½	+1	+1	+1	+1
5 th	+1	+1	+2	+1	+2	+2
6 th	+1	+1	+2	+1	+2	+2
7 th	+1	+1	+3	+1	+3	+3
8 th	+1	+1	+3	+1	+3	+3
9 th	+2	+1	+3	+2	+3	+3
10 th	+2	+1	+4	+2	+4	+4
11 th	+2	+1	+4	+2	+4	+4
12 th	+2	+2	+4	+2	+4	+4
13 th	+2	+2	+5	+2	+5	+5
14 th	+2	+2	+5	+3	+5	+5
15 th	+2	+2	+5	+3	+5	+5
16 th	+2	+2	+6	+3	+6	+6
17 th	+2	+2	+6	+3	+6	+6
18 th	+2	+2	+7	+3	+7	+7
19 th	+2	+2	+7	+3	+7	+7
20 th	+2	+2	+8	+4	+8	+8

Monsters

This section remains under construction for the Black Book Beta rulebook. In the final version of the rulebook, the Bestiary will include more monster powers plus a fully-detailed panoply of monsters to terrorize your players with!

Because Legends & Labyrinths is 100% compatible with 3rd Edition, however, you can find hundreds of monsters in the free 3rd Edition SRD online to stock your dungeons with until the final rulebook arrives!