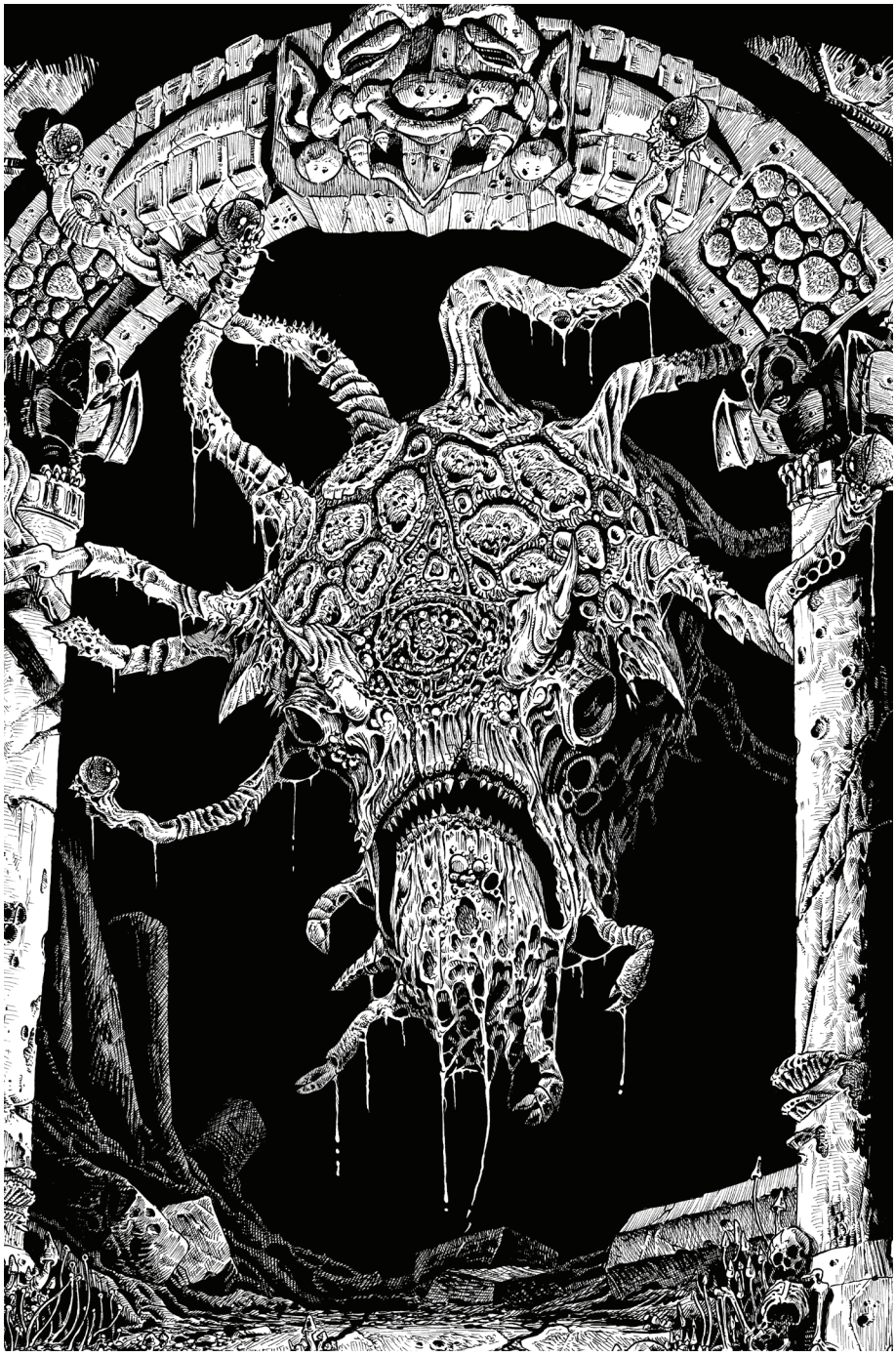


WEAPONS

Weapon	Cost	Type	Range	Damage	Properties
Bastard sword	10 gp	M	C	1d8/1d10	V, 2 slots
Club	5 cp	M	C	1d4	-
Crossbow	8 gp	R	F	1d6	2H, L
Dagger	1 gp	M/R	C/N	1d4	F, Th
Greataxe	10 gp	M	C	1d8/1d10	V, 2 slots
Greatsword	12 gp	M	C	1d12	2H, 2 slots
Javelin	5 sp	M/R	C/F	1d4	Th
Longbow	8 gp	R	F	1d8	2H
Longsword	9 gp	M	C	1d8	-
Mace	5 gp	M	C	1d6	-
Shortbow	6 gp	R	F	1d4	2H
Shortsword	7 gp	M	C	1d6	-
Spear	5 sp	M/R	C/N	1d6	Th
Staff	5 sp	M	C	1d4	2H
Warhammer	10 gp	M	C	1d10	2H

ARMOR

Item	Cost	Gear Slots	AC	Properties
Leather armor	10 gp	1	11 + DEX mod	-
Chainmail	60 gp	2	13 + DEX mod	Disadv on stealth, swim
Plate mail	130 gp	3	15	No swim, disadv stealth
Shield	10 gp	1	+2	Occupies one hand
Mithral (metal armor only)	x4	-1	-	No penalty stealth, swim

Difficulty Class

Easy, DC 9. Leaping a narrow chasm, sneaking up on an inattentive guard.

Normal, DC 12. Kicking open a stuck door, picking a poor lock.

Hard, DC 15. Swimming against a strong current, giving first aid to stop a character from dying.

Extreme, DC 18. Climbing a slippery cliff one-handed, restraining a frenzied lion.

Morale

Enemies who are reduced to half their ranks (or half their hit points for a solo enemy) **flee** if they fail a DC 15 Wisdom check.

Large Groups. Make one check using the leader's WIS modifier.

Dying

Death Timer. 1d4 + CON modifier rounds (min. 1). On turn, roll a d20. 20 = rise with 1 HP.

Stabilize. Close range, DC 15 INT check. On success, target stops dying (but is still unconscious).

Distance/Movement

Close = 5 feet. **Near** = up to 30 feet. **Far** = within sight.

Climbing. DEX or STR check, half speed. Fall if fail by 5+ points.

Falling. 1d6 damage every 10'.

Moving Through. Move freely through allies. Pass a STR or DEX check to move through enemies.

Swimming. Swim half speed (STR check in rough water). CON check if holding breath (fail = 1d6 damage/rd until exiting hazard).

Spell Focus

You can't cast other focus spells while focusing. Do a spellcasting check at the start of your turn for the focus spell to maintain it.

Success. The spell stays in effect until the start of your next turn.

Failure. The spell ends. If you were focusing, you do **not** lose the ability to cast that spell.

Distraction. Immediately do a spellcasting check to maintain focus.

ShadowDark





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ShadowDark



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Introduction



In these nighted halls, doom and glory bloom eternal. This is the story of the Shadowdark.

They were **crawlers**, and so they dared the lost halls of the Shadowdark.

They went down through the old trapdoor in the Rusty Mug's cellar, greasing the owner's palm with a few silver drems.

First came the spiders. Prickling legs, burning fangs, they descended on silent threads from the dark, high ceilings.

Creeg finally burned the skittering devils to ash with gouts of magical fire.

The carved stone walls grew denser, darker.

Iraga almost lost her head to a scythe snapping out of the wall.

It was **Ralina** who found the hidden door behind a demonic statue.

And so they went **deeper**.

The worked stone turned to damp cavern walls. Distant hisses and screams echoed in the pitch black, and leather-winged abominations swooped in with hooked talons, tearing at **Jorbin's** shield and flesh.

But the **treasure** they found! Dusty gold coins stamped with forgotten emperors, fat rubies dangling from silver chains, glittering swords plucked from the hands of moldy skeletons.

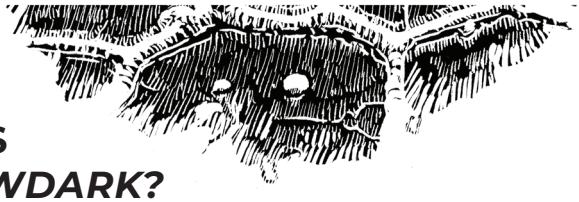
Soon, the torches grew thin. The wounds grew numerous. The magic grew weak.

The crawlers had met their true foe. It was all around them, never slowing, never sleeping, never ending.

It was the **Shadowdark**.

And the fight had only just begun.

Shadowdark



WHAT IS *SHADOWDARK?*

Shadowdark RPG is a fantasy adventure game where you and your companions delve into buried ruins, lost cities, spider-infested forests, and even fearsome dragon lairs in search of gold and glory.

The Shadowdark is any place where danger and darkness hold sway. It clutches ancient secrets and dusty treasures in its rotting claws, daring fortune seekers to tempt their fates.

With your adventuring companions at your side, you confront the Shadowdark's sinister traps, formidable magics, and ruthless monsters.

If you survive, you'll bring back untold riches plucked from the jaws of death itself. And before long, you'll hear the Shadowdark's call once again!

WHAT DEFINES THIS GAME?

Speed, danger, and simplicity. Magic is perilous, and battles are fast and deadly. Being clever is crucial for survival.

Shadowdark RPG is rules-light and intuitive. It encourages quick decisions rather than hunting through the rulebook for answers.

In this game, a torch only holds back the pressing darkness for one hour of real-world time. There isn't a moment to waste when the flames are burning low...

HOW DO I PLAY?

Everything you need to play or run a game is in this tome. Turn to the next section to get familiar with the basics!

The Basics

If this is your first time playing ***Shadowdark RPG***, it's helpful to start with a premade character. The free, digital Shadowdark RPG Quickstart Set has a few!

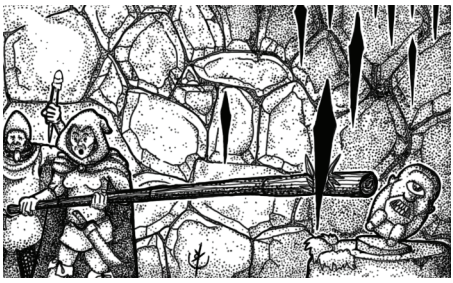
CHARACTERS

You decide your character's actions and tell them to the referee, or Game Master (**GM**).

The GM determines if your actions are successful and describes the results.

This back-and-forth between you, the GM, and your adventuring companions grows and shapes the game world.

Always ask yourself: If you were really your character, what would you do right now?



DESCRIBE AN ACTION

On your **turn**, describe an **action** you want to do. For example, you could say you're going to shoot your bow at a troll.

The GM might ask you to do a **check** (see Checks) to determine whether your action succeeds.

MOVEMENT

During your turn, you can **move** up to **near** (roughly 30 feet). You can break this movement up in any way. If you don't take an action, you can move near again.

ROUNDS

Each person takes a turn, starting with the GM and going clockwise. The GM controls the monsters and environment and narrates how everyone's actions change the game world.

Once everyone has taken a turn, that completes one **round**. Then, a new round begins.

THE DICE

You'll need a four-sided (**d4**), six-sided (**d6**), eight-sided (**d8**), ten-sided (**d10**), twelve-sided (**d12**) and twenty-sided (**d20**) die.

Multiples. 3d6 = three six-sided dice. Roll them together and add them.

Advantage. Roll two times and use the better result.

Disadvantage. Roll two times and use the worse result.

STATS

Stats are your characteristics. Each stat goes from 3-18 and has a bonus or penalty (called a **modifier**, or MOD) from -4 to +4.

Strength. Physical power.

Dexterity. Agility, reflexes.

Constitution. Endurance, resistance to injury.

Intelligence. Logical ability.

Wisdom. Instinct, willpower.

Charisma. Appeal, presence.

CHECKS

When attempting a risky action, roll a d20 and add a modifier. That's called making a **check**.

The GM chooses the check's linked stat and a number called a difficulty class (**DC**). If the total of your d20 roll + stat modifier equals or beats the DC, your action succeeds.

For example, the GM might say leaping over a narrow chasm requires a DC 12 Strength check.

HIT POINTS

Injuries cause you to take **damage** and lose hit points (**HP**). Typical weapons deal 1d6 damage to your HP. You regain lost HP after a night of rest.

Characters at zero HP **die** in 1d4 + Constitution modifier (minimum 1) rounds. Dead characters are retired from play!

WHAT'S NEXT?

You could play a whole game with just the basics. But once you're ready for more, the next chapters expand upon them.



Characters



Both the wise and foolish risk their fortunes in the Shadowdark. The darkness decides who is who.

Overview

To make a ***Shadowdark RPG*** character (also called a player character, or **PC**), grab your dice, a blank character sheet, and go through the next few pages. You can also view a walkthrough at youtube.com/thearcanelibrary.

NAME

Choose a worthy name for your adventurer.

ANCESTRY

Your character's cultural and ancestral heritage.

CLASS

Your character's job.

LEVEL

You start at either 0 or 1st level. You gain levels by earning XP.

XP

You start with 0 experience points (**XP**). You gain XP based on the treasure and boons you earn from adventuring.

ALIGNMENT & DEITY

Your character's cosmic link to the opposing forces of Law and Chaos, or balanced Neutrality.

TITLE

As you gain levels, your prestige grows. Your title is based on your level, class, and alignment.

BACKGROUND

Your history and past experience. You are adept at tasks related to your background.

STATS

The six scores that determine your physical and mental characteristics.

HP

Hit points (**HP**) represent the amount of injury you can sustain before you die. Taking damage from weapons, traps, spells, or other sources temporarily reduces your HP. You can regain HP by resting.

AC

Armor class (**AC**) is a type of difficulty class that shows how tough it is to injure you, whether because you're agile or you wear armor. Your class determines the type of armor you can wear.

ATTACKS

The weapons you wield and how you use them to fight an enemy (see Combat on pg. 88 for details). You can wield the weapons listed for your class.

TALENTS

Your special abilities. Your class, ancestry, and talent rolls grant you these. The benefits of talents combine (even the same talent rolled multiple times).

SPELLS

Some classes can learn and cast magic spells.

GEAR

Your equipment. You can carry a number of items equal to 10 or your Strength stat, whichever is higher (see the Gear section on pg. 34 for more details).



Starting Level

0-LEVEL CHARACTERS

Some games begin with 0-level characters — weak peasants who have not yet attained the skill required to be adventurers.

0-level characters are fragile. GMs should see The Gauntlet on pg. 116 for more insight.

Because 0-level characters have **beginner's luck**, they can wield all gear until 1st level.

0-level characters start with:

- Stats, pg. 15
- Choice of ancestry, pg. 16
- Hit points equal to their Constitution modifier (minimum 1)
- Background, pg. 26
- Choice of alignment, pg. 27
- Starting gear, pg. 33

0-level characters reach **1st level** after surviving their first adventure (see pg. 39).

1ST-LEVEL CHARACTERS

Some games begin with 1st-level characters — fledgling heroes who are ready to go on dangerous adventures.

These characters are tougher than their 0-level counterparts and have more defined roles in their adventuring teams.

1st-level characters start with:

- Stats, pg. 15
- Choice of ancestry, pg. 16
- Choice of class, pg. 20-24
- One class talent roll
- Hit points equal to one roll of their class's hit points die + their Constitution modifier (minimum 1); these replace the hit points the character had at level 0
- Background, pg. 26
- Choice of alignment, pg. 27
- Title, pg. 30
- Starting gear, pg. 33

Stats

To determine your character's stats, roll 3d6 in order for each one. Note each total and modifier on your character sheet.

Optionally, if none of your stats are 14 or higher, you may roll a new set of six numbers.

Strength. Fight with a sword, bash open doors, swim. Important for fighters.

Dexterity. Shoot a bow, balance on a ledge, sneak silently, hide. Important for thieves.

Constitution. Hold your breath, resist poison, endure injury.

Intelligence. Cast wizard spells, decipher runes, learn new skills. Important for wizards.

Wisdom. Cast priest spells, detect the hidden, recognize omens. Important for priests.

Charisma. Convince creatures to be friendly, resist mental control.

STATS

Stat	Modifier
1-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18+	+4



Ancestry

DWARF

Brave, stalwart folk as sturdy as the stone kingdoms they carve inside mountains.

You know the Common and Dwarvish languages.

Stout. Start with +2 HP. Roll hit points per level with advantage.

ELF

Ethereal, graceful people who revere knowledge and beauty. Elves see far and live long.

You know the Common, Elvish, and Sylvan languages.

Farsight. You get a +1 bonus to attack rolls with ranged weapons or a +1 bonus to spellcasting checks.

GOBLIN

Green, clever beings who thrive in dark, cramped places. As fierce as they are tiny.

You know the Common and Goblin languages.

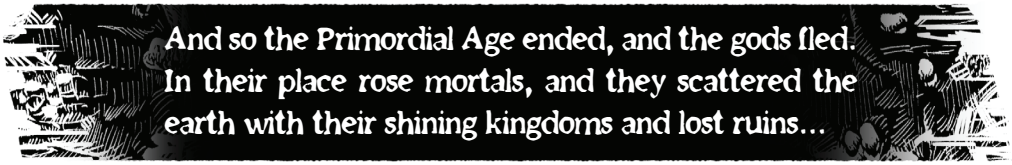
Keen Senses. You can't be surprised.

HALF-ORC

Towering, tusked warriors who are as daring as humans and as relentless as orcs.

You know the Common and Orcish languages.

Mighty. You have a +1 bonus to attack and damage rolls with melee weapons.



HALFLING

Small, cheerful country folk with mischievous streaks. They enjoy life's simple pleasures.

You know the Common language.

Stealthy. Once per day, you can become invisible for 3 rounds.

HUMAN

Bold, adaptable, and diverse people who learn quickly and accomplish mighty deeds.

You know the Common language and one additional common language (pg. 32).

Ambitious. You gain one additional talent roll at 1st level.



Fighter Class

Blood-soaked gladiators in dented armor, acrobatic duelists with darting swords, or far-eyed elven archers who carve their legends with steel and grit.

Weapons: All weapons

Armor: All armor and shields

Hit Points: 1d8 per level

Hauler. Add your Constitution modifier, if positive, to your gear slots.

Weapon Mastery. Choose one type of weapon, such as longswords. You gain +1 to attack and damage with that weapon type. In addition, add half your level to these rolls (round down).

Grit. Choose Strength or Dexterity. You have advantage on checks of that type to overcome an opposing force, such as kicking open a stuck door (Strength) or slipping free of rusty chains (Dexterity).

FIGHTER TALENTS

2d6	Effect
2	Gain Weapon Mastery with one additional weapon
3-6	+1 to melee and ranged attacks
7-9	+2 to Strength, Dexterity, or Constitution stat
10-11	Choose one kind of armor. You get +1 AC from that armor
12	Choose a talent or +2 points to distribute to stats





Priest Class

Crusading templars, prophetic shamans, or mad-eyed zealots who wield the power of their gods to cleanse the unholy.

Weapons: Club, crossbow, dagger, mace, longsword, staff, warhammer

Armor: All armor and shields

Hit Points: 1d6 per level

Languages. You know either Celestial, Diabolic, or Primordial.

Turn Undead. You know the *turn undead* spell. It doesn't count toward your number of known spells.

Deity. Choose a god to serve who matches your alignment (see Deities, pg. 28). You have a holy symbol for your god (it takes up no gear slots).

Spellcasting. You can cast priest spells you know.

You know two tier 1 spells of your choice from the priest spell list on pg. 51.

Each time you gain a level, you choose new priest spells to learn according to the Priest Spells Known table.

For casting priest spells, see Spellcasting on pg. 44.

PRIEST TALENTS

2d6	Effect
2	Gain advantage on casting one spell you know
3-6	+1 to melee or ranged attacks
7-9	+1 to priest spellcasting checks
10-11	+2 to Strength or Wisdom stat
12	Choose a talent or +2 points to distribute to stats

PRIEST SPELLS KNOWN

Spells Known By Spell Tier

Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	3	2	2	-	-
7	3	3	2	1	-
8	3	3	2	2	-
9	3	3	2	2	1
10	3	3	3	2	2



Thief Class

Rooftop assassins, grinning con artists, or cloaked cat burglars who can pluck a gem from the claws of a sleeping demon and sell it for twice its worth.

Weapons: Club, crossbow, dagger, shortbow, shortsword

Armor: Leather armor, mithral chainmail

Hit Points: 1d4 per level

Backstab. If you hit a creature who is unaware of your attack, you deal an extra weapon die of damage. Add additional weapon dice of damage equal to half your level (round down).

Thievery. You are adept at thieving skills and have the necessary tools of the trade secreted on your person (they take up no gear slots).

You are trained in the following tasks and have advantage on any associated checks:

- Climbing
- Sneaking and hiding
- Applying disguises
- Finding and disabling traps
- Delicate tasks such as picking pockets and opening locks

THIEF TALENTS

2d6	Effect
2	Gain advantage on initiative rolls (reroll if duplicate)
3-5	Your Backstab deals +1 dice of damage
6-9	+2 to Strength, Dexterity, or Charisma stat
10-11	+1 to melee and ranged attacks
12	Choose a talent or +2 points to distribute to stats

Wizard Class

Rune-tattooed adepts, bespectacled magi, and flame-conjuring witches who dare to manipulate the fell forces of magic.

Weapons: Dagger, staff

Armor: None

Hit Points: 1d4 per level

Languages. You know two additional common languages and two rare languages (see pg. 32).

Learning Spells. You can permanently learn a wizard spell from a spell scroll by studying it for a day and succeeding on a DC 15 Intelligence check.

Whether you succeed or fail, you expend the spell scroll.

Spells you learn in this way don't count toward your known spells.

Spellcasting. You can cast wizard spells you know.

You know three tier 1 spells of your choice from the wizard spell list (see pg. 52).

Each time you gain a level, you choose new wizard spells to learn according to the Wizard Spells Known table.

For casting wizard spells, see Spellcasting on pg. 44.



WIZARD SPELLS KNOWN

Spells Known By Spell Tier					
Level	**1**	**2**	**3**	**4**	**5**
1	3	-	-	-	-
2	4	-	-	-	-
3	4	1	-	-	-
4	4	2	-	-	-
5	4	2	1	-	-
6	4	3	2	-	-
7	4	3	2	1	-
8	4	4	2	2	-
9	4	4	3	2	1
10	4	4	4	2	2

WIZARD TALENTS

2d6	Effect
2	Make 1 random magic item of a type you choose (pg. 282)
3-7	+2 to Intelligence stat or +1 to wizard spellcasting checks
8-9	Gain advantage on casting one spell you know
10-11	Learn one additional wizard spell of any tier you know
12	Choose a talent or +2 points to distribute to stats



Background

Your background knowledge and skills might prove useful during your adventures.

Work with the GM to determine if your background provides you advantages in a given situation.

BACKGROUND

d20	Details
1	**Urchin.** You grew up in the merciless streets of a large city
2	**Wanted.** There's a price on your head, but you have allies
3	**Cult Initiate.** You know blasphemous secrets and rituals
4	**Thieves' Guild.** You have connections, contacts, and debts
5	**Banished.** Your people cast you out for supposed crimes
6	**Orphaned.** An unusual guardian rescued and raised you
7	**Wizard's Apprentice.** You have a knack and eye for magic
8	**Jeweler.** You can easily appraise value and authenticity
9	**Herbalist.** You know plants, medicines, and poisons
10	**Barbarian.** You left the horde, but it never quite left you
11	**Mercenary.** You fought friend and foe alike for your coin
12	**Sailor.** Pirate, privateer, or merchant — the seas are yours
13	**Acolyte.** You're well trained in religious rites and doctrines
14	**Soldier.** You served as a fighter in an organized army
15	**Ranger.** The woods and wilds are your true home
16	**Scout.** You survived on stealth, observation, and speed
17	**Minstrel.** You've traveled far with your charm and talent
18	**Scholar.** You know much about ancient history and lore
19	**Noble.** A famous name has opened many doors for you
20	**Chirurgeon.** You know anatomy, surgery, and first aid

Alignment

Alignment defines your role in the clash between good and evil. All creatures are connected to the eternal conflict waged by Law, Chaos, and Neutrality, whether they know it or not.

Law is benevolence, Chaos is malevolence, and Neutrality is impartial, favoring neither.

Choose one of the following three alignments.



CHAOTIC

Chaotic characters align themselves with destruction, ambition, and wickedness. Chaotic characters adopt a “survival of the fittest” mentality.

LAWFUL

Lawful characters align themselves with fairness, order, and virtue. Lawful characters operate from a “good of the whole” mentality.

NEUTRAL

Neutral characters find balance between Law and Chaos. They align with the cycle of growth and decline, adopting a “nature must take its course” mentality.

Deities

The many gods of the universe are the personifications of Law, Chaos, and Neutrality.

The most well-known gods are listed here. A character may worship any deity, or none.

Priests must choose one god to serve faithfully. A priest's deity can revoke the gift of spellcasting if the priest commits blasphemous acts.

Most folk worship one of **The Four Lords**, the lawful and neutral gods who stand for justice, order, and mercy.

Malevolent beings worship one of **The Dark Trio**, chaotic deities who evince power, destruction, and cruelty.

There were once nine primary gods, but two are **The Lost**, forbidden or forgotten. Many folk still refer to The Nine in the oaths they swear, and ancient stories always begin with, "Beneath the Eyes of The Nine..."

SAINT TERRAGNIS (LAWFUL)

A legendary knight who is the patron of most lawful humans. She ascended to godhood long ago and is the embodiment of righteousness and justice.

GEDE (NEUTRAL)

The god of feasts, mirth, and the wilds. Gede is usually peaceful, but primal storms rage when her anger rises. Many elves and halflings worship her.

MADEERA THE COVENANT (LAWFUL)

Madeera was the first manifestation of Law. She carries every law of reality, a dictate called the Covenant, written on her skin in precise symbols.

ORD (NEUTRAL)

Ord the Unbending, the Wise, the Secret-Keeper. He is the god of magic, knowledge, secrets, and equilibrium.

MEMNON (CHAOTIC)

Memnon was the first manifestation of Chaos. He is Madeera's twin, a red-maned, leonine being whose ultimate ambition is to rend the cosmic laws of the Covenant from his sister's skin.

RAMLAAT (CHAOTIC)

Ramlaat is the Pillager, the Barbaric, the Horde. Many orcs worship him and live by the Blood Rite, a prophecy that says only the strongest will survive a coming doom.

SHUNE THE VILE (CHAOTIC)

Shune whispers arcane secrets to sorcerers and witches who call to her in the dark hours. She schemes to displace Ord so she can control the vast flow of magic herself.

THE LOST (?)

Two of The Nine are lost to the ages, their names expunged from history and memory. Yet their whispered legend lives on in ancient texts and forgotten places...

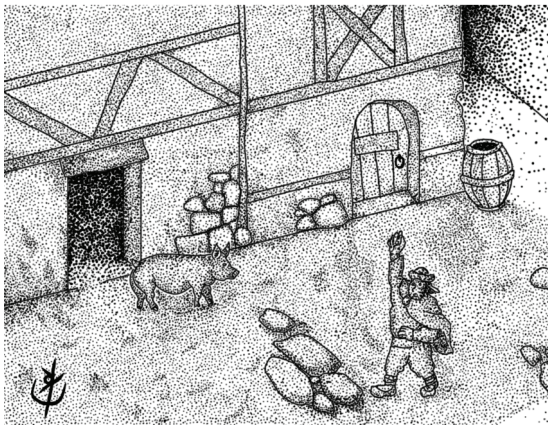


Titles

As you gain levels, your title changes to reflect an increase in your fame (or infamy).

Your legend begins to precede you as your renown grows, for good or for ill.

An improved title could present opportunities that were previously out of your reach.

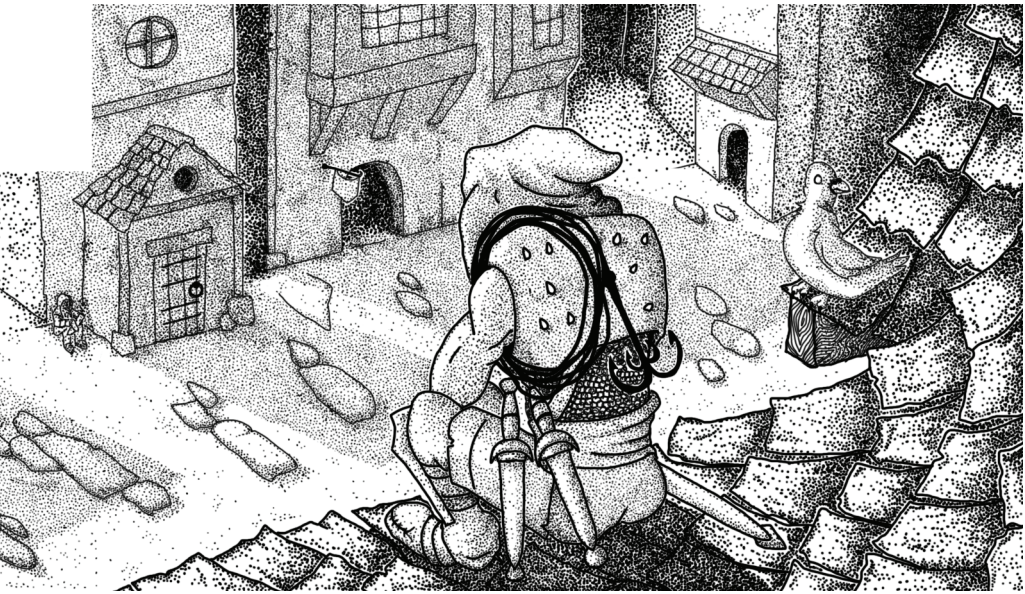


FIGHTER TITLES

Level	Lawful	Chaotic	Neutral
1-2	Squire	Knave	Warrior
3-4	Cavalier	Bandit	Barbarian
5-6	Knight	Slayer	Battlerager
7-8	Thane	Reaver	Warchief
9-10	Lord/Lady	Warlord	Chieftain

PRIEST TITLES

Level	Lawful	Chaotic	Neutral
1-2	Acolyte	Initiate	Seeker
3-4	Crusader	Zealot	Invoker
5-6	Templar	Cultist	Haruspex
7-8	Champion	Scourge	Mystic
9-10	Paladin	Chaos Knight	Oracle



THIEF TITLES

Level	Lawful	Chaotic	Neutral
1-2	Footpad	Thug	Robber
3-4	Burglar	Cutthroat	Outlaw
5-6	Rook	Shadow	Rogue
7-8	Underboss	Assassin	Renegade
9-10	Boss	Wraith	Bandit King/Queen

WIZARD TITLES

Level	Lawful	Chaotic	Neutral
1-2	Apprentice	Adept	Shaman
3-4	Conjurer	Channeler	Seer
5-6	Arcanist	Witch/Warlock	Warden
7-8	Mage	Diabolist	Sage
9-10	Archmage	Sorcerer	Druid

Languages

COMMON LANGUAGES

Language	Who Speaks It
Common	Most humanoids
Dwarvish	Dwarves
Elvish	Elves
Giant	Giants, ogres, trolls
Goblin	Bugbears, goblins, hobgoblins
Merran	Merfolk, sahuagin, sirens
Orcish	Orcs
Reptilian	Lizardfolk, viperians
Sylvan	Centaurs, dryads, faeries
Thanian	Minotaurs, beastmen, manticores

RARE LANGUAGES

Language	Who Speaks It
Celestial	Angels
Diabolic	Demons, devils
Draconic	Dragons
Primordial	Elder things, elementals

"Language is the key to the most important doors."
-Creeg, human wizard

Starting Gear, AC

STARTING GEAR

0-level characters start with 1d4 of the following items:

GEAR

d12	Gear
1	Torch
2	Dagger
3	Pole
4	Shortbow and 5 arrows
5	Rope, 60'
6	Oil, flask
7	Crowbar
8	Iron spikes (10)
9	Flint and steel
10	Grappling hook
11	Club
12	Caltrops (one bag)

1st-level characters start with 2d6 x 5 gold pieces to buy gear (see Gear, pg. 34).

ARMOR CLASS

Your armor class (**AC**) is 10 + your Dexterity modifier. Wearing armor changes your AC (see Armor, pg. 36).

You can wear the types of armor listed for your class. 0-level PCs can wield all armor until 1st level.



Gear

Arrows. Ammunition for shortbows or longbows.

Backpack. Holds all the gear you can carry. Don't lose it.

Caltrops. Tiny, triangle-shaped iron spikes. Living creatures who step on caltrops take 1 damage and can only move at half speed for 10 rounds.

Coin. One gold piece (**gp**) is worth 10 silver pieces (**sp**) and 100 copper pieces (**cp**).

Crossbow bolts. Ammunition for crossbows.

Crowbar. Grants advantage on checks to pry open stuck objects.

Flask or bottle. Glass containers that hold one draught of liquid.

Flint and steel. A small fire starter. With it, routine attempts to light a fire always succeed.

Gem. Gems come in numerous varieties and are very valuable.

Grappling hook. A rope anchor with three, curved tines.

Iron spikes. Strong spikes. Each has a hole for threading rope. Can be hammered in with weapons or other iron spikes.

Lantern. Casts light up to a double near distance (see Light, pg. 84). Requires oil. Has a shutter to hide the light.

Mirror. A small, polished mirror.

Oil flask. Fuels a lantern for one hour of real time. One flask covers a close area and burns for 4 rounds, dealing 1d4 damage each round.

Pole. Wooden, 10' long.

Rations. One day of food and water supply for one person.

Rope. Hemp, 60’ long.

Torch. Sheds light to a near distance (see Light Sources, pg. 84). Burns for one hour of real time.

BASIC GEAR

Item	Cost	Quantity Per Gear Slot
Arrows (20)	1 gp	1-20
Backpack	2 gp	1 (first one free to carry)
Caltrops (one bag)	5 sp	1
Coin	Varies	100 (first 100 free to carry)
Crossbow bolts (20)	1 gp	1-20
Crowbar	5 sp	1
Flask or bottle	3 sp	1
Flint and steel	5 sp	1
Gem	Varies	1-10
Grappling hook	1 gp	1
Iron spikes (10)	1 gp	1-10
Lantern	5 gp	1
Mirror	10 gp	1
Oil, flask	5 sp	1
Pole	5 sp	1
Rations (3)	5 sp	1-3
Rope, 60'	1 gp	1
Torch	5 sp	1

GEAR SLOTS

You can carry a number of items equal to your Strength stat or 10, whichever is higher.

Unless noted, all gear besides typical clothing fills one **gear slot**. Gear that is hard to transport might fill more than one slot.

CRAWLING KIT

A crawling kit costs 7 gp. It uses 7 gear slots and contains the following items.

CRAWLING KIT

Items	Quantity	Gear Slots	Cost
Backpack	1	0	2 gp
Flint and steel	1	1	5 sp
Torch	2	2	1 gp
Rations	3	1	5 sp
Iron spikes	10	1	1 gp
Grappling hook	1	1	1 gp
Rope, 60'	1	1	1 gp

ARMOR

Item	Cost	Gear Slots	AC	Properties
Leather armor	10 gp	1	11 + DEX mod	-
Chainmail	60 gp	2	13 + DEX mod	Disadv on stealth, swim
Plate mail	130 gp	3	15	No swim, disadv stealth
Shield	10 gp	1	+2	Occupies one hand
Mithral (metal armor only)	x4	-1	-	No penalty stealth, swim

WEAPONS

Weapon	Cost	Type	Range	Damage	Properties
Bastard sword	10 gp	M	C	1d8/1d10	V, 2 slots
Club	5 cp	M	C	1d4	-
Crossbow	8 gp	R	F	1d6	2H, L
Dagger	1 gp	M/R	C/N	1d4	F, Th
Greataxe	10 gp	M	C	1d8/1d10	V, 2 slots
Greatsword	12 gp	M	C	1d12	2H, 2 slots
Javelin	5 sp	M/R	C/F	1d4	Th
Longbow	8 gp	R	F	1d8	2H
Longsword	9 gp	M	C	1d8	-
Mace	5 gp	M	C	1d6	-
Shortbow	6 gp	R	F	1d4	2H
Shortsword	7 gp	M	C	1d6	-
Spear	5 sp	M/R	C/N	1d6	Th
Staff	5 sp	M	C	1d4	2H
Warhammer	10 gp	M	C	1d10	2H

Finesse (F). You can use your Strength or Dexterity when attacking with this weapon.

Loading (L). You must forgo moving to reload this weapon.

Thrown (Th). You can throw this weapon to make a ranged attack with it using Strength.

Two-handed (2H). You must use this weapon with two hands.

Versatile (V). You can use this weapon with one or two hands. Use the higher damage die if you're wielding it with two.

Weapon types. Melee weapons (M) strike at arm's reach, and ranged weapons (R) strike at a distance.

Range. You can use a weapon at close (C), near (N), or far (F) range (see Distances, pg. 85).

Character Names

CHARACTER NAMES

d20	Dwarf	Elf	Goblin	Halfling	Half-Orc	Human
1	Hilde	Eliara	Iggs	Willow	Vara	Zali
2	Torbin	Ryarn	Tark	Benny	Gralk	Bram
3	Marga	Sariel	Nix	Annie	Ranna	Clara
4	Bruno	Tirolas	Lenk	Tucker	Korv	Nattias
5	Karina	Galira	Roke	Marie	Zasha	Rina
6	Naugrim	Varos	Fitz	Hobb	Hrogar	Denton
7	Brenna	Daeniel	Tila	Cora	Klara	Mirena
8	Darvin	Axidor	Riggs	Gordie	Tragan	Aran
9	Elga	Hiralia	Prim	Rose	Brolga	Morgan
10	Alric	Cyrwin	Zeb	Ardo	Drago	Giralt
11	Isolde	Lothiel	Finn	Alma	Yelena	Tamra
12	Gendry	Zaphiel	Borg	Norbert	Krull	Oscar
13	Bruga	Nayra	Yark	Jennie	Ulara	Ishana
14	Junnor	Ithior	Deeg	Barvin	Tulk	Rogar
15	Vidrid	Amriel	Nibs	Tilly	Shiraal	Jasmin
16	Torson	Elyon	Brak	Pike	Wulf	Tarin
17	Brielle	Jirwyn	Fink	Lydia	Ivara	Yuri
18	Ulfgar	Natinel	Rizzo	Marlow	Hirok	Malchor
19	Sarna	Fiora	Squib	Astrid	Aja	Lienna
20	Grimm	Ruhiel	Grix	Jasper	Zoraan	Godfrey

"Whoever named you sure got it right."
-Ralina, halfling thief, to Rotbreath the Troll

Level Advancement

EXPERIENCE POINTS

XP represents your learning, influence, and increasing skill.

XP awards are based on the quality of the treasure and boons you gain during a session. GMs should see Awarding XP on pg. 117 for guidance.

The GM can award XP right away or at the end of each session.

LEVELING UP

To gain a level, you need to earn your **current level x 10 XP**.

Once you reach a new level, your total XP resets back to zero.

You get any new title, spells, and talent improvements listed for your level. Your maximum HP increases, and you might also gain a talent roll.

ADVANCEMENT

Level	Talent	Level Up At...
1	+1	10 XP
2	-	20 XP
3	+1	30 XP
4	-	40 XP
5	+1	50 XP
6	-	60 XP
7	+1	70 XP
8	-	80 XP
9	+1	90 XP
10	-	100 XP

TALENT ROLL

You gain one roll on your class's talent table when you reach the indicated levels. Duplicate talents stack unless noted.

INCREASED HP

Roll your class's hit points die and add it to your maximum HP.



Random Characters

You can use these tables to randomly generate a 0-level or 1st-level character.

Roll your stats (pg. 15), background (pg. 26), and class talents (pg. 20-24) as normal.

Make selections for your character if no table is provided.

ANCESTRY

d12	Ancestry
1-4	Human
5-6	Elf
7-8	Dwarf
9-10	Halfling
11	Half-orc
12	Goblin

CLASS

d4	Class
1	Fighter
2	Priest
3	Thief
4	Wizard

PRIEST SPELLS

d6	Spell
1	*Light*
2	*Cure wounds*
3	*Holy weapon*
4	*Protection from evil*
5	*Shield of faith*
6	Reroll

DEITY

d8	Deity
1-2	Saint Terragnis
3	Gede
4	Madeera the Covenant
5	Ord
6	Memnon
7	Shune the Vile
8	Ramlaat

LANGUAGE (R)

d4	Language
1	Celestial
2	Diabolic
3	Draconic (priest reroll)
4	Primordial

LANGUAGE (C)

d10	Language
1	Dwarvish
2	Elvish
3	Giant
4	Goblin
5	Merran
6	Orcish
7	Reptilian
8	Sylvan
9	Thanian
10	Reroll

ALIGNMENT

d6	Alignment
1-3	Lawful
4-5	Neutral
6	Chaotic

GEAR

Random **1st-level** characters have a crawling kit, one weapon, leather armor (if they can wear it), and 5 gold pieces.

Random **0-level** characters have 1d4 of the following items:

WIZARD SPELLS

d12	Spell
1	*Alarm*
2	*Burning hands*
3	*Charm person*
4	*Detect magic*
5	*Feather fall*
6	*Floating disk*
7	*Hold portal*
8	*Light*
9	*Mage armor*
10	*Magic missile*
11	*Protection from evil*
12	*Sleep*

GEAR

d12	Gear
1	Torch
2	Dagger
3	Pole
4	Shortbow and 5 arrows
5	Rope, 60'
6	Oil, flask
7	Crowbar
8	Iron spikes (10)
9	Flint and steel
10	Grappling hook
11	Club
12	Caltrops (one bag)



Magic



"What you call wizardry, I call faith. But in either case, it's our dedication that fuels it."
-Iraga, half-orc priest, to Creeg, human wizard

Casting Spells

Spellcasters use the raw power of creation and destruction to bend reality, shaping it to the will of their gods or ambitions.

Wizard magic is fickle, complicated, and volatile. Even the most learned mages tread carefully when reaching beyond the veil to grasp arcane energies.

Priest magic is miraculous, sacred, and instinctive. Priests who offend their gods might lose the ability to cast spells until they can undertake penance.



CASTING

When you **cast** a spell, you invoke magic to cause an effect. Casting a spell takes your action.

Characters with the spellcasting talent can cast spells.

To cast a **wizard** spell you know, make a spellcasting check by rolling 1d20 + your Intelligence modifier.

To cast a **priest** spell you know, make a spellcasting check by rolling 1d20 + your Wisdom modifier.

The **DC** to successfully cast a spell is 10 + the spell's tier.

RESULTS

If you **succeed** on your spellcasting check, the spell takes effect.

If you **fail** your spellcasting check, the spell does not take effect. You can't cast that spell again until you complete a rest.

CRITICAL SUCCESS

If you roll a natural 20 on your spellcasting check, you may double one of the spell's numerical effects. This remains in effect on a **focus** spell (see pg. 50) until your next focus check.

CRITICAL FAILURE

If you roll a natural 1 on your spellcasting check, the spell does not take effect. If it was a **focus** spell, the spell immediately ends (see pg. 50 for more details on focus spells).

Wizard Spell. If the spell was a wizard spell, you can't cast that spell again until you successfully complete a rest. You must also roll on the Wizard Mishap table corresponding to the spell's tier (see pg. 46).

Priest Spell. If the spell was a priest spell, your deity is greatly displeased and revokes its power. You can't cast that spell again until you complete ritualistic penance to your deity and successfully complete a rest.



PENANCE

The GM determines the exact nature of the penance you must undertake based on your deity and alignment.

Penance requires a holy quest, ritualistic atonement, or a material sacrifice that you donate or destroy.

Inadequate or subversive penance (such as donating your sacrifice to a party member) only displeases your deity further and makes the spell loss permanent.

SACRIFICE VALUE

Spell Tier	Value
1	5 gp
2	20 gp
3	40 gp
4	90 gp
5	150 gp

Wizard Mishaps

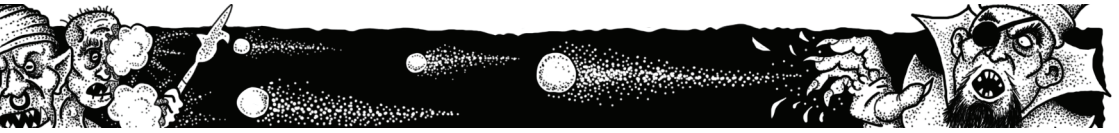
WIZARD MISHAP TIER 1-2

d12	Effect
1	**Devastation!** Roll twice and combine both effects (reroll any further 1s)
2	**Explosion!** You take 1d8 damage
3	**Refraction!** You target yourself with the spell
4	**Your hand slipped!** You target a random ally with the spell
5	**Mind wound!** You can't cast this spell again for a week
6	**Discorporation!** One random piece of your gear disappears forever
7	**Spell worm!** You lose the ability to cast a random spell on each of your turns until you pass a DC 12 Constitution check. You regain the ability to cast those spells after completing a rest
8	**Harmonic failure!** You lose the ability to cast a random spell until you complete a rest
9	**Poof!** You suppress all light within a near distance from you, including sunlight and magical light, for 10 rounds
10	**The horror!** You scream uncontrollably for 3 rounds in Primordial, drawing lots of attention
11	**Energy surge!** You glow bright purple for 10 rounds, granting enemies advantage on attacks against you
12	**Unstable conduit!** You have disadvantage on casting spells of the same tier for 10 rounds



WIZARD MISHAP TIER 3-4

d12	Effect
1	**Devastation!** Roll twice and combine both effects (reroll any further 1s)
2	**Blast radius!** You and all near creatures take 2d6 damage
3	**Duplicate refraction!** You target yourself and the nearest ally with two identical copies of the spell
4	**You flubbed the incantation!** You cast a random spell from your known spells at the same targets, even if it would not normally be possible
5	**Ethereal bandersnatch!** Two random pieces of your gear disappear forever
6	**Arcano-mutagenesis!** You must pass a DC 12 Constitution check or a random stat drops to 3 until you successfully complete a rest
7	**Boom!** You open a 30-foot deep sinkhole in the ground with you at the center. You and all near creatures must pass a DC 15 Dexterity check or fall in
8	**Petrification!** 1d4 of your limbs petrify for the next 24 hours
9	**Stupefaction!** You lose the ability to cast all spells of the same tier until you complete a rest
10	**It cannot be unseen!** You must pass a DC 12 Wisdom check or descend into mad raving for 1d20 minutes
11	**Radioactive energies!** You whirl with repulsive energies, drawing the hostility and attacks of all enemies who can see you for the next 1d4 rounds
12	**Uncontained channeling!** You have disadvantage on casting spells of the same tier and lower for 10 rounds



WIZARD MISHAP TIER 5

d12	Effect
1	**Devastation!** Roll twice and combine both effects (reroll any further 1s)
2	**Pyroclastic extrusion!** You deal 3d8 damage to yourself and all near creatures
3	**Astral incision!** An otherworldly blade cuts into your memory. You permanently forget one random spell
4	**The grimlow!** You accidentally summon a hostile grimlow in a space near to you. It persists for 2d4 rounds before disappearing from whence it came
5	**Dark plasma aura!** Attacks against you pass through a vile aura, dealing double damage for the next 1d6 minutes
6	**Gate!** You open a magic portal to another location, whether on this plane or another. Something dreadful will come through in 1d4 rounds unless you close it with a DC 18 Intelligence check on your turn
7	**Runaway arcana loop!** Your spell targets a random creature you can see, even if it would not normally be possible. Each subsequent turn, you must pass a spellcasting check for that spell or you cast it on another random creature in the same way
8	**Arcane obstruction!** You lose the ability to cast all spells of a random tier until you complete a rest
9	**What lurks beyond the veil!** You must pass a DC 15 Wisdom check or fall into mad raving for 1d4 hours
10	**Ord's balance!** You must either permanently sacrifice a magic item or the ability to cast a tier 3+ spell you know
11	**Unmitigated chain reaction!** You have disadvantage on casting all spells for the next 10 rounds
12	**Shred!** You tear a large hole in the fabric of the universe close to you. The lightless tear grows larger every round

Scrolls and Wands

USING SCROLLS AND WANDS

Scrolls and wands contain magic spells. Spellcasters can use them to cast these spells if the spell is on their spell list (even if they don't know the spell).

To do so, they must succeed on a spellcasting check with a DC of **10 + the tier** of the spell contained in the wand or scroll.

Treat this the same as normal spellcasting with the following additions.

SCROLLS

After a successful or failed casting attempt, the magical writing disappears from the scroll and it ceases to work.

WANDS

On a failed casting attempt, the wand stops functioning until you complete a rest.

On a critical failure, the wand breaks and permanently ceases to work. The spellcaster incurs a mishap or penance as usual.



Spell Attributes

TIERS

Spells are classified according to their tiers, which range from 1-5.

RANGE

Range determines at what distance (close, near, or far) you can deliver the spell's effects. Self range means you can only target yourself with the spell.

DURATION

Duration is how long the spell effects last. Spells can have an instant effect or last for several turns, rounds, or longer. See Focus for spells with a focus duration.

OVERLAPPING EFFECTS

Ongoing effects of the same spell on the same target do not combine. The spell with the most powerful effect takes precedence, such as the spell with the longer remaining duration.

FOCUS

Some spells last for as long as you focus. You can't cast other focus spells while focusing. You can end a focus spell at any time.

To maintain focus, make a spellcasting check at the start of your turn as if you were casting that spell.

Success. The spell remains in effect until the start of your next turn.

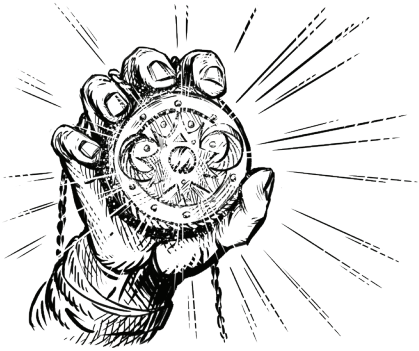
Failure. The spell ends. If you were focusing, you do not lose the ability to cast that spell. However, if you **critically fail** on a check to maintain focus, treat it as a standard critical failure (see pg. 45 for details on criticals).

If you take damage or become distracted while focusing (due to an earthquake, for example), you must immediately make a spellcasting check to maintain focus.

Priest Spell List

TIER 1

- Cure Wounds
- Holy Weapon
- Light
- Protection from Evil
- Shield of Faith
- Turn Undead



TIER 2

- Augury
- Blind/Deafen
- Bless
- Cleansing Weapon
- Smite
- Zone of Truth

TIER 3

- Command
- Lay to Rest
- Mass Cure
- Rebuke Unholy
- Restoration
- Speak with Dead

TIER 4

- Commune
- Control Water
- Flame Strike
- Pillar of Salt
- Regenerate
- Wrath

TIER 5

- Divine Vengeance
- Dominion
- Heal
- Judgment
- Plane Shift
- Prophecy

Wizard Spell List

TIER 1

- Alarm
- Burning Hands
- Charm Person
- Detect Magic
- Feather Fall
- Floating Disk
- Hold Portal
- Light
- Mage Armor
- Magic Missile
- Protection from Evil
- Sleep

TIER 2

- Acid Arrow
- Alter Self
- Detect Thoughts
- Fixed Object
- Hold Person
- Invisibility
- Knock
- Levitate
- Mirror Image
- Misty Step
- Silence
- Web



TIER 3

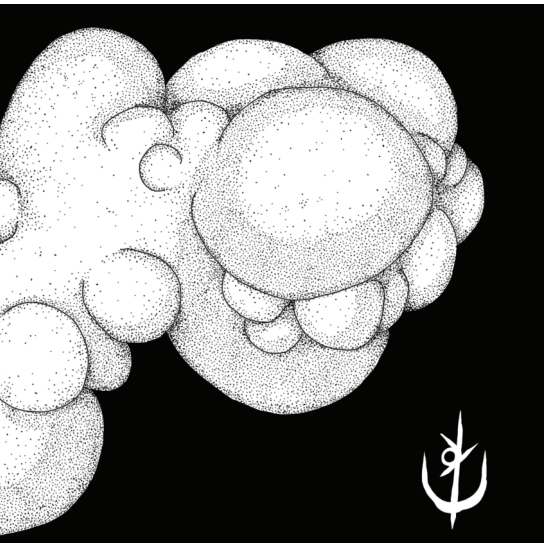
- Animate Dead
- Dispel Magic
- Fabricate
- Fireball
- Fly
- Gaseous Form
- Illusion
- Lightning Bolt
- Magic Circle
- Protection from Energy
- Sending
- Speak with Dead

TIER 4

- Arcane Eye
- Cloudkill
- Confusion
- Control Water
- Dimension Door
- Divination
- Passwall
- Polymorph
- Resilient Sphere
- Stoneskin
- Telekinesis
- Wall of Force

TIER 5

- Antimagic Shell
- Create Undead
- Disintegrate
- Hold Monster
- Plane Shift
- Power Word Kill
- Prismatic Orb
- Scrying
- Shapechange
- Summon Extraplanar
- Teleport
- Wish



Spells

ACID ARROW

Tier 2, wizard

Duration: Focus

Range: Far

You conjure a corrosive bolt that hits one foe, dealing 1d6 damage a round. The bolt remains in the target for as long as you focus.



ALARM

Tier 1, wizard

Duration: 1 day

Range: Close

You touch one object, such as a door threshold, setting a magical alarm on it. If any creature you do not designate while casting the spell touches or crosses past the object, a magical bell sounds in your head.

ALTER SELF

Tier 2, wizard

Duration: 5 rounds

Range: Self

You magically change your physical form, gaining one feature that modifies your existing anatomy.

For example, you can grow functional gills on your neck or bear claws on your fingers. This spell can't grow wings or limbs.

ANIMATE DEAD

Tier 3, wizard

Duration: 1 day

Range: Close

You touch one humanoid's remains, and it rises as a zombie or skeleton under your control. The remains must have at least three limbs and its head intact.

The undead creature acts on your turn. After 1 day, the creature collapses into grave dust.

ANTIMAGIC SHELL

Tier 5, wizard

Duration: Focus

Range: Self

An invisible, near-sized cube of null-magic appears centered on you.

Within the cube, no spells can be cast. Magic items and spells have no effect in the zone, and no magic can enter.

The cube moves with you. Spells such as *dispel magic* have no effect on it.

Another *antimagic shell* does not affect this one.

ARCANE EYE

Tier 4, wizard

Duration: Focus

Range: Near

You conjure an invisible, grape-sized eye within range.

You can see through the eye. It can see in the dark out to near range, fly near on your turn, and squeeze through openings as narrow as a keyhole.

AUGURY

Tier 2, priest

Duration: Instant

Range: Self

You interpret the meaning of supernatural portents and omens.

Ask the GM one question about a specific course of action. The GM says whether the action will lead to “weal” or “woe.”

BLESS

Tier 2, priest

Duration: Instant

Range: Close

One creature you touch gains a luck token.

BLIND/DEAFEN

Tier 2, priest

Duration: Focus

Range: Near

You utter a divine censure, blinding or deafening one creature you can see in range.

The creature has disadvantage on tasks requiring the lost sense.

BURNING HANDS

Tier 1, wizard

Duration: Instant

Range: Close

You spread your fingers with thumbs touching, unleashing a circle of flame that roars out to a close area around where you stand.

Creatures within the area of effect take 1d6 damage, and flammable objects catch fire.

CHARM PERSON

Tier 1, wizard

Duration: 1d8 days

Range: Near

You magically beguile one humanoid of level 2 or less within near range, who views you as a close friend for the duration.

The spell ends if you or your allies do anything the target notices to hurt it.

The target knows you magically enchanted it after the spell ends.

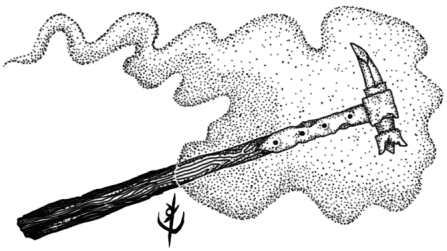
CLEANSING WEAPON

Tier 2, priest

Duration: 5 rounds

Range: Close

One weapon you touch is wreathed in purifying flames. It deals an additional 1d4 damage (1d6 vs. undead) for the duration.



CLOUDKILL

Tier 4, wizard

Duration: 5 rounds

Range: Far

A putrid cloud of yellow poison fills a near-sized cube within range. It spreads around corners.

Creatures inside the cloud are blinded and take 2d6 damage at the beginning of their turns.

A creature of LV 9 or less that ends its turn fully inside the cloud dies.

COMMAND

Tier 3, priest

Duration: Focus

Range: Far

You issue a verbal command to one creature in range who can understand you. The command must be one word, such as “kneel.” The target obeys the command for as long as you focus.

If your command is ever directly harmful to the creature, it may make a Charisma check vs. your last spellcasting check. On a success, the spell ends.

COMMUNE

Tier 4, priest

Duration: Instant

Range: Self

You seek your god's counsel. Ask the GM up to three yes or no questions. The GM truthfully answers "yes" or "no" to each.

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure, instead.

CONFUSION

Tier 4, wizard

Duration: Focus

Range: Near

You mesmerize one creature you can see in range. The target can't take actions, and it moves in a random direction on its turn. If the target is LV 9+, it may make a WIS check vs. your last spellcasting check at the start of its turn to end the spell.

CONTROL WATER

Tier 4, priest, wizard

Duration: Focus

Range: Far

You move and shape water. You can cause a section of water up to 100 feet in width and depth to change shape, defy gravity, or flow in a different direction.



CREATE UNDEAD

Tier 5, wizard

Duration: 1 day

Range: Close

You conjure a vengeful undead creature to do your bidding.

When you cast this spell, you choose to summon either a wight or wraith. It appears next to you and is under your control.

The undead creature acts on your turn. After 1 day, it melts away into smoke.

CURE WOUNDS

Tier 1, priest

Duration: Instant

Range: Close

Your touch restores ebbing life.

Roll a number of d6s equal to 1 + half your level (rounded down). One target you touch regains that many hit points.

DETECT MAGIC

Tier 1, wizard

Duration: Focus

Range: Near

You can sense the presence of magic within near range for the spell's duration. If you focus for two rounds, you discern its general properties. Full barriers block this spell.

DETECT THOUGHTS

Tier 2, wizard

Duration: Focus

Range: Near

You peer into the mind of one creature you can see within range. Each round, you learn the target's immediate thoughts.

On its turn, the target makes a Wisdom check vs. your last spellcasting check. If the target succeeds, it notices your presence in its mind and the spell ends.

"Magic is simply the art of doing and undoing."
-Creeg, human wizard

DISINTEGRATE

Tier 5, wizard

Duration: Instant

Range: Far

A green ray shoots from your finger and turns a creature or object into ash.

A target creature of LV 5 or less instantly dies. If it is LV 6+, it takes 3d8 damage, instead.

A non-magical object up to the size of a large tree is destroyed.

DIMENSION DOOR

Tier 4, wizard

Duration: Instant

Range: Self

You teleport yourself and up to one other willing creature to any point you can see.

DISPEL MAGIC

Tier 3, wizard

Duration: Instant

Range: Near

End one spell that affects one target you can see in range.

DIVINATION

Tier 4, wizard

Duration: Instant

Range: Self

You throw the divining bones or peer into the blackness between the stars, seeking a portent.

You can ask the GM one yes or no question. The GM truthfully answers "yes" or "no."

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure, instead.

DIVINE VENGEANCE

Tier 5, priest

Duration: 10 rounds

Range: Self

You become the divine avatar of your god's wrath, wreathed in holy flames or a black aura of smoldering corruption.

For the spell's duration, you can fly a near distance, your weapons are magical, and you have a +4 bonus to your weapon attacks and damage.

DOMINION

Tier 5, priest

Duration: 10 rounds

Range: Near

Mighty beings come to your aid.

The beings must have a combined total of 16 levels or less. Chaotic PCs summon demons/devils, and lawful or neutral PCs summon angels.

The beings act of free will to aid you on your turn. After 10 rounds, they return to their realms.

You cannot cast this spell again until you complete penance.

FABRICATE

Tier 3, wizard

Duration: 10 rounds

Range: Near

This spell can't target creatures.

You turn a tree-sized collection of raw materials into a finished work. For example, you convert a pile of bricks or rocks into a bridge. The finished work converts back to raw materials when the spell ends.

FEATHER FALL

Tier 1, wizard

Duration: Instant

Range: Self

You may make an attempt to cast this spell when you fall.

Your rate of descent slows so that you land safely on your feet.

FIREBALL

Tier 3, wizard

Duration: Instant

Range: Far

You hurl a small flame that erupts into a fiery blast. All creatures in a near-sized cube around where the flame lands take 4d6 damage.

FIXED OBJECT

Tier 2, wizard

Duration: 5 rounds

Range: Close

An object you touch that weighs no more than 5 pounds becomes fixed in its current location. It can support up to 5,000 pounds of weight for the duration of the spell.

FLAME STRIKE

Tier 4, priest

Duration: Instant

Range: Far

You call down a holy pillar of fire, immolating one creature you can see within range. The target takes 2d6 damage.

FLOATING DISK

Tier 1, wizard

Duration: 10 rounds

Range: Near

You create a floating, circular disk of force with a concave center. It can carry up to 20 gear slots. It hovers at waist level and automatically stays within near of you. It can't cross over drop-offs or pits taller than a human.

FLY

Tier 3, wizard

Duration: 5 rounds

Range: Self

Your feet lift from the ground, and you take to the air like a hummingbird. You can fly near for the spell's duration and are able to hover in place.

GASEOUS FORM

Tier 3, wizard

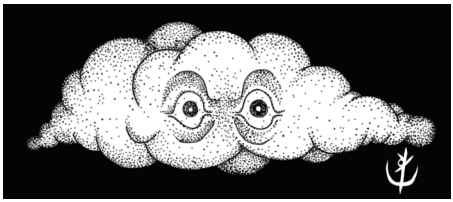
Duration: 10 rounds

Range: Self

You and your gear turn into a cloud of smoke for the spell's duration.

You can fly and pass through any gap that smoke could. You can sense the terrain and any movement around you out to a near distance.

You can't cast spells while in this form.



HEAL

Tier 5, priest

Duration: Instant

Range: Close

One creature you touch is healed to full hit points.

You cannot cast this spell again until you complete a rest.

HOLD MONSTER

Tier 5, wizard

Duration: Focus

Range: Near

You paralyze one creature you can see within range. If the target is LV 9+, it may make a STR check vs. your last spellcasting check at the start of its turn to end the spell.

HOLD PERSON

Tier 2, wizard

Duration: Focus

Range: Near

You magically paralyze one humanoid creature of LV 4 or less you can see within range.

HOLD PORTAL

Tier 1, wizard

Duration: 10 rounds

Range: Near

You magically hold a portal closed for the duration. A creature must make a successful STR check vs. your spellcasting check to open the portal. The *knock* spell ends this spell.

HOLY WEAPON

Tier 1, priest

Duration: 5 rounds

Range: Close

One weapon you touch is imbued with a sacred blessing. The weapon becomes magical and has +1 to attack and damage rolls for the duration.

ILLUSION

Tier 3, wizard

Duration: Focus

Range: Far

You create a convincing visible and audible illusion that fills up to a near-sized cube in range.

The illusion cannot cause harm, but creatures who believe the illusion is real react to it as though it were.

A creature who inspects the illusion from afar must pass a Wisdom check vs. your last spellcasting check to perceive the false nature of the illusion.

Touching the illusion also reveals its false nature.

INVISIBILITY

Tier 2, wizard

Duration: 10 rounds

Range: Close

A creature you touch becomes invisible for the spell's duration.

The spell ends if the target attacks or casts a spell.



JUDGMENT

Tier 5, priest

Duration: 5 rounds

Range: Close

You instantly banish a creature you touch, sending it and all possessions it carries to face the judgment of your god.

You can banish an intelligent creature of LV 10 or less.

When the creature returns in 5 rounds, it has been healed to full hit points if its deeds pleased your god. It has been reduced to 1 hit point if its deeds angered your god. If your god can't judge its actions, it is unchanged.

KNOCK

Tier 2, wizard

Duration: Instant

Range: Near

A door, window, gate, chest, or portal you can see within range instantly opens, defeating all mundane locks and barriers.

This spell creates a loud knock audible to all within earshot.

LAY TO REST

Tier 3, priest

Duration: Instant

Range: Close

You instantly send an undead creature you touch to its final afterlife, destroying it utterly.

You can target an undead creature of LV 9 or less.

LEVITATE

Tier 2, wizard

Duration: Focus

Range: Self

You can float a near distance vertically per round on your turn. You can also push against solid objects to move horizontally.

LIGHT

Tier 1, priest, wizard

Duration: 1 hour real time

Range: Close

One object you touch glows with bright, heatless light, illuminating out to a near distance for 1 hour of real time.

LIGHTNING BOLT

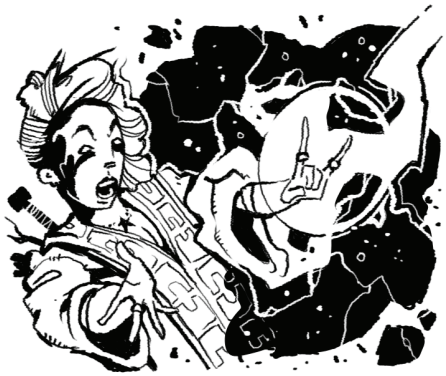
Tier 3, wizard

Duration: Instant

Range: Far

You shoot a blue-white ray of lightning from your hands, hitting all creatures in a straight line out to a far distance.

Creatures struck by the lightning take 3d6 damage.



MAGE ARMOR

Tier 1, wizard

Duration: 10 rounds

Range: Self

An invisible layer of magical force protects your vitals. Your armor class becomes 14 (18 on a critical spellcasting check) for the spell's duration.

MAGIC CIRCLE

Tier 3, wizard

Duration: Focus

Range: Near

You conjure a circle of runes out to near-sized cube centered on yourself and name a type of creature (for example, demons).

For the spell's duration, creatures of the chosen type cannot attack or cast a hostile spell on anyone inside the circle. The chosen creatures also can't possess, compel, or beguile anyone inside the circle.

MAGIC MISSILE

Tier 1, wizard

Duration: Instant

Range: Far

You have advantage on your check to cast this spell.

A glowing bolt of force streaks from your open hand, dealing 1d4 damage to one target.



MASS CURE

Tier 3, priest

Duration: Instant

Range: Near

All allies within near range of you regain 2d6 hit points.

MIRROR IMAGE

Tier 2, wizard

Duration: 5 rounds

Range: Self

You create a number of illusory duplicates of yourself equal to half your level rounded down (minimum 1). The duplicates surround you and mimic you.

Each time a creature attacks you, the attack misses and causes one of the duplicates to evaporate. If all of the illusions have disappeared, the spell ends.

MISTY STEP

Tier 2, wizard

Duration: Instant

Range: Self

In a puff of smoke, you teleport a near distance to an area you can see.

PASSWALL

Tier 4, wizard

Duration: 5 rounds

Range: Close

A tunnel of your height opens in a barrier you touch and lasts for the duration.

The passage can be up to near distance in length and must be in a straight line.

PILLAR OF SALT

Tier 4, priest

Duration: Focus

Range: Near

A creature you target turns into a statue made of hardened salt.

You can target a creature you can see of LV 5 or less.

If you successfully focus on this spell for 3 rounds in a row, the transformation becomes permanent.

PLANE SHIFT

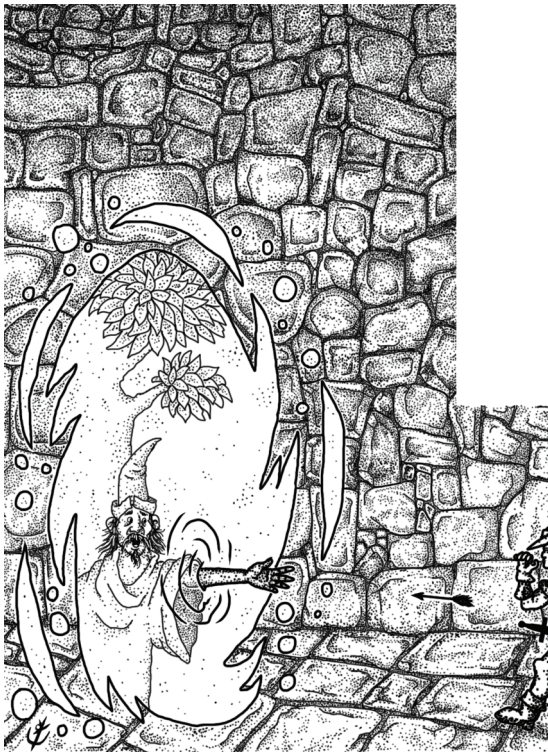
Tier 5, priest, wizard

Duration: Instant

Range: Close

You fold space and time, transporting yourself and all willing creatures within close range to a location on another plane of your choice.

Unless you have been to your intended location before, you appear in a random place on the destination plane.



POLYMORPH

Tier 4, wizard

Duration: 10 rounds

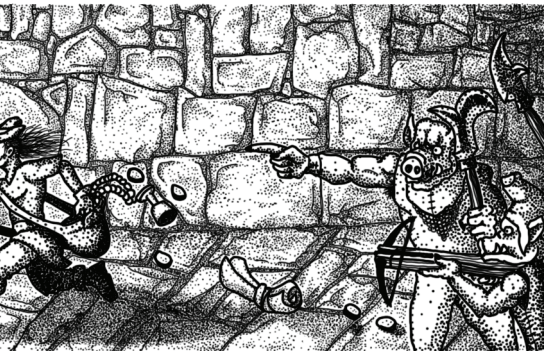
Range: Close

You transform a creature you touch into another natural creature you choose of equal or smaller size. Any gear the target carries melds into its new form.

The target gains the creature's physical statistics, but it retains its non-physical statistics.

If the target goes to 0 hit points, it reverts to its true form at half its prior hit points.

You can target any willing creature with this spell, or an unwilling creature whose level is less than or equal to half your level rounded down (minimum 1).



POWER WORD KILL

Tier 5, wizard

Duration: Instant

Range: Near

You utter the Word of Doom. One creature you target of LV 9 or less dies if it hears you.

Treat a failed spellcasting check for this spell as a critical failure, and roll the mishap with disadvantage.

PRISMATIC ORB

Tier 5, wizard

Duration: Instant

Range: Far

You send a strobing orb of energy streaking toward a target within range.

Choose an energy type from fire, cold, or electricity. The orb deals 3d8 damage and delivers a concussive blast of the chosen energy type.

If the energy type is anathema to the target's existence (for example, cold energy against a fire elemental), the orb deals double damage to it, instead.

PROPHECY

Tier 5, priest

Duration: Instant

Range: Self

You commune directly with your god for guidance.

Ask the GM one question. The GM answers the question truthfully using the knowledge your god possesses. Deities are mighty, but not omniscient.

You cannot cast this spell again until you complete penance.

PROTECTION FROM ENERGY

Tier 3, wizard

Duration: Focus

Range: Close

One creature you touch becomes impervious to the wild fury of the elements.

Choose fire, cold, or electricity. For the spell's duration, the target is immune to harm from energy of the chosen type.

PROTECTION FROM EVIL

Tier 1, priest, wizard

Duration: Focus

Range: Close

For the spell's duration, chaotic beings have disadvantage on attack rolls and hostile spellcasting checks against the target. These beings also can't possess, compel, or beguile it.

When cast on an already-possessed target, the possessing entity makes a CHA check vs. the last spellcasting check. On a failure, the entity is expelled.



REBUKE UNHOLY

Tier 3, priest

Duration: Instant

Range: Near

You rebuke creatures who oppose your alignment, forcing them to flee. You must present a holy symbol to cast this spell.

If you are lawful or neutral, this spell affects demons, devils, and outsiders. If you are chaotic, this spell affects angels and natural creatures of the wild.

Affected creatures within near of you must make a CHA check vs. your spellcasting check. If a creature fails by 10+ points and is equal to or less than your level, it is destroyed. Otherwise, on a fail, it flees from you for 5 rounds.

REGENERATE

Tier 4, priest

Duration: Focus

Range: Close

A creature you touch regains 1d4 hit points on your turn for the duration. This spell also regrows lost body parts.

RESILIENT SPHERE

Tier 4, wizard

Duration: 5 rounds

Range: Close

You conjure a weightless, glassy sphere around you that extends out to close range.

For the spell's duration, nothing can pass through or crush the sphere.

You can roll the sphere a near distance on your turn.



RESTORATION

Tier 3, priest

Duration: Instant

Range: Close

With the touch of your hands, you expunge curses and illnesses. One curse, illness, or affliction of your choice affecting the target creature ends.

SCRYING

Tier 5, wizard

Duration: Focus

Range: Self

You look into a crystal ball or reflecting pool, calling up images of a distant place.

For the spell's duration, you can see and hear a creature or location you choose that is on the same plane.

This spell is DC 18 to cast if you try to scry on a creature or location that is unfamiliar to you.

Each round, creatures you view may make a Wisdom check vs. your last spellcasting check. On a success, they become aware of your magical observation.

SENDING

Tier 3, wizard

Duration: Instant

Range: Unlimited

You send a brief, mental message to any creature with whom you are familiar who is on the same plane.



SHAPECHANGE

Tier 5, wizard

Duration: Focus

Range: Self

You transform yourself and any gear you carry into another natural creature you've seen of level 10 or less. You assume the creature's physical statistics, but you retain your non-physical statistics (such as INT, WIS, and CHA).

If you go to 0 HP while under the effects of this spell, you revert to your true form at 1 HP.

SHIELD OF FAITH

Tier 1, priest

Duration: 5 rounds

Range: Self

A protective force wrought of your holy conviction surrounds you. You gain a +2 bonus to your armor class for the duration.

SILENCE

Tier 2, wizard

Duration: Focus

Range: Far

You magically mute sound in a near cube within the spell's range. Creatures inside the area are deafened, and any sounds they create cannot be heard.

SLEEP

Tier 1, wizard

Duration: Instant

Range: Near

You weave a lulling spell that fills a near-sized cube extending from you. Choose a number of living creatures in the area up to to your level. Those creatures fall into a deep sleep if they are LV 2 or less. Vigorous shaking or being injured wakes them.

SMITE

Tier 2, priest

Duration: Instant

Range: Near

You call down punishing flames on a creature you can see within range. It takes 1d6 damage.

SPEAK WITH DEAD

Tier 3, priest, wizard

Duration: Instant

Range: Close

A dead body you touch answers your questions in a distant, wheezing voice.

You can ask the dead body up to three yes or no questions (one at a time). The GM truthfully answers "yes" or "no" to each.

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure, instead.



STONESKIN

Tier 4, wizard

Duration: 10 rounds

Range: Self

Your skin becomes like granite. For the spell's duration, your armor class becomes 17 (20 on a critical spellcasting check).

SUMMON EXTRAPLANAR

Tier 5, wizard

Duration: Focus

Range: Near

You reach into the outer planes, summoning forth a creature.

You summon an elemental or outsider of LV 7 or less. The creature is under your control and acts on your turn.

If you lose focus on this spell, you lose control of the creature and it becomes hostile toward you and your allies.

You must pass a spellcasting check on your turn to return the creature to the outer planes.

TELEKINESIS

Tier 4, wizard

Duration: Focus

Range: Far

You lift a creature or object with your mind. Choose a target that weights 1,000 pounds or less. You can move it a near distance in any direction and hold it in place.

TELEPORT

Tier 5, wizard

Duration: Instant

Range: Close

You and any willing creatures you choose within close range teleport to a location you specify on your same plane.

You can travel to a known teleportation sigil or to a location you've been before. Otherwise, you have a 50% chance of arriving off-target.

TURN UNDEAD

Tier 1, priest

Duration: Instant

Range: Near

You rebuke undead creatures, forcing them to flee. You must present a holy symbol to cast this spell.

Undead creatures within near of you must make a CHA check vs. your spellcasting check. If a creature fails by 10+ points and is equal to or less than your level, it is destroyed. Otherwise, on a fail, it flees from you for 5 rounds.

WALL OF FORCE

Tier 4, wizard

Duration: 5 rounds

Range: Near

You lift your hands, conjuring a transparent wall of force.

The thin wall must be contiguous and can cover a near-sized area in width and length. You choose its shape.

Nothing on the same plane can physically pass through the wall.

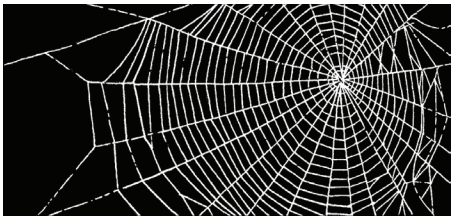
WEB

Tier 2, wizard

Duration: 5 rounds

Range: Far

You create a near-sized cube of sticky, dense spider web within the spell's range. A creature stuck in the web can't move and must succeed on a Strength check vs. your spellcasting check to free itself.



WISH

Tier 5, wizard

Duration: Instant

Range: Self

This mighty spell alters reality.

Make a single wish, stating it as exactly as possible. Your wish occurs, as interpreted by the GM.

Treat a failed spellcasting check for this spell as a critical failure, and roll the mishap with disadvantage.

WRATH

Tier 4, priest

Duration: 10 rounds

Range: Self

Your weapons become magical +2 and deal an additional d8 damage for the spell's duration.

ZONE OF TRUTH

Tier 2, priest

Duration: Focus

Range: Near

You compel a creature you can see to speak truth. It can't utter a deliberate lie while within range.



Gameplay



The Shadowdark is like a sleeping bear. Only go near it if you have a 10-foot pole and are prepared to die.

Creeg lifted his guttering **torch** high. The light danced over the stone door looming before him.

A carved demon's face leered down from the portal's moldering surface, fangs bared.

"You're sure it's safe?" he whispered to Ralina, who stood two paces behind him. She crouched forward on her toes, poised to leap aside.

"I checked it twice," she said. "No **traps**. The demon's just for decor."

Creeg raised an eyebrow. "Then why are you standing like the floor's about to drop away?"

Jorbin's deep voice cut in from the edge of the torchlight. "No time! They've caught our trail!"

A chorus of inhuman **screams** tore through the cavern.

Icy fear stabbed into Creeg's guts. No time. He sucked in a breath and pushed on the **door** with all his strength, half-expecting some hidden scythe or stone block to crash down on him.

But the portal rumbled open, and no scythe or stone block fell.

Beyond the threshold, heaps and piles of **gold** and **jewels** glittered in the torchlight like a thousand spider eyes.

"Jiraal's Hoard," Creeg whispered, eyes wide. "The story was true!"

"We need you, wizard!" Ralina cried.

Creeg spun to see a mob of slavering, gray-skinned **ghouls** lurching from the darkness, tongues lashing and claws seeking blood.

A gust of wind caught the torch, and it wavered, threatening to go out....

Adventuring

CRAWLERS

Those who dare the lost halls and caverns of the Shadowdark are called by many names. Crawlers, delvers, explorers, adventurers, treasure hunters.

In this chapter, you'll learn how to crawl with the best of them. Whether you're exploring a lightless barrow mound or the Shrouded Forest of Eld, the rules herein will guide you.

OUTSIDE THE SHEET

The first step to crawling is understanding your environment and imagining an action you want to take.

Don't simply scour your character sheet for ideas and options! Your crawling career depends on your ability to "think outside the sheet."

Imagine what you would really do if you were in your character's situation.

Do you see a suit of armor in an alcove? Maybe you lift the helm's vizor and make sure nothing is looking back at you.

Do you hear faint voices behind a rotting, wooden door? Maybe you creep up and press your ear against it to hear what's happening on the other side.

Is a band of orcs chasing you and your companions down a hallway? Maybe tearing the decrepit tapestries from the walls will hamper their pursuit.

None of the above ideas are listed on a character sheet. Although you should use your stats, spells, gear, and talents, don't limit yourself only to those.

ONWARD!

The next sections detail the core rules of ***Shadowdark RPG.*** Armed with your dice and your wits, you're ready to learn the legendary art of crawling. Stride boldly into the darkness!

Rolling the Dice

ADVANTAGE

When you have advantage on a roll, it means you're in a strong position to succeed.

For example, you might be attacking from the high ground, or you might have just failed at a task and now have insight into how to succeed if you try again.

To roll with advantage, roll the same die twice and use the better result.

DISADVANTAGE

When you have disadvantage on a roll, it means you're in a strong position to fail.

For example, you might be trying to strike an enemy while blinded by sand, or navigating a maze while confused by disorienting poison.

To roll with disadvantage, roll the same die twice and use the worse result.

CANCELING

If you have both advantage and disadvantage on a roll, they cancel each other out.

NATURAL 20

When a d20 die roll shows a 20, what you're doing succeeds to your maximum capacity. An attack roll automatically hits and is a critical hit (see Damage on pg. 89).

NATURAL 1

When a d20 die roll shows a 1, what you're doing fails to your maximum capacity. An attack roll automatically misses and might even strike an ally.

THE D6 DECIDER

If there's a random chance for an outcome, such as whether a dropped torch goes out, the GM calls for a d6 roll. A 1-3 results in the worse outcome for the players, and a 4-6 results in the better one.

Luck Tokens

Sometimes the GM awards a **luck token** to a player for exceptional roleplaying, heroism, or just plain coolness.

Each player can only have one luck token at a time.

You can cash in a luck token to reroll any roll you just made. You must use the new result.

You can also give your luck token to a companion.



HOW MANY TO GIVE?

The GM might award 3-5 luck tokens per player during a session with a pulpy, heroic feel.

Alternatively, the GM might only give out 1 luck token per player during a game session that is grim, difficult, and dark.

Big sacrifices, moving speeches, or incredibly daring maneuvers might be worthy of luck tokens, whether or not the characters' actions were successful.

Using Stats

Certain tasks fall under specific stats. The following examples illustrate common uses for each one.

The difference between Intelligence and Wisdom can be tricky. If in doubt, remember **Wisdom** is for sensory acuity and instinct, while **Intelligence** covers knowledge and logic.

STRENGTH

- Smashing open locked doors
- Bending the bars of a prison cell or sewer grate
- Lifting a large rock overhead
- Stopping a runaway ship's helm from spinning

DEXTERITY

- Diving away from a trap that flings a hail of needles
- Disabling a tripwire without activating it
- Scaling a sheer castle wall
- Fooling onlookers with sleight of hand tricks

CONSTITUTION

- Holding your breath underwater
- Withstanding intense pain
- Resisting the effects of poison

INTELLIGENCE

- Giving first aid to a dying character
- Recalling the path through a twisting maze
- Finding food and water sources in the wilderness

WISDOM

- Spotting a well-hidden enemy
- Determining the direction of a faint noise or smell
- Deciphering the sounds on the other side of a door

CHARISMA

- Performing ventriloquism
- Applying a disguise
- Rallying allies who are terrified by a monster

Making Checks

WHEN TO ROLL?

Usually, you succeed at what you're trained to do without needing to roll a check.

For example, a wizard is always able to read magical runes, and a thief always finds a trap if searching in the right area.

If you take the time to scan the sky for threats or examine a stretch of wall for a secret door, you simply succeed.

Social encounters usually rely on what you say rather than Charisma checks. Narrating a moving speech or using secret information you gathered to influence an NPC does not require a check to succeed.

The GM asks for a check when the following is true:

- The action has a **negative consequence** for failure
- The action requires **skill**
- There is **time pressure**

DIFFICULTY CLASS

The four standard DCs represent how difficult an action is.

Easy, DC 9. Leaping a narrow chasm, sneaking up on an inattentive guard.

Normal, DC 12. Kicking open a stuck door, picking a poor lock.

Hard, DC 15. Swimming against a strong current, giving first aid to stop a character from dying.

Extreme, DC 18. Climbing a slippery cliff one-handed, restraining a frenzied lion.

CONTESTED CHECKS

If multiple creatures are working against each other on a conflicting task, a contested check decides who succeeds.

To make a contested check, each participant rolls one relevant stat check at the same time, even if it's not their turn. The highest result wins (reroll ties).

Time

REAL TIME

Time passes in the game world at the same pace it's passing in the real world. One minute or hour of game time is equal to one minute or hour in real time.

This matters for tracking light sources, because most light sources only last for one hour of real time.

If you can't track real time in your game, assume one hour is equal to 10 rounds.

TURNS AND ROUNDS

A **turn** is a player's moment to describe what their character does to the GM. Players act one by one on each of their turns.

Some turns need a bit of room to breathe. A character who is speaking with someone can make a few reasonable exchanges back and forth.

A **round** completes when each person has taken one turn.

TIME PASSES

Every moment in the game doesn't have to be accounted for in real time.

For example, if the characters want to spend 10 minutes examining a room from top to bottom, the GM and players can agree that time passes.

When time passes, the GM and players move any timers down by that amount.

Minutes Pass. Effects with a duration of rounds expire. The GM rolls one random encounter check that occurs on a 1-3 on a d6 while this time is passing.

Hours/Days Pass. Effects with a duration shorter than the time passed expire. The GM uses overland travel rules to check for encounters that occur while this time is passing (see pg. 90).

After resolving encounters, the game world fast-forwards to the new point in time.

Turn Order

INITIATIVE

Shadowdark RPG is played in turn order right from the start.

At the beginning of the game, the GM establishes **initiative**, or the order in which the players act. Everyone rolls a d20 and adds their DEX modifier. The GM adds the highest DEX modifier of any monsters, if relevant.

The person who rolled the highest takes the first turn, and the turn order moves clockwise from that individual.

PLAYER TURN

1. The player counts down any personal timers for spells and other effects.

2. The player takes an action and may move up to near (split up in any way). The player can move near again if skipping an action.

3. The GM describes what happens as a result of the player's turn.

GM TURN

1. The GM counts down any timers not tracked by players.

2. The GM checks for a random encounter, if needed.

3. The GM takes actions and makes movements for any relevant creatures or environmental effects.

4. The GM describes what the characters notice as a result of steps 1-3.

ENCOUNTERS

An encounter occurs when a challenge presents itself that stops the characters' progress. An encounter could include a monster charging out of the darkness, a sinkhole breaking open in the ground, or a town guard halting the characters.

The GM rolls for the chance of an encounter every few rounds depending on how dangerous the characters' environment is.

Crawling

THE SHADOWDARK

The Shadowdark is any place where darkness, danger, and myth reign supreme.

It could be in crumbling ruins, ancient mountain strongholds, or mysterious towers. It could be in gloomy forests, trap-laden pyramids, or haunted sea caves.

As long as the characters are going into danger with swords, spells, and torches ready, they're going into the Shadowdark.

CRAWLING ROUNDS

Characters are in **crawling rounds** while not in combat. They are exploring, talking, and engaging with the environment.

VISION

All characters need light to see, but that's not true for the darkness-adapted beings of the Shadowdark. Note that any area outside of a light source's illumination is in total darkness.

LIGHT SOURCES

Most light sources last for up to an hour of real time and illuminate a limited area.

Players have two options when lighting more than one light source at a time:

1. The newer light source "rides along" on the current timer.

2. Extinguish all old light sources. Start a new timer with the fresh light source.

The GM can make rulings counter to the above; the purpose is to make tracking light timers simple, not frustrating.

TOTAL DARKNESS

While in total darkness, a creature who is not darkness-adapted has disadvantage on tasks it undertakes that require sight. Also, the environment becomes **deadly**. The GM checks for a random encounter every crawling round.

MOVEMENT

Distances. Distances are broken up into **close** (5 feet), **near** (up to 30 feet), and **far** (within sight during an encounter or scene).

Climbing. Strength or Dexterity check to climb half your speed. Fall if you fail by 5+ points.

Falling. You take 1d6 damage for every 10 feet you fall.

Moving Through. You can move freely through allies. You must pass a Strength or Dexterity check to move through enemies.

Swimming. Swim half speed (requires a STR check in rough water). Make a CON check each round you hold your breath. On a failed CON check, 1d6 damage a round until you exit the hazard.

REGROUP

During crawling rounds, the GM can ask the players if they want to **regroup**. To regroup, any PCs within eyesight or earshot of each other who are able to move freely may immediately move within near of each other. Then, initiative continues as normal.

CONDITIONS

Some effects impose a condition on a character, such as blindness from a blast of fungal spores or the inability to move while tangled in a giant spider web.

Advantage and disadvantage apply to most situations, as does common sense.

For example, a blinded character has disadvantage on tasks requiring sight, and a character stuck in a giant spider web can't move until freed.

ACTIONS

While crawling, characters can take actions that might include:

- Prying a gem from a statue
- Sneaking up on a slumbering manticore
- Swimming to the bottom of an oily pool of water
- Tapping on a suspicious wall to check for a hidden door
- Scanning a room for signs of hidden enemies
- Giving a rousing speech to a group of fearful townsfolk

Resting

RESTING

Injured characters can rest to recover from their wounds. To rest, a character must consume a ration and sleep for 8 hours.

Sleep can be broken up for light and routine tasks, such as taking a turn on watch.

Interruption. Each stressful interruption of rest (including combat) requires an affected character to make a DC 12 Constitution check.

On a failure, the character consumes a ration but gains no benefit from resting.

Success. A character who successfully rests regains all lost hit points and recovers any stat damage that was not permanent.

Additionally, some talents, spells, or items regain their ability to be used after a successful rest.

DANGER LEVEL

Characters can rest anywhere, but doing so inside a dungeon or perilous environment carries a high chance of failure due to the risk of a random encounter.

While the characters are resting in a dangerous environment, the Game Master checks for random encounters using the overland travel cadence:

Unsafe. Check every 3 hours.

Risky. Check every 2 hours.

Deadly. Check every hour.

CAMPFIRE

In many cases, adventurers need a light source while resting. Characters can combine three torches into a campfire that can't be moved once lit.

A campfire lasts up to 8 hours while at least one character remains near to it, and it casts light out to a near distance.

Stealth and Surprise

HIDING AND SNEAKING

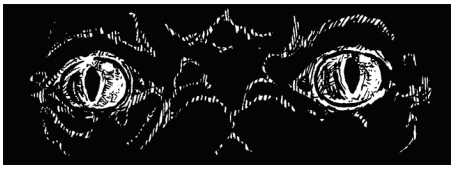
Creatures who are hiding or sneaking must succeed on Dexterity checks to go undetected by other creatures within eyesight or earshot.

The GM determines the frequency and difficulty of the check based on the environment.

The GM might secretly roll the check for a character if knowledge of the outcome impacts the situation.

Hiding Limitations. Creatures can't hide while other creatures are able to see them, even at a casual glance.

It might also be impossible to hide if there's nowhere for a creature to stay out of sight.



DETECTING

Detecting a hiding or sneaking creature requires the searcher to actively look or listen.

Looking in the right place automatically reveals a hidden creature. Otherwise, the searcher must succeed on a Wisdom check to perceive a hiding or sneaking creature.

SURPRISE

A creature who begins its turn undetected has the advantage of surprise. If combat hasn't started yet, those with surprise take one turn before the combat initiative roll (see Combat Initiative! on pg. 88).

A creature has advantage on attack rolls against surprised targets.

Attacking from hiding gives away the attacker's position afterwards unless the GM determines otherwise.

Combat

When a fight breaks out, **combat rounds** begin!

DETERMINE SURPRISE

The GM determines if any creatures are unaware of each other. A creature who surprises another takes one turn before a new initiative order is rolled.

COMBAT INITIATIVE!

After surprise turns, the GM calls for new initiative. Everyone makes a Dexterity check (the GM uses the highest Dexterity modifier of any monsters).

The person with the highest result takes the first turn. Turns go clockwise from that person.

COMBAT TURNS

Characters can take one action and move near on their turn, splitting up the movement however they want. Characters can move near again if they don't take an action.

ACTIONS

Melee Attack. Melee attacks use melee weapons. Roll 1d20 + your Strength modifier + talent bonuses. You hit the target if your total is equal to or greater than its AC.

Ranged Attack. Ranged attacks use ranged weapons. Roll 1d20 + your Dexterity modifier + talent bonuses. You hit the target if your total is equal to or greater than its AC.

Cast A Spell. Casting a spell takes one action (see Spellcasting on pg. 44).

Improvise. Do an improvised action, such as swinging across a ravine on a vine. The GM might determine it requires a stat check or attack roll.

Multitask. Characters can do small, parallel tasks on their turns, such as standing up, speaking, activating a magic item, or quaffing a potion. This doesn't typically use their action.

DAMAGE

When you hit a target with an attack or spell, you damage it. Roll your weapon or spell's damage dice + talent bonuses. The GM subtracts that amount from the target's hit points.

Knockout. You can choose to knock a creature unconscious instead of killing it if you reduce it to 0 hit points.

Critical Hit. You deal a critical hit if you roll a natural 20 on an attack roll or spellcasting check.

For a **weapon**, double its damage dice on the attack. For a **spell**, you may double one of its numerical effects (see pg. 45).

TERRAIN

Attacking or casting a spell on a creature that is hiding at least half its body behind interposing terrain has disadvantage. If you can't see a creature at all due to terrain, you can't target it.

Creatures can only move half the normal distance through terrain that hampers free movement, such as ice or deep mud.

MORALE

Enemies who are reduced to half their ranks (or half their HP for a solo enemy) **flee** if they fail a DC 15 Wisdom check. For large groups, the GM makes one check with the leader's modifier.

DEATH

A character who goes to 0 HP falls unconscious and is **dying**. A character who goes above 0 HP wakes up and is no longer dying.

Death Timer. A dying character rolls 1d4 + their CON modifier (minimum 1 total) on their turn. They die in that many rounds unless healed or stabilized.

On each of the character's subsequent turns, that player rolls a d20. On a natural 20, the character rises with 1 hit point.

Stabilize. An intelligent being can give first aid to a dying creature at close range. On a successful DC 15 Intelligence check, the target stops dying (but is still unconscious).

Death. A character who perishes is retired from the game.

Overland Travel

The world is still perilous for fortune-seekers outside the gloomy Shadowdark. When traveling overland, these rules add to the crawling rules.

TURNS AND TIME

The game moves in initiative order as normal while traveling overland, and groups often travel in chunks that comprise several hours. Use the **Time Passes** rules (pg. 82) as needed.

Check for **random encounters** using the following cadence during overland travel:

Unsafe. Check every 3 hours.

Risky. Check every 2 hours.

Deadly. Check every hour.

LIGHT

If needed, determine how much time remains on the current light source by rolling 1d6 x 10 minutes. There is rarely total darkness outside, even at night.

WAYS TO TRAVEL

PCs can cross a number of **6-mile** hexes per day based on travel method. Pass a CON check for each extra hex attempted.

HEXES CROSSED

Method	Hexes/Day
Walking	2
Mounted	4
Sailing	8
Difficult terrain	½ normal
Arduous terrain	1

NAVIGATION

PCs in unfamiliar territory must have their navigator make an INT check upon exiting a hex. On a failure, the group moves into a random, adjacent hex.

FOOD AND WATER

PCs can go three days without water and three weeks without food. After that, PCs take 1d8 damage per day that can't be healed until eating or drinking.

Downtime

Between adventures, you can choose to undertake one downtime activity.

CAROUSING

Carousing is a way for you to convert the coin you've earned into XP and other benefits.

You'll likely come out of a carousing event with new NPC contact, whether friend or foe. You might even acquire a new magic item if you're bold and lucky enough.

Carousing can last for several days of in-game time, so the GM will use the Time Passes rule (pg. 82) as needed.

If you want to play out a gambling scene in detail, you can use the Wizards and Thieves game on pg. 94 to determine who wins a bet and how many valuables change hands.

See pg. 92 for more details on carousing.

LEARNING

Your character may wish to learn a new skill during downtime.

In order to learn a new skill, you must find a capable instructor who is willing to teach you.

You can't typically learn another class's or ancestry's unique talents, but you can learn auxiliary skills. Examples include a new language, or how to ride a sandworm using a harness.

Learning enables you to do new actions or gives you advantage on certain checks.

Work with the GM to determine what you can try to learn. Then, make an extreme (DC 18) Intelligence check. If you **succeed**, you learn the new skill.

If you **fail**, you can try again as your next downtime activity, this time lowering the difficulty of the Intelligence check by one step.

Carousing

When you return from the Shadowdark, you can carouse to celebrate your heroic exploits.

To carouse, each participant pitches in for the cost of the event. Then, each participant rolls 1d8 + the event's bonus to determine their own outcome.

OUTCOMES

Each character gains the XP noted for their result along with any other ill or positive effects.

If the group decides to play out the results of an individual roll, the entire carousing group is usually present for the events.

CAROUSING EVENT

Cost	Event	Bonus
30 gp	A worthy night of drinking and festivity	+0
100 gp	A full day and night of revelry, gambling, and recounting your exploits	+1
300 gp	Two days of crawling dozens of taverns to sing, buy rounds, and celebrate	+2
600 gp	A three-day voyage into the finest food, drink, and gambling you can find	+3
900 gp	A hazy, weeklong bender that runs multiple well-known taverns dry	+4
1,200 gp	A spirited fete lasting ten days that attracts hordes of revelers and takes over an entire town or a city district	+5
1,800 gp	Two legendary weeks of drinking and debauchery widespread enough to take over a whole city. It attracts countless celebrants, including famous nobles and bards; the streets run red with wine	+6

CAROUSING OUTCOME

d8	Outcome	Benefit
1	You wake up blearily in your bed	Gain 2 XP
2	You're locked in the stocks for 1d4 days and fined 20% of your total wealth for setting a building on fire	Gain 2 XP
3	You wake up in a gutter with 15% of your total wealth spent	Gain 3 XP
4	You hazily remember donating 10% of your total wealth to a glib priest	Gain 3 XP and a priest ally
5	You're fined 10% of your total wealth for starting a full-tavern brawl	Gain 3 XP and be barred from a tavern
6	The Thieves' Guild bilked you for 5% of your total wealth	Gain 4 XP
7	You led an entire tavern in a wildly insulting song about a disliked noble	Gain 4 XP and a famous bard ally
8	You survived a blindfolded knife-throwing demonstration unscathed	Gain 4 XP and a luck token
9	By talent (50%) or trickery (50%), you beat a rival crawler in a test of skill	Gain 5 XP and an NPC ally or enemy
10	An angry wizard cast a deadly spell at you, but you reflected it off your cup	Gain 5 XP and a luck token
11	You performed a humiliating prank on a despised and corrupt merchant	Gain 5 XP and an ally in the City Watch
12	You defeated a noble in a highly wagered drinking contest	Gain 5 XP and a debt owed by the noble
13	You pulled off an ill-advised heist inside a feared sorcerer's tower	Gain 6 XP and an 80-100 item from your treasure table
14+	You wake up deep inside the local ruler's stronghold holding one of their priceless family heirlooms. Footsteps approach	Gain 6 XP and a 90-100 item from your treasure table, if you escape

Wizards and Thieves

In smoky gambling dens, raucous taverns, and dim back alleys, the clatter of dice signals a game of Wizards and Thieves.

Wizards and Thieves is a fast-paced betting game beloved by gamblers of all stripes. Use it when you want to play out a wager with a more complex system than stat checks allow.

TO START

To begin, the players agree to a number of coins each will bring to the game (typically 20). Each player adds 6 coins to the pot.

All players roll 3d6. The player with the highest result becomes the **active player**. Gameplay moves clockwise from that person as the active player changes.

Rolls of **wizards** (6s) and **thieves** (1s) cancel each other out on a one-to-one basis when determining majorities (see Gameplay).

GAMEPLAY

The active player declares *wizard* or *thief* before rolling 3d6.

Declared thief, rolled majority thieves: The active player takes coins from the pot equal to the lowest remaining die after cancellations. The active player goes again.

Declared thief, rolled majority wizards: The active player adds coins to the pot equal to the lowest remaining die after cancellations. Play passes to the next player.

Declared wizard, rolled majority wizards: Everyone but the active player adds coins to the pot equal to the lowest remaining die after cancellations. The active player goes again.

Declared wizard, rolled majority thieves: The active player adds coins to the pot equal to the lowest remaining die after cancellations. Play passes to the next player.

No wizard or thief majority: Play passes to the next player.

Rolled 3 wizards: The active player takes the whole pot. The game ends.

Rolled 3 thieves: The pot is split evenly among all the remaining players except the active player. The active player gets any remainder that doesn't divide evenly, a result called "honor among thieves." The game ends.

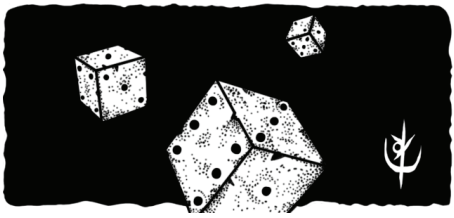
THE GAME ENDS

The game ends when the pot reaches 0.

If a player runs out of coins, that player is out of the game.

If all but one player loses their last coin, the pot goes to the player whose turn it would have been after the last roll.

The game's winner is the person who ends with the most coins.



LOW STAKES

d4	Played For...
1	Copper
2	Single drinks
3	Bragging rights
4	Minor baubles

MID STAKES

d4	Played For...
1	Gold
2	Drink rounds
3	A sworn favor owed
4	A personal trophy

HIGH STAKES

d4	Played For...
1	Jewelry
2	Finest drink in the city
3	A finger off your hand
4	An irreplaceable item

EPIC STAKES

d4	Played For...
1	Diamonds
2	Rarest drink in world
3	Your life
4	A magic item

Example of Play

In this gameplay example, a group of 1st-level crawlers are exploring a damp tomb they discovered beneath the ruins of Myre Castle.

The players are playing **Jorbin** (dwarf fighter), **Ralina** (halfling thief), **Iraga** (half-orc priest), and **Creeg** (human wizard).

For more gameplay demos, visit youtube.com/thearcanelibrary.

GM: Alright, crawlers. Let's start off with initiative!

Everyone rolls a d20 and adds their Dexterity modifier. The GM doesn't add anything since there are no active monsters.

GM: Did anyone beat my 14?

PC (Jorbin): I did! I got an 18.

GM: Then you're up first, Jorbin. We're going clockwise from you, so Ralina, you're on deck.

PC (Jorbin): How big is the door?

GM: The stone door in front of you is about six feet tall and covered in slimy chunks of moss.

PC (Iraga): I'm holding my torch up so Jorbin can see.

PC (Jorbin): Thanks, Iraga. No time to waste — I'm going to kick the door wide open!

PC (Ralina): So much for a stealthy entrance...

GM: Give me a hard Strength check, Jorbin. You get advantage because of your Grit talent.

Jorbin rolls two d20s, and the highest one shows a 14. With his Strength modifier of +3, he has a total of 17, beating the DC of 15.

PC (Jorbin): Success! I knock that thing off its moldy hinges! Alright, that's my turn.

The GM secretly makes a random encounter check due to the noise but rolls a 3 on the d6. No encounter for now.

GM: You're up, Ralina.

PC (Ralina): I peek my head in past the door. Do I see anything dangerous... or valuable?

GM: You see a circular chamber with a cracked, stone floor. Rusty torch sconces line the walls, and a shallow pool of green, murky water stands at the center.

PC (Ralina): Ew. I'll tiptoe into the room around the pool. Is there anything unusual about it?

GM: Now that you asked, you notice the water trembling and wobbling, almost like a jelly rather than a liquid.

PC (Ralina): Weird! I prepare to jump out of the way if something comes out of it. Iraga, you're tougher than me — do you want to check out the pond?

PC (Iraga): Definitely! I step into the room and free up my sword hand by placing the torch in one of the old sconces. Then I draw my blade and prod the water.

GM: A long, slimy tendril lashes back at you! Combat initiative!

Everyone rolls a d20 and adds their Dexterity modifier.

GM: Woohoo, natural 20! None of you beat that, so I'm up.

PC (Creeg): We are so dead.

GM: Iraga, one tendril whips out at you. Let's see, an 11 on the d20 plus its attack bonus of +3... What's your armor class?

PC (Iraga): It's 16! I'm safe!

GM: Ralina, a second tendril lashes out at you, but with disadvantage because you prepared to jump out of the way. A natural 4 on the lowest d20 — surely a miss, since that's only a 7 total. Creeg, it's your turn!

PC (Creeg): Not a moment too soon. I hobble into the chamber and point my fingers at the pool, chanting the words of my favorite spell. *Burning hands!*

Creeg rolls a DC 11 spellcasting check and gets a total of 18.

PC (Creeg): Got it! Take *[rolls a d6]* 4 damage, you filthy pond scum. That's my turn!

PC (Jorbin): Time to meet my axe! I barrel into the room and chop down into the pool *[rolls a d20]*... and roll a natural 1.

PC (Iraga): Uh oh!

GM: Jorbin, your foot slips on the slimy edge of the pool and you fall in! One of the tendrils tries to wrap around your neck — roll a normal DEX check to escape.

Jorbin rolls an 8 on the d20 and adds his -1 Dexterity modifier.

PC (Jorbin): A 7. Normal is DC 12, right? Looks like it got me!

GM: The tendril latches on and drags you toward the pond's center! Ralina, what do you do?

PC (Ralina): We better take care of this thing before it eats Jorbin! I stab it with my dagger!

Ralina rolls a 10 on a d20 and adds +3 for her attack bonus.

PC (Ralina): Does a 13 hit?

GM: That's its exact armor class, so yes! Roll 1d4 damage!

PC (Ralina): *[Rolls]* 3, not bad!

GM: The scum jelly barely seems to notice your dagger, almost as if it didn't hurt it...

PC (Creeg): Not good. Maybe stabbing attacks can't injure it?

PC (Iraga): You know what St. Terragnis says: "Kill it with fire!" I sheathe my sword and spring back to grab the torch off the wall. Can I lunge forward and jab it into the jelly?

GM: Absolutely. Make an attack roll with it like a melee weapon.

Iraga rolls 1d20 plus her STR modifier, getting a total of 14.

PC (Iraga): Its AC is 13, so I hit! How much damage?

GM: I'd say a lit torch does 1d4 damage from the flames.

PC (Iraga): *[Rolls]* 4 damage!

GM: The jelly writhes and sizzles from the burn! Now I need you to roll a d6 to see if the torch extinguishes. 1-3 is bad.

PC (Iraga): Oops. Forgot about that. *[Rolls a 2]* Well... it's suddenly very dark in here.

PCs (everyone): Oh no!

GM: Looks like it's my turn. Jorbin, the tendril wrapping around your neck constricts. You take *[rolls a d4]* 2 damage.

PC (Jorbin): No attack roll?

GM: No, that tendril already has you in its clutches. But the jelly has to roll for its second tendril! It can see in the dark and you're flat out, so it has advantage. *[Rolls]* Does an 18 hit you?

PC (Jorbin): Urk. Yes.

GM: *[Rolls a d6]* Yikes, 6 damage!

PC (Jorbin): That takes me to 0 hit points. Dwarf down, you all!

GM: Creeg, it's your turn!

PC (Creeg): This is why you always bring a wizard. I cast the *light* spell on the end of my staff!

Creeg rolls a 6 on his d20, plus his spellcasting bonus of +4.

PC (Creeg): That was a DC 11 spell! Not enough. The magic fizzles out, and I can't cast *light* again until we finish a rest.

GM: Jorbin, it'd normally be your turn, but you're out cold. Roll a d4 plus your CON mod to see how many rounds until you die.

PC (Jorbin): *[Rolls]* 3 rounds. Ralina, you're up next! Save us!

PC (Ralina): It's up to me! I fumble around in my backpack and pull out a spare torch, plus flint and steel. Can I light it?

GM: You're working by feel, so make a DC 12 DEX check. Your Thievery talent would normally give you advantage on this, but the blinding darkness cancels it.

PC (Ralina): *[Rolls]* Success! A blaze of torchlight fills the room!

PC (Iraga): Just in time for me to plunge into the scum to cast *cure wounds* on Jorbin.

Iraga rolls a 12 on her d20 and adds her spellcasting bonus of +2, beating the DC of 11.

PC (Iraga): Nice! Jorbin, you wake up with *[rolls a d6]* 3 HP.

PC (Jorbin): Thanks, Iraga! Now I just have to break free of this jelly and introduce it to my axe!



Game Master



At times, the Shadowdark seemed sentient in its malevolence. It was as though some hand guided it.

Your Role

THE GAME MASTER

The Game Master is the world-spinner, the all-wise, the ventriloquist.

You are the deadly pit trap and the assassin in the night. You are the storm. The army. The gods.

You hold ultimate power.

Yet you only want one thing: to see your players triumph.

So you craft malevolent villains worth defeating. You sculpt marvelous treasures worth stealing. You fill the world with rot, darkness, and death so it can be driven back by sword, spell, and flame.

Through this, you offer an invitation. You propose it loudly with roaring dragons, humbly with helpless villagers, secretly with hidden treasure maps.

You call the players to adventure.

And they answer.

THE ONLY RULE

The Only Rule is that you make the rules.

What's written in this book is a guide, not a constraint, and none of it takes precedence over your judgment.

If something doesn't work at your table, change it or throw it out and don't look back.

THE PACT

You and your players are gaming together to have fun, prop each other up, and strengthen bonds. This is The Pact.

The Pact is often unspoken and unseen, but it is always felt.

It is based on goodwill, respect, and fellowship.

Its enemies are selfishness, antagonism, and arrogance.

Decisions made to defend The Pact are always good ones.

The Players

ADVENTURE HOOKS

When you give adventure hooks to the characters, you're actually encouraging the *players* to grab onto those threads.

While you can't expect your players to take every hook, you can make a call to adventure more enticing by knowing what your players want.

Player motivations generally fall into the following categories. Powerful adventure hooks contain elements of all three.

Reward. Players want more treasure and XP to make their characters stronger.

Heroism. Players want to right wrongs, save the day, or make a name for their characters. This is especially true for players who love role-playing.

Discovery. Much like solving a mystery, players want to know why a problem or location exists and what secrets it hides.

THE AUDIENCE

The players are the real audience to the game's story, not the characters. Lean into this!

For example, the players might be in great suspense because you just rolled a random encounter check in front of them. Similar to a horror movie where the audience watches a murderer slink toward the main character, the suspense comes from the *players* not knowing what is about to happen.

DRAMATIC QUESTION

Most encounters have a simple yes/no question driving the interest. When that question is answered, the encounter is no longer exciting to the players, and it's time to move forward.

Dramatic questions are not always obvious. The question for an encounter with a troll guarding a bridge is not whether the characters can kill the troll, but whether they can get across!

Core Ethos

These are ***Shadowdark RPG's*** core principles and foundations.

TIME

The most important resource. It must haunt the characters' every decision. They don't have time to search every floor tile for a trap.

DARKNESS

Respect the darkness. It is the true foe. Few things can hold it at bay, and nothing must make those prized tools obsolete.

GEAR

Gear is precious and limited. Give value and utility to all of it.

ACTION ECONOMY

PCs get just one action per turn. Make it count. Use multitasking (pg. 88) for boring small stuff.

INFORMATION

Dispense information freely. If the characters test the floor where there's a trap, they find it.

DISTANCE

Close, near, and far distances are loose and don't require precise measurement. Nobody wants to miss firing an arrow into a dragon's eye because of a mere 5-foot deficit.

DANGER

Casting spells comes with great risk. Magic items are volatile. Fights are fast and unfair. Monsters are insidious.

REWARDING INVESTMENT

Honor what has been earned. If a character learns a new language, make it matter. Allow new titles or iconic deeds to have an impact on the characters' lives.

STAT CHECKS

The characters automatically succeed at what they are trained to do. Only use stat checks when there is time pressure and failure has dire consequences.

On Balance

BE UNPREDICTABLE

In this book, more than a few words are spent explaining the "typical" amount of treasure (pg. 117) or the "average" build of a monster (pg. 192).

But typical and average adventuring is not the goal.

These numbers are calibrations so you know where to start. Use them to feel out the rudder of your game and know what makes something easy or hard.

Then, become unpredictable.

If the players think they can win every fight, they won't feel fear. They won't be careful. They won't use their wits.

If all treasure is similar in value, there will be no epic trophies to pursue. No motivation.

Instead, fill your world with stark dangers and stunning treasures. The most glorious victories are the hard-earned ones.

TELEGRAPH DANGER

When you remove predictability, you'll want to add a replacement ingredient: telegraphing danger.

Don't make threats a secret (unless the players utterly failed to gather information).

If the characters are getting close to a manticore's cave, describe the crushed skulls and bones, the reek of rotting meat, and the silence of the birds.

CHOICES MATTER

A choice between two identical options ("Which door do you open, the one on the left or the right?") is not actually a choice.

Players need a way to gather information about their options and make an informed decision. That creates interesting choices.

Careful players should be able to find the deep claw marks on one of the doors or catch the low snoring on the other side.

Running the Game

ADVENTURES

An adventure is a set of related encounters and incidents that tie to a common plot thread. For example, the characters might go on an adventure to defeat the ruinous plague-cultists hiding beneath the Temple of Krull.

Devising an adventure requires the characters to have a problem or desire they can solve using their unique skills. These are usually tied to a person, location, or item. Often, there is time pressure driving the characters to act.

See the Adventures section on pg. 122 for adventure ideas.

CAMPAIGNS

Adventures that tie together into a series of related stories are a campaign. Sometimes, campaigns are centered around a plot or villain, and sometimes they grow out of the characters' explorations and deeds.

NPCS

Non-player characters (NPCs) are rich sources of quests, treasure, danger, and motivation.

Not all NPCs need a backstory, but giving each a name, appearance, mannerism, and secret makes them into memorable personas.

See NPCs on pg. 124 and Rival Crawlers on pg. 126 for ideas and generation tables.

THE MUNDANE

The characters transform from weak peasants into legendary heroes by adventuring. During that journey, the importance of basic gear, the fleeting nature of wealth, and the danger of a pack of armed bandits should never become mere trifles.

Even a 10th-level character's life should sometimes depend on whether a simple, mundane rope snaps or holds.

SETTING DCS

The four standard DCs of **easy** (9), **normal** (12), **hard** (15), and **extreme** (18) are universal and help you quickly decide a DC.

When determining the difficulty of a task, take the creature into account. Finding a trail in a sunny field would be an easy task for a forest elf with tracking skills, but it would be a hard task for a sun-dazzled cave troll.

When you ask players to make a check, state what kind of check it is. For example, an *easy Charisma check* or a *DC 15 Dexterity check*. That way, the players know what they need to roll to succeed.

CHALLENGE VARIETY

The characters should face a multitude of challenges during an adventure, including combat, dealing with NPCs, or overcoming the environment.

Each class excels at different tasks. Thieves love to scout and talk to NPCs, fighters and priests shine in combat, and wizards dominate the environment.

CHARACTER SKILL VS. PLAYER SKILL

Characters aren't the only ones who level up. Players also gain experience!

For example, players will learn where to look for secret doors and what the "tells" are. As they go on more adventures, they become better at gameplay.

Encourage this by giving players the opportunity to make decisions that rely on their creativity and wits, not on their dice rolls or stat bonuses.

RULES VS. RULINGS

If there were a rule for every situation, we would be living inside the rulebook instead of the game world.

As the GM, you have infinite power with only a handful of rules. Stat checks and the standard DCs can resolve any action. You need nothing more.

Rather than pore through the book, adjudicate using what you already know. Make a ruling, roll the dice, and keep going!

Not the Enemy

NEUTRAL ARBITER

You're not the players' enemy; you're portraying the world as it is. Roll your dice out in the open and let the players create their own trouble.

Shadowdark RPG has the following mechanics that tempt the players into taking risks.

Random encounters. Characters push their luck the longer they linger in dangerous areas. Not all wandering monsters are hostile (see Reaction Check, pg. 113), but there's no guarantee.

Light timers. If the characters run out of light, they have a poor chance of surviving a monster attack or deadly trap.

Resource management. Gear slots are precious. Is it more important to make room for treasure or bring extra torches?

XP. The temptation of treasure and XP pulls many characters deeper into the dungeon.

CHARACTER DEATH

Character deaths will happen (especially among 0-level adventurers)! The dice can be fickle, and crawlers sometimes get into more trouble than they can handle down in the Shadowdark.

When a character dies due to the player's choices and it makes sense, it was a just death.

If there is uncertainty ("Did you remember to add your Constitution modifier to your death timer?"), clarify, and then let fate fall.

A game world without death is one without risk or tension.



Set the Tone

THE WORLD

What is your game world like? Decide on a few major elements to start. You'll want to consider the following:

- What's the **environment** like? Jungle, desert, swamps, cityscape, oceanic, tundra?
- How does the world handle **magic**? Are wizards abundant, or in hiding? Can priests use healing spells?
- What's the overall **theme**? Grimdark, mythical, urban, gonzo, horror?

THE CHARACTERS

Are there any character creation rules in your game world? For example, some GMs only allow lawful or neutral characters.

Allow the players' ideas to shape reality. Is the priest from an order of witch-hunting zealots? Is the fighter a Red Siege veteran? Add those backstory elements to the game world!

SESSION ZERO

Help the players make their characters ahead of the first session.

This is an opportunity for the players to establish how their characters know each other, build out backstories, and roleplay precursory scenes.

START SMALL

You don't have to develop much for your first game. You need a starting location, a few interesting NPCs, and a short adventure site.

Since the characters already know each other from session zero, kick off the first game in the middle of a dangerous incident or dramatic situation. Bring on the action!

Problems and rumors lead to adventures. If you keep introducing both to the characters, your world will continue to sprout and grow.

Let There Be Darkness

ATTACK THE LIGHT

A main source of time pressure in ***Shadowdark RPG*** is the limited duration of light sources.

Don't let light sources be "set it and forget it." The characters must protect their light sources and keep them from going out.

Here are some ideas for how to attack the light source:

- Imperil torches and lanterns on **random encounter tables.**
- Have **enemies** try to extinguish light sources.
- Have opposing **spellcasters** hit the target of *light* spells with *dispel magic* or other magic-neutralizing effects.
- Have the **environment** put the light source at risk; gusts of wind, dead-magic zones, thin air, dripping cave ceilings, explosive gas, falling debris.
- Remember that **dropping** a torch or lantern might extinguish or break it.

LIGHT MISHAPS

d6	Details
1	**Dud.** The light source (even a magical one) goes out and needs to be replaced or recast.
2	**Fire.** The light source (even a magical one) flares and burns your hand. Take 1 damage. DC 18 DEX or drop it.
3	**Air.** A rogue wind or pocket of thin air blows through. DC 15 DEX or the flames go out.
4	**Water.** A sudden rain shower or dripping ceiling hits the light source. DC 15 DEX or the flames go out.
5	**Earth.** Falling rocks, mud, leaves, or ash cover the light source. DC 12 DEX to protect it.
6	**Spark.** If the light source is open flame, it sparks and catches on 1d4 flammable objects within close. DC 12 DEX to extinguish each one.

Modes of Play

Mix and match these optional rules to create new challenges and gameplay styles.

BLITZ MODE

- Light timers last 30 minutes.

CHAOS MODE

- Reroll initiative at the start of every combat round.

DEADLY MODE

- Death timers are always 1.
- DC 18 INT to stabilize dying.

FATALITY MODE

- Characters die at 0 hit points.

GRINDER MODE

- You only regain HP equal to one roll of your hit points die and 1 stat damage per stat with each successful rest. Dwarves roll with advantage.
- Spellcasters choose 1d4 lost spells to regain after a successful rest.

HUNTER MODE

- Defeated monsters grant XP equal to half their level (round down).

MOMENTUM MODE

- You have advantage on checks to repeat an action you failed if you try the exact same action again on your next turn.
- Damage dice explode. If you roll maximum damage on a die, roll again and add it to the total. There is no cap.

PULP MODE

- There are no maximum luck tokens a player can have.
- Players start every session with 1d4 luck tokens.
- You can use a luck token to turn a hit into a critical hit.
- You can use a luck token to take an extra action.
- You can use a luck token to force the GM to reroll a roll.

Random Encounters

PURPOSE

Random encounters are a way to keep time pressure up. If the characters linger too long, they'll run the risk of more encounters.

HOW OFTEN?

The GM checks for random encounters during crawling rounds (not combat) based on the environment's danger level.

Unsafe. Check every 3 rounds.

Risky. Check every 2 rounds.

Deadly. Check every round.

To check for a random encounter, the GM rolls 1d6. An encounter occurs on a result of 1.

The GM might also check for an encounter if the characters create a loud disturbance.

For **overland travel**, check for random encounters based on hours in place of rounds (see pg. 90 for overland travel details).

STARTING DISTANCE

If one or more wandering creatures appear, roll 1d6 for their distance from the group.

DISTANCE

d6	Starting Distance
1	Close
2-4	Near
5-6	Far

WHAT IS IT DOING?

When the characters encounter new creatures, roll to determine the creatures' current activity. This might impact how likely they are to notice the characters.

ACTIVITY

2d6	Activity
2-4	Hunting
5-6	Eating
7-8	Building/nesting
9-10	Socializing/playing
11	Guarding
12	Sleeping

REACTION CHECK

When the characters encounter random creatures, the GM rolls for the creatures' attitude (if it would not already be clear).

If the characters immediately interact with the creatures to influence their attitude, one of the interacting characters may **add their Charisma modifier** to the reaction check.

The interacting characters reveal their presence and position to the creatures.

Some vicious creatures, such as undead, are always hostile.

REACTION

2d6 + CHA mod	Attitude
0-6	Hostile
7-8	Suspicious
9	Neutral
10-11	Curious
12+	Friendly

TREASURE

There's a 50% chance a randomly encountered creature (or group of creatures) has no treasure.



Traps

Traps add peril and surprise to crawling. Characters typically get to make a relevant stat check to avoid a trap's effects.

A Tell. Most traps should have a hint or tell. Be careful not to make traps too frequent or the game pace will suffer.

Finding. Characters who search a specific area or object for a trap automatically find it.

Disabling. Thieves and characters who are trained in tinkering can describe how they disable or circumvent a trap.

If the character has enough time and uses a reasonable method, the character succeeds.

If there is time pressure or the trap requires a great deal of skill to deactivate, the GM might call for a stat check.

TRAPS

d12	Trap	Trigger	Damage or Effect
1	Crossbow	Tripwire	1d6
2	Hail of needles	Pressure plate	1d6/sleep
3	Toxic gas	Opening a door	1d6/paralyze
4	Barbed net	Switch or button	1d6/blind
5	Rolling boulder	False step on stairs	2d8
6	Slicing blade	Closing a door	2d8/sleep
7	Spiked pit	Breaking a light beam	2d8/paralyze
8	Javelin	Pulling a lever	2d8/confuse
9	Magical glyph	A word is spoken	3d10
10	Blast of fire	Hook on a thread	3d10/paralyze
11	Falling block	Removing an object	3d10/unconscious
12	Cursed statue	Casting a spell	3d10/petrify

Hazards

Hazards add passive danger to the adventuring environment. There is often no way to defeat or permanently disable them.

Unlike traps, most hazards are obvious from the start.

Movement Restriction. Some hazards inhibit or prevent movement, such as quicksand pools or slippery ice. Hazards can even fully entrap characters.

Damage. Some hazards deal ongoing damage, such as toxic spores or acid rain.

Weakening. Certain hazards weaken or hamper the characters. These could include antimagic zones or vapors that sap physical strength.

Combining. The most insidious hazards combine one or more of these types into a single threat.

HAZARDS

d12	Movement	Damage	Weaken
1	Quicksand	Acid pools	Blinding smoke
2	Caltrops	Exploding rocks	Magnetic field
3	Loose debris	Icy water	Exhausting runes
4	Tar field	Lava	Antimagic zone
5	Grasping vines	Pummeling hail	Snuffs light sources
6	Steep incline	Steam vents	Disorienting sound
7	Slippery ice	Toxic mold	Magical silence
8	Rushing water	Falling debris	Numbing cold
9	Sticky webs	Acid rain	Sickening smell
10	Gale force wind	Curtain of fire	Sleep-inducing spores
11	Greased floor	Electrified field	Confusing reflections
12	Illusory terrain	Gravity flux	Memory-stealing

The Gauntlet

THE GAUNTLET

Game Masters can use a process called The Gauntlet to determine the players' starting characters.

The Gauntlet works best when the players use the random generation process (see pg. 40) to create four 0-level characters each.

Random generation prevents "build tuning" and over-investing in any single character, because The Gauntlet is...

DEADLY!

The Gauntlet is much deadlier than a typical adventure. Most characters won't survive it. 0-level PCs who fall to 0 HP die instantly.

Each player will end up with one peasant who makes it through the ordeal. Each player's active surviving character graduates to 1st level, gains a class, and becomes their character for future adventures.

HOW TO RUN IT

The Gauntlet usually takes place in a well-established dungeon stocked with brutal traps, large groups of monsters, and evil plots drawing close to fruition.

The monsters and traps aren't undefeatable, but many are likely to cause casualties.

The Gauntlet can sometimes be comedic in its savagery, but not everything should be a death trap. Include enticing rewards that encourage risk-taking.

Players each choose one of their 0-level characters to play at a time. Players replace dead characters from their backup pool and invent a fitting explanation. Reinforcements from town or a rescued prisoner!

TOTAL LOSS

If a player loses every 0-level character during The Gauntlet, that player can create 1d4 more 0-level characters to pull from.

Awarding XP

Characters gain XP from the valuable treasures and boons they earn during an adventure.

XP awards don't need to reflect monetary value; boons or fabled items have intangible worth.

Treasure has four categories:

- **Poor** (0 XP): Mundane, low value, ordinary, unexciting.
- **Normal** (1 XP): Good value, worth protecting, useful.
- **Fabulous** (3 XP): Incredible, prized, well-guarded.
- **Legendary** (10 XP): Mythic, unique, quest-worthy.

Each PC gets the full XP value of each treasure. When PCs gain a new level, their XP resets to zero.

SOURCES OF XP

- Gold and gems
- Oaths, secrets, and blessings
- Magic items
- Meaningful trophies/tokens
- Clever thinking (award 1 XP for ingenious actions)

HOW MUCH GOLD?

Over time, PCs will earn and lose gold through adventuring, carousing, and buying gear.

Per **treasure find**, each group should gain about 10 gp x their average party level in value, or:

- 20 gp in value, levels 0-3
- 50 gp in value, levels 4-6
- 80 gp in value, levels 7-9

XP FOR TREASURE QUALITY

Quality	XP	Examples
Poor	0	Bag of silver, used dagger, knucklebone dice
Normal	1	Bag of gold, gem, fine armor, magic scroll
Fabulous	3	Magic sword, giant diamond, mithral chainmail
Legendary	10	The *Staff of Ord*, a djinni's *wish*, a dragon hoard

Something Happens!

SOMETHING HAPPENS!

d100	Details
01	The ground shakes violently and a massive fissure opens
02-03	An unseen foe leaps out of hiding at close range
04-05	A horrible buzzing fills the air, growing louder and louder
06-07	You catch the acrid smell of smoke and flame
08-09	A bright star appears in the sky, visible even at midday
10-11	You spot a half-open bag with gold coins glinting inside
12-13	A man slips a note and an odd potion into your hand
14-15	Someone observing you from afar steps out of sight
16-17	A dwarf in a red hat hands you a rose, bows, and leaves
18-19	A cowled stranger in a black cloak approaches you
20-21	Someone tries to pick your pocket
22-23	A strange ticking sound comes from inside your bag
24-25	A frothing, frantic horse with a saddle but no rider appears
26-27	A mound in the earth quickly burrows toward you
28-29	You sense you are being magically scryed upon
30-31	Someone tries to plant an object on your person
32-33	You are filled with a strong sense of dread and danger
34-35	A woman hands you a black cat and then runs away
36-37	A small, woodland creature jumps out of a backpack
38-39	You smell lilacs and hear faint, ghostly laughter
40-41	A note wrapped around a thin dagger lands next to you
42-43	A green-glowing meteor streaks through the sky
44-45	Someone nearby is staring at you and mouthing words

SOMETHING HAPPENS!

d100	Details
46-47	A pair of yellow eyes watches you from the darkness
48-49	An orc with an arrow in her back crashes through a door
50-53	You hear a beast cry out in pain just up ahead
54-55	A huge swarm of bats crashes over you and swirls away
56-57	A frail beggar whispers that he has a secret to tell you
58-59	An object falls from above and barely misses your head
60-61	A seagull lands on your head and coughs up an odd bottle
62-63	The smell of ozone rises and electricity crackles in the air
64-65	You spot a trail of tiny silver coins leading around a bend
66-67	A wild-eyed man approaches with a holy book held high
68-69	Every light source suddenly extinguishes
70-71	A stampede of wild animals bursts into view
72-73	An old woman points at you and yells, "There they are!"
74-75	A passing stranger presses an ancient coin into your hand
76-77	A chorus of howls echo in the distance
78-79	Two pinching and slapping goblins tumble into sight
80-81	You realize you are not alone; something is behind you
82-83	The sudden sound of rushing water crashes toward you
84-85	You hear an ear-splitting scream that nobody else hears
86-87	A man slaps you with a glove and throws it at your feet
88-89	A violent, windy storm kicks up without warning
90-91	Lightning strikes close and leaves a glowing object behind
92-93	A multicolored orb drifts up to you and then zips away
94-95	A runaway wagon crashes toward you
96-97	An NPC throws off their disguise, revealing an enemy
98-99	A demon appears to you and presents a tempting offer
00	A radiant being appears to you with a message of warning

Rumors

RUMORS

d100	Details
01	An armored beast the size of a ship is rampaging nearby
02-03	A team of assassins is on its way to kill your group
04-05	The local ruler has placed a 2,000 gp bounty on your heads
06-07	The cult of Shune is planning a fiery coup at midnight
08-09	An ancient, stone door has been found in the castle cellar
10-11	Lizardfolk have been raiding caravans near the swamp
12-13	Armored skeletons are roaming the misty graveyard
14-15	An earthquake uncovered a ruin inside a deep rift
16-17	A warband of orcs has taken over an abandoned keep
18-19	There is a hall of golden statues underneath the well
20-21	Those who survive the Trial of the Lotus gain a strange gift
22-23	A Captain of the Guard has been taken hostage by thugs
24-25	The Crystal Caves are home to a cult of psychic sorcerers
26-27	A crocodile dragged a richly-laden mule into the sewers
28-29	A fortune-telling witch speaks true omens and portents
30-31	Every full moon, the Prancing Unicorn's larder is robbed
32-33	A famous group of crawlers hasn't returned from a delve
34-35	A glowing meteor crashed deep inside the marshlands
36-37	Fire will not light or burn within sight of the Lion Fountain
38-39	The lost *Jewel of Barbalt* is hidden in the Howling Caves
40-41	A dwarven mining team has uncovered a tentacled statue
42-43	The Red Owl tavern has a trapdoor to the Shadowdark
44-45	2d12 viperians guard a shrine to a medusa in the jungle

RUMORS

d100	Details
46-47	Three thieves just pulled off a gemstone heist nearby
48-49	Harpies keep watch from the cliffs around Diridia's Tomb
50-53	A gorgon stalks the ruins of the Underhill Halls
54-55	Beneath the Red Abbey is the forgotten Barrow of Ur-Din
56-57	A dying sage is calling for a mighty group of heroes
58-59	A wizard accidentally let his trio of cockatrices escape
60-61	A local lord has somehow been stranded atop a high roof
62-63	Bartomeu the Pirate Prince will be hanged at noon
64-65	Goblin spelunkers found an underground cathedral
66-67	The *Kytherian Mechanism* sank into the sea near Myrkhos
68-69	Rare and valuable mushrooms grow inside an old crypt
70-71	The Church of St. Terragnis will pay for the return of a relic
72-73	A volcanic eruption revealed tunnels in the caldera's walls
74-75	The cyclopean ruins of Tal-Yool lie deep within the forest
76-77	A famous gambler will bet a ruby on a Wizard Thief game
78-79	The Moon Druids will bless a sword used to slay a werewolf
80-81	Gravediggers found a chained coffin in an unmarked plot
82-83	An abandoned wizard's tower is full of clockwork creatures
84-85	The Thieves' Guild is about to attack a rival merchant lord
86-87	Windstorms uncovered a stone monolith in the desert
88-89	A rival group of crawlers found the map to Jiraal's Hoard
90-91	A monstrosity called The Carver lurks below the university
92-93	The *Onyx Destrier* is in Ekmara's Keep in the wasteland
94-95	The princess has been kidnapped by a group of sorcerers
96-97	A Chaos Knight's tomb has been found beneath a temple
98-99	The fabled Library of Gehemna appeared outside the city
00	The dragon Ixamir has awoken from her 200-year slumber

Adventures

For these adventure generators, use some or all of the details and names you roll. Modify the connecting words as needed.

For example, "Tower of the Deepwood Swamp" could also be "Tower by Deepwood Swamp" or "Deepwood Swamp Tower."

ADVENTURE GENERATOR

d20	Detail 1	Detail 2	Detail 3
1	Rescue the	Goblet	Of the evil wizard
2	Find the	Prisoner	Stalking the wastes
3	Destroy the	Sword	At the bottom of the river
4	Infiltrate the	Vault	In the city sewers
5	Bypass the	Cult	Under the barrow mounds
6	Return the	Spirit	Of the fallen hero
7	Defeat the	Killer	In the magical library
8	Spy on the	Demon	In the king's court
9	Bribe the	Noble	Of the ancient lineage
10	Deliver the	Hunter	In the sorcerer's tower
11	Escape the	Hostage	In the Murkwood
12	Imprison the	Thief	Hiding in the slums
13	Stop the	Spy	Of the Dwarven lord
14	Befriend the	Werewolf	In the musty tomb
15	Pacify the	Relic	Of the royal knights
16	Persuade the	High priest	Sacrificing innocents
17	Steal the	Merchant	In the catacombs
18	Escort the	Witch	Blackmailing the baron
19	Banish the	Ritual	In the Thieves' Guild
20	Free the	Vampire	Murdering townsfolk

ADVENTURING SITE NAME

d20	Name 1	Name 2	Name 3
1	Mines of the	Cursed	Flame
2	Abbey of the	Whispering	Ghost
3	Tower of the	Bleeding	Darkness
4	Caves of the	Shrouded	Peak
5	Barrow of the	Lost	Borderlands
6	Warrens of the	Dead	King
7	Crypt of the	Deepwood	Twilight
8	Monastery of the	Fallen	Depths
9	Ruin of the	Revenant	Jewel
10	Tunnels of the	Frozen	God
11	Citadel of the	Shimmering	Lands
12	Tomb of the	Chaos	Storm
13	Castle of the	Abandoned	Swamp
14	Temple of the	Blighted	Ravine
15	Fortress of the	Forgotten	Valley
16	Isle of the	Slumbering	Horde
17	Keep of the	Savage	Skull
18	Dungeon of the	Unholy	Queen
19	Necropolis of the	Enchanted	Wastes
20	Shrine of the	Immortal	Hero

"Crypt of the Blighted Wastes? Sounds delightful."
-Creeg, human wizard

NPCs

ANCESTRY

d12	Ancestry
1-5	Human
5-6	Elf
7-8	Dwarf
9-10	Halfling
11	Half-orc
12	Goblin

AGE

d8	Age
1	Child
2	Adolescent
3-4	Adult
5-6	Middle-Aged
7	Elderly
8	Ancient

ALIGNMENT

d6	Alignment
1-3	Lawful
4	Neutral
5-6	Chaotic

WEALTH

d6	Wealth
1	Poor
2-3	Standard
4-5	Wealthy
6	Extravagant



NPC QUALITIES

d20	Appearance	Does	Secret
1	Balding	Spits	Hiding a fugitive
2	Stocky build	Always eating	Adores baby animals
3	Very tall	Moves quickly	Obsessed with fire
4	Beauty mark	Card tricks	In a religious cult
5	One eye	Prays aloud	Is a half-demon
6	Braided hair	Writes in diary	Was a wizard's apprentice
7	Muscular	Apologetic	Needlessly picks pockets
8	White hair	Slaps backs	Has a false identity
9	Scar on face	Drops things	Afraid of storms
10	Willowy build	Swears oaths	Has functional gills
11	Sweaty	Makes puns	In deep gambling debt
12	Cleft chin	Rare accent	Works as a smuggler
13	Frail	Easily spooked	Is a werewolf
14	Big eyebrows	Forgetful	Can actually smell lies
15	Tattooed	Speaks quietly	Cast out of wealthy family
16	Floppy hat	Twitches	In love with a bartender
17	Gold tooth	Moves slowly	Left the Thieves' Guild
18	Six fingers	Speaks loudly	Best friends with a prince
19	Very short	Swaggers	Retired crawler
20	Large nose	Smokes pipe	Has a pet basilisk

OCCUPATION

d4, d4	1	2	3	4
1	Gravedigger	Carpenter	Scholar	Blacksmith
2	Tax collector	Farmer	Bartender	Beggar
3	Baker	Cook	Sailor	Butcher
4	Locksmith	Cobbler	Friar/nun	Merchant

Rival Crawlers

A rival party of Shadowdark crawlers has **1d4 + 1** members. All are of the same alignment.

ANCESTRY

d12	Ancestry
1-5	Human
5-6	Elf
7-8	Dwarf
9-10	Halfling
11	Half-orc
12	Goblin

CLASS

d4	Class
1	Fighter
2	Priest
3	Thief
4	Wizard

ALIGNMENT

d6	Party Alignment
1-2	Lawful
3-4	Neutral
5-6	Chaotic

Roll **1d6** to determine each rival crawler's starting level.

RENOWN

d6	Party Renown
1	Unknown
2-3	Locally known
4-5	Widely recognized
6	Extremely famous

SECRET

2d6	Party Secret
2	Betrayed an oath
3-4	False/stolen identities
5-6	In debt to Thieves' Guild
7-8	Map to major treasure
9-11	Suffering a curse
12	Has a powerful patron

WEALTH

d6	Party Wealth
1	Poor
2-4	Standard
5	Wealthy
6	Extravagant

PARTY NAME

d20	Name	Name	Known For...
1	The Savage	Wardens	Defeating a dragon
2	The Steel	Skulls	Specializing in undead
3	The Icy	Guardians	Zealous worship of a god
4	Hell's	Hammers	Slaying a two-headed ogre
5	The Dread	Rangers	Going missing for a year
6	The Marvelous	Explorers	Taking monster trophies
7	The Flaming	Moon	Setting taverns on fire
8	The Lone	Wolves	Their signature clothing
9	The Noble	Delvers	Brashness and arrogance
10	The Mighty	Dawn	A disastrous expedition
11	The Iron	Drakes	Dabbling in evil magic
12	The Devil's	Miscreants	Their frenzied admirers
13	The Emerald	Scimitars	Serving in a brutal war
14	The Vigilant	Storm	Large gambling debts
15	The Lightless	Trackers	Their pet lion
16	The Forest	Oath	Surviving the fall of Korint
17	Death's	Sentinels	Finding a legendary sword
18	The Dark	Lions	Spying on other crawlers
19	The Thundering	Knights	Defeating a necromancer
20	The Divine	Hunters	Poaching treasure finds

SIGNATURE TACTICS

d4	Lawful	Neutral	Chaotic
1	Always negotiate	Scout and sneak	Ambush rivals
2	Fight honorably	Follow rivals	Sacrifice NPCs
3	Never use stealth	Cache resources	Kill everything
4	Loyal followers	Buy information	Target the helpless

NPC Names

The **NPC Names By Ancestry** table has no repeats from the Character Names table (pg. 38).

For the **NPC Names By Syllable** table, use some or all of the generated syllables.

NPC NAMES BY ANCESTRY

d20	Dwarf	Elf	Goblin	Halfling	Half-Orc	Human
1	Hera	Sarenia	Kog	Myrtle	Troga	Hesta
2	Torin	Ravos	Dibbs	Robby	Boraal	Matteo
3	Ginny	Imeria	Fronk	Nora	Urgana	Rosalin
4	Gant	Farond	Irv	Percy	Zoraal	Endric
5	Olga	Isolden	Squag	Daisy	Scalga	Kiara
6	Dendor	Kieren	Mort	Jolly	Krell	Yao
7	Ygrid	Mirenel	Vig	Evelyn	Voraga	Corina
8	Pike	Riarden	Sticks	Horace	Morak	Rowan
9	Sarda	Allindra	Gorb	Willie	Draga	Hariko
10	Brigg	Arlomas	Yogg	Gertie	Sorak	Ikam
11	Zorli	Sylara	Plok	Peri	Varga	Mariel
12	Yorin	Tyr	Zrak	Carlsby	Ulgar	Jin
13	Jorgena	Rinariel	Dent	Nyx	Jala	Hana
14	Trogin	Saramir	Krik	Kellan	Kresh	Lios
15	Riga	Vedana	Mizzo	Fern	Zana	Indra
16	Barton	Elindos	Bort	Harlow	Torvash	Remy
17	Katrina	Ophelia	Nabo	Moira	Rokara	Nura
18	Egrim	Cydaros	Hink	Sage	Gartak	Vakesh
19	Elsa	Tiramel	Bree	Reenie	Iskana	Una
20	Orgo	Varond	Kreeb	Wendry	Ziraak	Nabilo

NPC NAMES BY SYLLABLE

d20	Prefix	Syllable 2	Syllable 3	Suffix
1	Ir-	an	l	-int
2	Van-	ish	n	-us
3	Cyr-	tos	pil	-ios
4	Den-	zar	g	-el
5	Cor-	ven	z	-inne
6	Hil-	sen	bor	-os
7	Sal-	win	t	-ian
8	Bri-	on	c	-ius
9	Mar-	en	ar	-iol
10	Gar-	lin	q	-an
11	Tin-	sor	v	-isk
12	Vor-	oc	iv	-erg
13	Nel-	vyn	ov	-ent
14	Ri-	al	b	-ial
15	Quor-	osh	den	-ant
16	Bal-	er	k	-iel
17	Mur-	in	s	-onne
18	Par-	el	r	-org
19	Tor-	un	jen	-enne
20	Lem-	nar	w	-ynne

IDENTIFIER

d4, d4	1	2	3	4
1	The Gray	One-Eye	The Lesser	The Cunning
2	Silvertongue	The Outcast	Fasthands	The Bold
3	The Elder	The Charmer	The Exiled	The Wise
4	Tree-Speaker	The Craven	The Red	Six-Finger

Shadowdark Maps

Roll or choose a site **size** and **type**. Then, take the number of dice listed for the dungeon's size and roll them together on a blank sheet of standard paper.

Note the position where each die fell. Draw an outline around the dice to form the site's shape, separating the rooms with walls and passages that match the dungeon's type.

Note the number on each die to determine the type of **room** it is. Roll on the corresponding table for the room's contents.

The site's **objective** or boss monster is located in the room with the highest room type roll.

Finally, roll for the dungeon's overall danger level.

DANGER LEVEL

d6	Level
1-3	Unsafe
4-5	Risky
6	Deadly

SITE SIZE

d6	Type	Dice
1-2	Small	5d10
3-5	Medium	8d10
6	Large	12d10

SITE TYPE

d6	Type
1-2	Cave
3	Tomb
4	Deep tunnels
5-6	Ruins

ROOM TYPE

Result	Feature
1-2	Empty
3	Trap
4	Minor hazard
5	Solo monster
6	NPC
7	Monster mob
8	Major hazard
9	Treasure
10	Boss monster

TRAP

d6	Detail	Detail
1	Crude	Ensnaring
2	Ranged	Toxic
3-4	Sturdy	Mechanical
5	Ancient	Magical
6	Large	Deadly

MONSTER MOB

d6	Detail	Detail
1	Stealthy	Outcasts
2-3	Reckless	Minions
4	Magical	Tricksters
5	Primitive	Vermin
6	Organized	Warriors

MINOR HAZARD

d6	Details
1	Short fall
2-3	Stuck or locked barrier
4	Dense rubble
5	Collapsing walls
6	Enfeebling magic

MAJOR HAZARD

d6	Details
1-2	Long fall
3	Toxic gas or vapors
4	Entrapping terrain
5	Antimagic zone
6	Drowning hazard

SOLO MONSTER

d6	Detail	Detail
1	Sneaky	Ambusher
2-3	Mighty	Brute
4-5	Clever	Spellcaster
6	Mutated	Pariah

TREASURE

d6	Details
1-2	Hidden
3-4	Guarded by monster
5	Protected by trap
6	Protected by hazard

NPC

d6	Details
1	Hiding
2-3	Captive
4-5	Wounded
6	Rival adventurers

BOSS MONSTER

d6	Details
1	Physically strongest
2	Religious leader
3-5	Guarded by minions
6	Supreme sorcerer

Overland Hex Maps

To begin an overland hex map, roll or choose a starting terrain type from the Hex Terrain table.

Each time the characters move into an empty hex, roll on the New Hex table.

Treat steps on the Hex Terrain table as a **circular loop**. For example, if your current terrain is "prior hex + cataclysm" and you roll a 10 for a new hex ("current terrain +1 step"), jump to the beginning of the table, giving you a "desert/arctic" result.

For each hex, roll a d6. On a 1, the hex has one **point of interest**.

HEX TERRAIN

2d6	Feature
2	Desert/arctic
3-4	Swamp
5-6	Grassland
7-8	Forest/jungle
9-10	River/coast
11	Mountain
12	Prior hex + cataclysm

NEW HEX

2d6	Details
2-3	Current terrain -1 step
4-9	Same as current terrain
10-11	Current terrain +1 step
12	Roll a new hex terrain

DANGER LEVEL

d6	Level
1	Safe (reroll if cataclysm)
2-3	Unsafe
4-5	Risky
6	Deadly

CATACLYSM TYPE

d8	Type
1	Volcano
2	Fire
3	Earthquake
4	Storm
5	Flood
6	War
7	Pestilence
8	Magical disaster

POINTS OF INTEREST

d20	Location	Development
1	Small tower	Recently ransacked
2	Fortified keep	Built over/connected to a large tomb
3	Natural landmark	Being attacked by an invader
4	Temple	Home to an oracle
5	Barrow mounds	Built around/over a sleeping dragon
6-8	Village	Abandoned and in ruins
9-11	Town	Guarded by its current residents
12-13	City	Home to a religious cult
14	Metropolis	Under siege by a warband
15	Monster nest	Where a secret circle of wizards meets
16	Hermit's abode	Occupied by a self-titled king/queen
17	Cave formation	Controlled by a malevolent sorcerer
18	Ancient dolmens	Protected by an age-old guardian
19	Barbarian camp	Hiding a great treasure
20	Holy shrine	With a door to another plane

SETTLEMENT NAME

d8	Village	Town/Small City	Large City/Metropolis
1	Bruga's Hold	Fairhollow	Doraine
2	Lastwatch	Ivan's Keep	Meridia
3	Darkwater	Galina	King's Gate
4	Ostlin	Brightlantern	Myrkhos
5	Treefall	Corvin's Crest	Rularn
6	Vorn	Ironbridge	Ordos
7	Hillshire	Skalvin	Thane
8	Nighthaven	Toresk	Rahgbat

Settlement Maps

Roll or choose a settlement type. Then, take the number of dice listed and roll them together on a blank sheet of standard paper.

Draw a broad outline around where the dice fell to determine the settlement's shape.

Then, note the position and number on each die to determine what **district** is in that location. Separate the districts by rough lines and shapes to create main streets.

The settlement's seat of government is located in the district with the highest roll.

Each district has 1d4 main **points of interest**.

Roll an alignment for the overall settlement or for each district. Treat **chaotic** settlements and districts as risky when checking for random encounters.

Roll taverns on pg. 136 and shops on pg. 138.

TYPE

d6	Settlement Type	Dice
1	Village	3d4
2-3	Town	4d4
4-5	City	6d6
6	Metropolis	8d8

DISTRICTS

Result	Type
1	Slums
2	Low district
3	Artisan district
4	Market
5	High District
6	Temple district
7	University district
8	Castle district

ALIGNMENT

d6	Alignment
1-3	Lawful
4-5	Neutral
6	Chaotic

SLUMS

d6	Point of Interest
1	Seedy flophouse
2-3	Poor tavern
4	Criminal safehouse
5	Poor shop
6	Witch/warlock's hovel

HIGH DISTRICT

d6	Point of Interest
1	Guildhouse
2-3	Wealthy tavern
4	Manor house
5	Wealthy shop
6	City Watch outpost

LOW DISTRICT

d6	Point of Interest
1	Graveyard
2-3	Poor tavern
4	Poor shop
5	Standard shop
6	Warehouses/sheds

TEMPLE DISTRICT

d6	Point of Interest
1	Ruined temple
2-3	Minor deity's chapel
4	Forbidden shrine
5	Major god's temple
6	Revered holy site

ARTISAN DISTRICT

d6	Point of Interest
1	Stocks and pillories
2-3	Modest temple
4-5	Standard tavern
6	Wealthy shop

UNIVERSITY DISTRICT

d6	Point of Interest
1	Library
2-3	Lecture hall
4-5	Standard tavern
6	Wizard's tower

MARKET

d6	Point of Interest
1	Fortune teller
2-4	Rare and exotic goods
5	Apothecary
6	Illicit black market

CASTLE DISTRICT

d6	Point of Interest
1	Royal bathhouse
2-3	City Watch's garrison
4-5	Theater or coliseum
6	Royal castle

Taverns

Poor. 3 Poor menu, 2 Drinks (d6).

Standard. 1 Poor and 2 Standard menu, 3 Drinks (d12).

Wealthy. 1 Standard and 2 Wealthy menu, 3 Drinks (2d6).

TAVERN GENERATOR

d20	Name	Name	Known For...
1	The Crimson	Rat	High-stakes gambling
2	The Dancing	Wench	Illicit poison sales
3	The Dog &	Lantern	Wizard patrons
4	The Rusty	Eel	Cult rituals in the basement
5	The Demon's	Goblet	Rare food and drinks
6	The Singing	Trident	Dancing contests
7	The Boar &	Candle	Violent brawls
8	The Silver	Dagger	Ancient tunnels in the cellar
9	The Filthy	Wheel	Thugs for hire
10	The Captain's	Pig	Thieves' Guild spies
11	The Jolly	Snake	Hostility toward spellcasters
12	The Wise	Camel	City Watch patrons
13	Cloak &	Dragon	Underground pit fighting
14	The Royal	Axe	Famous bard performances
15	The Gilded	Bell	Treasonous meetings
16	The Blade &	Tankard	Ban on all weapons
17	The Drunken	Shield	Hostility toward non-regulars
18	Cup &	Blade	Exotic taxidermy collection
19	The Jeweled	Anvil	Pirate and smuggler patrons
20	The Frog &	Bard	Drinking contests

MENU

d12	Poor (1d4 cp)	Standard (1d6 sp)	Wealthy (1d8 gp)
1	Boiled cabbage	Alligator steak	Fried basilisk eyes
2	Dates and olives	Rosemary ham	Giant snake filet
3	Goat stew	Raw flailfish	Griffon eggs
4	Pickled eggs	Seared venison	Candied scarabs
5	Cheese and bread	Buttered ostrich	Baked troll bones
6	Hearty broth	Spicy veal curry	Cockatrice wings
7	Meat pastry	Salted frog legs	Crispy silkworms
8	Mushroom kebab	Herbed snails	Roasted stingbat
9	Roasted pigeon	Grilled tiger eel	Dire lobster tail
10	Garlic flatbread	Spit-roasted boar	Wyvern tongue
11	Turkey leg	Saffron duck neck	Shrieking seaweed
12	Rat-on-a-stick	Crimson pudding	Dragon shanks

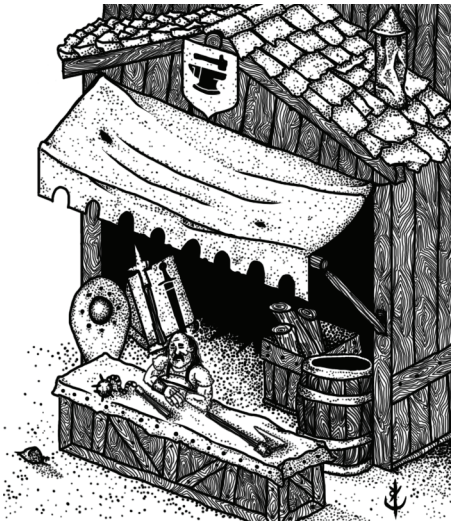
DRINKS

d*	Details
1	**Barnacle grog.** 1 cp, DC 9 Constitution check or blind 1 hour
2	**Watered-down swill.** 3 cp, toxic, -1 Constitution 1 hour
3	**Vinegary wine.** 5 cp, stains teeth purple, -1 Charisma 1 hour
4	**Stale ale.** 5 cp, dulls the senses, -1 Wisdom 1 hour
5	**Clear spirits.** 1 sp, burns, ends 1 bad effect of another drink
6	**House ale.** 2 sp, crisp and clean, first mug is free
7	**Autumn mead.** 3 sp, floral, doubles effect of next drink
8	**Halfling summer wine.** 5 sp, sparkling, +1 Charisma 1 hour
9	**Elvish brandy.** 5 sp, spiced, +1 Intelligence 1 hour
10	**Dwarvish gold ale.** 5 sp, icy cold, regain 1d4 HP per mug
11	**Aged royal wine.** 2 gp, smooth and rich, +1 Wisdom 1 hour
12	**Van Dinkle whiskey.** 20 gp a sip, only 5 bottles made, +1 XP

Shops

POOR SHOP

d12	Shop
1	Filthy bakery
2	Used adventuring gear
3	Dead body collector
4	Pawn shop/fence
5	Moneylender
6	Manure collector
7	Tannery
8	Back-alley chirurgeon
9	Ratcatcher
10	Fishmonger
11	Gambling house
12	Drug den



STANDARD SHOP

d10	Shop
1	Brewer
2	Butcher
3	Tailor
4	Common blacksmith
5	Adventuring gear
6	Leatherworker
7	Shipwright/carpenter
8	Stonemason
9	Herald/town crier
10	Livestock

WEALTHY SHOP

d10	Shop
1	Fine tailor
2	Glassblower
3	Jeweler
4	Apothecary
5	Artist
6	Scribe
7	Guildhall
8	Goldsmith
9	Master blacksmith
10	Antiques and curios

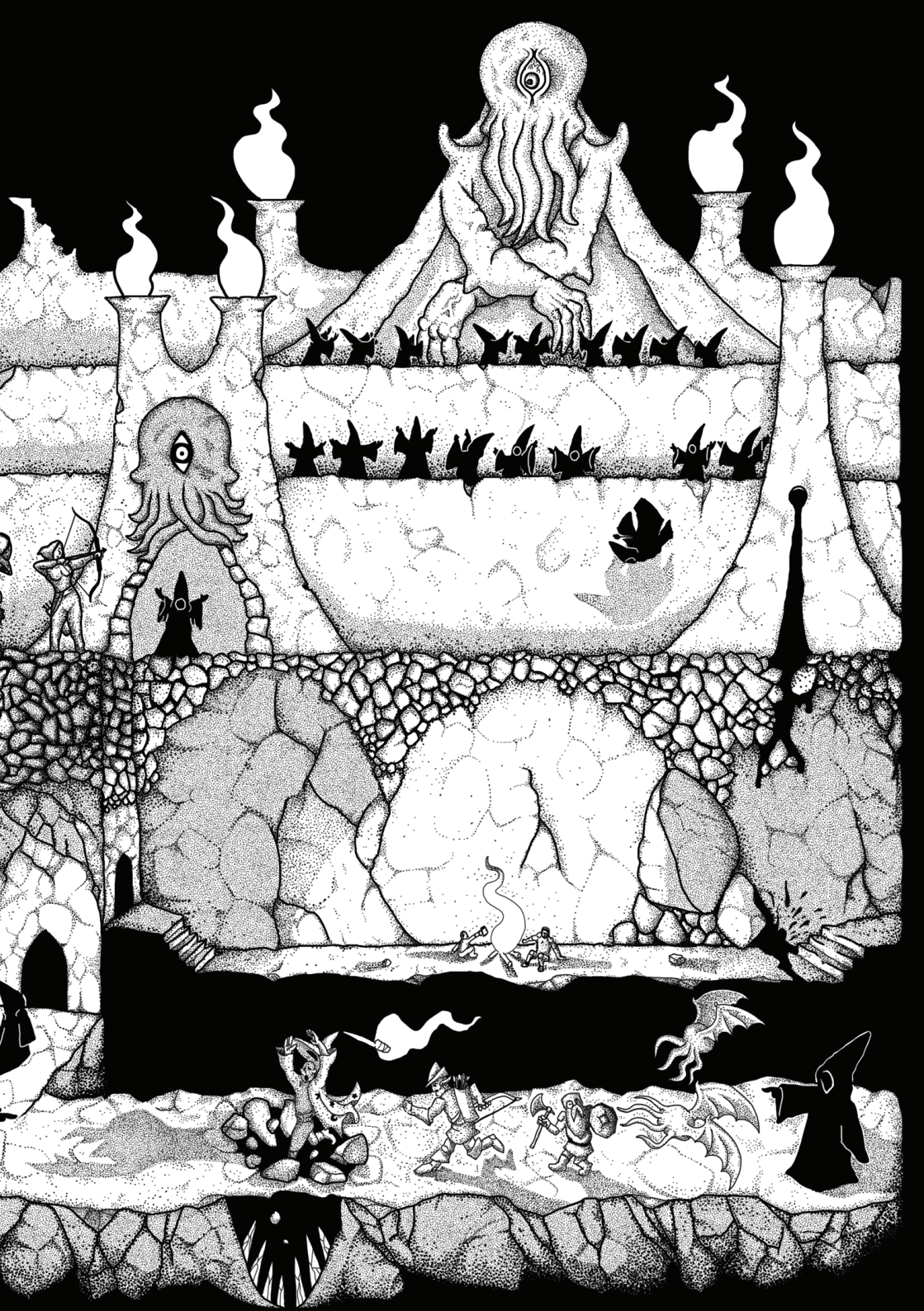
SHOP GENERATOR

d20	Name	Name	Known For...
1	Fink &	Sons	Ancient, beloved owner
2	Imperial	Toad	Buying anything of value
3	The Stout	Hammer	Charging non-regulars extra
4	Rose's	Commodities	Being a Thieves' Guild front
5	The King's	Daughters	Resident cat, Crumpet
6	Fox &	Sundries	Password required to enter
7	Noble	Castle	Free ale with a purchase
8	Sylvia's	Finery	Heavily armed bodyguards
9	Sunrise	Oddments	Paying top coin for curios
10	The Corner	Beetle	Secret room behind shelf
11	Grigor's	Storehouse	Fencing illicit goods
12	Royal	Keep	Ringing a gong at every sale
13	Crown &	Coins	Goods from distant lands
14	Ralina's	Hearth	Shoddy and cheap items
15	The Village	Wheel	Accusing customers of theft
16	Golden	Wares	All goods are dyed blue
17	Boot &	Market	Owner's talking parrot
18	Marvolo's	Lantern	Famous bronze imp statue
19	The Merry	Vendibles	Being haunted
20	The Jade	Stocks	Aggressive rodent problem

INTERESTING CUSTOMER

d4, d4	1	2	3	4
1	Odd wizard	1d10 children	Cackling crone	Loud dwarf
2	Nervous elf	Shifty thug	Town guard	1d4 priests
3	Goblin pirate	Cowled mage	Half-orc knight	Drunk man
4	Staring child	Rival crawlers	Glum halfling	Pickpocket





Arctic

ARCTIC ENCOUNTERS

d100	Details
01	An albino kraken twitches inside a glassy mountain of ice
02-03	2d20 cannibalistic bandits led by a frost troll make camp
04-05	A group of orcs and a snow ape battle over deer meat
06-07	A murderous fur trader on the run tries to sell stolen pelts
08-09	3d6 ice-rimed skeletons burst from the snow
10-11	1d6 will-o'-wisps made of ice float around a frozen pond
12-13	An unnatural glow emanates from a deep crevasse
14-15	A blind, dying mammoth charges toward sounds
16-17	A wyvern circles the skies looking for seals or deer
18-19	A blizzard kicks up, 1d4 damage/round if unsheltered
20-21	A group of 2d6 hobgoblins hunt with 1d4 winter wolves
22-23	White-scaled harpies lurk amid snowy rock shelves
24-25	The Ice Rat Tribe (3d6 goblins) sets traps, is willing to trade
26-27	The skull of a sapphire-eyed lich glares from a pillar of ice
28-29	Fire-hating treants pose as a grove of silent pine trees
30-31	1d4 smilodons stalk a lone, injured mammoth
32-33	Six hobgoblin sorcerers perform a ritual in a snowy henge
34-35	Two remorhaz duel; the strangest pose held longest wins
36-37	The temperature drops, 1d6 damage/round if unsheltered
38-39	2d8 winter wolves trail at a distance, waiting for night
40-41	The Waste Walker appears (LV 10 wight, icy greatsword)
42-43	A starving human is trapped in an icy, natural pit
44-45	Thin ice weakened by hot springs shifts and cracks

ARCTIC ENCOUNTERS

d100	Details
46-47	A polar bear attacks anyone who approaches her 1d4 cubs
48-49	Behind an icy waterfall, a frost dragon sleeps in a cave
50-53	A broken-winged roc fights off 2d6 human trappers
54-55	1d6 rusty bear traps lurk beneath undisturbed snow
56-57	A frost giant drives a sled pulled by three polar bears
58-59	2d6 frostbitten zombies in armor stagger across the snow
60-61	2d4 elven trackers camp atop a shelf overlooking ice fields
62-63	The Lumberjack (N ogre, giant greataxe) drags a log sled
64-65	2d8 sun-dazzled duergar flee the Dwarf Lord's trackers
66-67	A slowly sliding ziggurat of ice drifts along the horizon
68-69	1d6 snow apes drag a slain moose toward their den
70-71	1d6 giant spiders string frosty webs across a narrow ravine
72-73	A remorhaz chases 1d6 halflings toward its nest of young
74-75	A group of rival crawlers emerges from a snowy cave
76-77	A field of glittering, white mushrooms hums resonantly
78-79	Hermit Leedrin (reaver) chooses the PCs as his next prey
80-81	1d6 ghouls hide inside the shattered hull of a sea galleon
82-83	2d4 dwarves with two alpine mastiffs follow a trail
84-85	A wide tunnel in the ice leads into a purple worm's mouth
86-87	A field of 2d20 dwarf corpses are zombies that rise at night
88-89	2d6 Red Tooth goblins use a baby owlbear as ambush bait
90-91	A camp of 2d20 yak herders offers food and shelter
92-93	Prismatic sun falling on the ice is a portal to the Fey realm
94-95	A banished cubi devil trudges angrily through the snow
96-97	The Wandering Merchant rides on a caribou pulling a sled
98-99	Roll two encounters and combine the results (reroll 98-99)
00	Steam rises from an oasis of sulfuric, regenerative springs

Artisan District

ARTISAN DISTRICT ENCOUNTERS

d100	Details
01	An execution is about to happen; it's a PC's family member
02-03	An angry efreeti rises out of a tarnished, brass lamp
04-05	An assassin drops from above, mistaking a PC as a mark
06-07	A glassblower accuses a PC of breaking a priceless vase
08-09	A group of 2d6 thugs rush the stocks to free their leader
10-11	A fight breaks out between two groups of rival nobles
12-13	An herbalist accidentally creates a toxic cloud of smoke
14-15	Thieves' Guild goons pick pockets while posing as beggars
16-17	1d6 bandits hold a vendor at knifepoint and demand coin
18-19	Horses being shod break free and stampede in the street
20-21	A cloaked figure defaces a shrine to Madeera and bolts
22-23	An arrogant warrior on a warhorse tries to kick a PC aside
24-25	Brightly dressed acrobats tumble by; a pick-pocket follows
26-27	1d6 guards mistake a PC for Pliny the Swift, a criminal
28-29	Gaunt, robed clergy offer "cleansing" (forcible conversion)
30-31	1d6 breathless guards chase a pack of 2d4 mangy mastiffs
32-33	A merchant hands a PC a gold goblet and screams, "thief!"
34-35	A disoriented manticore crash-lands in a busy square
36-37	A deep sinkhole falls open; a swift river rushes by far below
38-39	1d6 thugs posing as guards demand the PCs pay a toll
40-41	A woman falls to the ground, writhing, and rises a wererat
42-43	An anvil being lifted by ropes plunges toward a bystander
44-45	A blacksmith's red-hot hammer slips and flies toward a PC

ARTISAN DISTRICT ENCOUNTERS

d100	Details
46-47	Three halflings in a long jacket sell "tonic" (sewer water)
48-49	An angry customer smashes around inside a pottery shop
50-53	2d6 Bywater Barons (thugs) jump a jeweler locking up
54-55	Dissidents tip a tall statue of the Overlord toward a crowd
56-57	A passing man falls dead to a poison dart meant for a PC
58-59	An old, drunk noble challenges a PC to a duel to the death
60-61	An open square hosts a contest of insult-slinging bards
62-63	A bald, spectacled man watches the PCs and takes notes
64-65	A jumpy woman palms a PC a note: "They're watching!"
66-67	A shiny object (crocodile eye) glints inside a sewer grate
68-69	Sneering onlookers throw tomatoes at a harried bard
70-71	A woman in a cowled cloak pulls down wanted posters
72-73	2d4 kobolds pop out of the sewers and raid a bakery
74-75	Bounty Festival celebrants whip passers with bound reeds
76-77	A bronze statue of Ord winks and points toward a tavern
78-79	A street mime follows a PC, imitating their actions
80-81	A beggar holds up a bowl; inside is a freshly severed finger
82-83	A cobbler jigs out into the street in a pair of cursed boots
84-85	A turkey roaster offers a free leg to the strongest wrestler
86-87	A lone City Watch member tries to swipe a necklace
88-89	A group of women chase a halfling carrying a pie
90-91	A hushed voice calls to a PC from inside a dark well
92-93	A ray of sun outlines a hidden door back in an empty alley
94-95	Rival crawlers challenge the group to a drinking contest
96-97	The Wandering Merchant appears with a potion for sale
98-99	Roll two encounters and combine the results (reroll 98-99)
00	An appraisal reveals a PC's weapon is actually magical

Castle District

CASTLE DISTRICT ENCOUNTERS

d100	Details
01	2d20 guards surround the group, accusing a PC of murder
02-03	Piercing horns sound an alarm inside the royal palace
04-05	Prisoners on a chain revolt in unison against their escort
06-07	A drunk noble swings an axe, yelling, "Off with 'er head!"
08-09	Screaming, robed bathers stampede out of the bathhouse
10-11	A visiting noble's honor guard chases a gray street cat
12-13	A mounted group of knights charges down the busy street
14-15	A condemned prisoner's noose breaks; he scampers away
16-17	A fledgling gladiator takes offense at the garb a PC wears
18-19	Overhead, a crumbling gargoyle breaks loose and falls
20-21	A lion tears free from handlers leading it to the coliseum
22-23	A wild-eyed playwright calls a PC an "unread cretin"
24-25	Armed tax collectors stop each person to levy a war tax
26-27	A venerable knight mistakes a PC for Targ the Betrayer
28-29	Two holy orders of rival crusaders square off in the street
30-31	A hooded man slips into a sewer grate near the theater
32-33	An elephant dragging chains bursts from the coliseum
34-35	Mercenaries push people aside ahead of a visiting prince
36-37	The street crumbles, revealing a dry cistern full of tunnels
38-39	The water from a fountain rises into a humanoid shape
40-41	A gleaming knight parades a sickly captive to the garrison
42-43	Robal Goodwin darts by hauling bags of stolen royal gold
44-45	A 30' tall catapult in a military parade ignites in fast flames

CASTLE DISTRICT ENCOUNTERS

d100	Details
46-47	A PC spots a new wanted poster with their own face on it
48-49	A golden horseshoe peeks from the gutter filth
50-53	Two rival gladiators start a fist fight in a rollicking tavern
54-55	A spooked horse crashes into fragile building construction
56-57	A dripping sewer beast bursts from the bathhouse doors
58-59	Drunk Sir Galvin gets thrown out of the Blue Mare again
60-61	An explosion rocks the nearest City Watch garrison
62-63	A foreign dignitary mistakes a PC for a horse groom
64-65	Bleary-eyed dwarf miners tunnel up through the street
66-67	Dungeon prisoners grab at ankles from the barred gutters
68-69	Four figures throw their hoods off, revealing devil masks
70-71	The lead actor on an open street stage falls dead mid-word
72-73	Two rival bounty hunters fight to capture the same man
74-75	The PCs spot a group of crawlers dressed exactly like them
76-77	A sewer grate thumps and clangs loudly, then goes still
78-79	A cowled figure subtly hands a scroll to a passing woman
80-81	A crossbow bolt flies at the PCs from the rooftops
82-83	The famed singer Branzolini insists he knows a character
84-85	A strong gust blows a key out of a window flower box
86-87	A brash guard falls to his knee before the disguised Duke
88-89	Two nervous men rush by with an object tied in a sheet
90-91	Smoke begins pouring from the theater's upper windows
92-93	A magic sword appears in the hand of a gladiator statue
94-95	The Overlord rides by with a heavily armed honor guard
96-97	The Wandering Merchant scalps premium coliseum seats
98-99	Roll two encounters and combine the results (reroll 98-99)
00	A visiting Duchess invites the PCs to attend a royal ball

Cave

CAVE ENCOUNTERS

d100	Details
01	An enraged pair of manticores protect their 1d4 cubs
02-03	1d6 possessed mushroomfolk charge in a murderous rage
04-05	2d4 deep gnomes are irritated at the unwanted intrusion
06-07	A band of 2d6 gnolls demands a toll of blood or gold
08-09	A hungry, giant frog leaps out to swallow a PC
10-11	1d6 ghouls stalk the living from the edge of the light
12-13	Dripping water from above is actually searing acid
14-15	A basilisk guards its nest of 1d4 stone eggs
16-17	2d6 cannibalistic beastmen hunt for their next meal
18-19	Cracked stalagmites vent superheated gouts of steam
20-21	2d4 bugbears search for weaker creatures to rob
22-23	2d6 orcs scavenge for food for their rotund hill giant queen
24-25	2d4 dwarf knights bring news of calamity to the surface
26-27	A scouting party of 2d4 drow creep through the caves
28-29	An old chimera makes its nest among a pile of bones
30-31	1d4 cave creepers cling to the walls of a new, deep rift
32-33	3d4 kobolds carry mushrooms back to their troll overlord
34-35	1d6 far-ranging duergar emerge from a small tunnel
36-37	Toxic spores puff up from thousands of delicate fungi
38-39	1d4 sleeping cloakers hang from the walls
40-41	1d6 giant spiders lurk on the ceiling, waiting to ambush
42-43	A kobold caught by the tail in a bear trap begs for help
44-45	1d6 darkmantles bob and spin around stalagmites

CAVE ENCOUNTERS

d100	Details
46-47	A wounded, outcast drider skitters along the ceiling
48-49	A trapped water elemental whirls inside a shallow puddle
50-53	1d6 ettercaps affix thin lines of webbing across a passage
54-55	Sharp stalagmites fall with even the slightest vibration
56-57	2d6 drow pursue a weary group of 2d4 bugbear escapees
58-59	A Blue Tusk clan goblin shaman and 2d8 goblins rampage
60-61	2d12 unguarded grick eggs are glued to the walls
62-63	An elf warrior tracks a wounded otyugh that fled inside
64-65	2d6 violet fungus slowly tromp past in search of water
66-67	Luminous cave paintings of running elk emit soft light
68-69	A troll drags the dead body of a rival crawler by the leg
70-71	A giant snake rests inside a series of tunnels in the walls
72-73	1d6 kobolds clash with 1d6 goblins over a prize mushroom
74-75	A group of rival crawlers flees a chittering swarm of spiders
76-77	A stone carving of a dwarf magically speaks to passersby
78-79	A wraith hovers over its own recently deceased body
80-81	A snorting wyvern trundles up the hall dragging a deer
82-83	Binkin and Bobbin, twin halflings, tumble into the room
84-85	1d6 buzzing stingbats gust from a narrow cave chimney
86-87	An ochre jelly rears up from a thin crack in the floor
88-89	1d8 lizardfolk lure 1d6 giant centipedes from their nest
90-91	A patrol of 2d4 dwarves roasts mutton around a campfire
92-93	A swarm of startled bats whirls past toward the surface
94-95	The floor shakes as a tunneling bulette roves through
96-97	The Wandering Merchant spelunks by on a truffle hunt
98-99	Roll two encounters and combine the results (reroll 98-99)
00	An orc mystic (L) offers 2 random beneficial potions

Deep Tunnels

DEEP TUNNELS ENCOUNTERS

d100	Details
01	The Ten-Eyed Oracle drifts into sight, chattering of doom
02-03	1d4 brain eaters walk surrounded by 3d6 duergar captives
04-05	An albino hydra stampedes in, lashed on by 2d4 drow
06-07	A duergar calls for help; 2d4 more prepare to ambush
08-09	2d6 drow led by a drow priestess hunt for new prisoners
10-11	2d6 pale, giant spiders skitter out of the darkness
12-13	Dripping ooze douses flames and sticks creatures in place
14-15	2d6 beastmen thralls haul a troll to their aboleth overlord
16-17	2d4 giant leeches slither along the walls like snakes
18-19	Shimmering spores kick up underfoot; they cause lethargy
20-21	2d8 mushroomfolk track 2d4 thieving deep gnomes
22-23	1d6 cave creepers glue dead drow to the walls as egg hosts
24-25	1d8 battered dwarf knights retreat toward the upper caves
26-27	1d4 ropers spring to life amid a nest of stalagmites
28-29	A moaning, mushroom-infested mummy staggers along
30-31	The earth shakes; a purple worm arrives here in 1d4 rounds
32-33	2d12 grim duergar (N) run a traveling mercantile caravan
34-35	A strangler stalks the PCs and ambushes from the rear
36-37	An earthquake causes a tunnel to collapse
38-39	An ogre zombie mindlessly wanders toward sounds
40-41	1d4 hell hounds leap out of a sudden magma rupture
42-43	An injured human warrior lies unconscious on the ground
44-45	A drow-made trap of poison darts and web snares triggers

DEEP TUNNELS ENCOUNTERS

d100	Details
46-47	A blind, pale halfling tends a flock of 2d6 cockatrice
48-49	2d6 giant bats dive from the ceiling toward warm prey
50-53	Two tribes of beastmen battle over a cold, obsidian altar
54-55	The floor gives way into a sinkhole 2d6 x 10 feet deep
56-57	Two minotaurs stalk each other and anyone in the way
58-59	A nest of 2d12 darkmantles swarms any loud noises
60-61	2d20 quiet mushroomfolk build a colony of fungi homes
62-63	A deep gnome druid tends to a patch of neon mushrooms
64-65	1d4 brain eaters try to escape a pursuing purple worm
66-67	Puffs of sour-smelling gas cause auditory hallucinations
68-69	2d6 astral spiders step through starry voids that snap shut
70-71	2d4 cloakers feast greedily on a dead purple worm
72-73	A cave brute grapples with 1d4 ravenous cave creepers
74-75	A group of rival crawlers out of torches stumbles into sight
76-77	Gravity suddenly reverses for 1d4 rounds
78-79	A crazed drow priest leads a pack of 3d6 drow ghouls
80-81	2d4 gibbering mouthers slurp up a tunnel, wailing loudly
82-83	A human priest who has been lost 15 years offers healing
84-85	Ancient, moldy skeletons fuse into a hissing bone naga
86-87	A shadow rises out of a PC's shadow and attacks
88-89	2d6 drow dart around the attacks of 3d6 albino lizardfolk
90-91	2d6 coal-streaked dwarven miners tunnel through the wall
92-93	2d20 zigzagging motes of light heal 1 HP each if caught
94-95	A night hag rides by on the back of a clear giant scorpion
96-97	The Wandering Merchant squeezes out of a narrow fissure
98-99	Roll two encounters and combine the results (reroll 98-99)
00	An ancient treasure chest holds a random magic item

Desert

DESERT ENCOUNTERS

d100	Details
01	A purple worm bursts from the sand and towers overhead
02-03	3d6 raiding bandits from the Hidden City ride into view
04-05	2d4 salamanders creep up on a sunning giant snake
06-07	An arrogant sphinx demands the answer to a riddle
08-09	2d4 ankhegs tunnel out of the sand in an ambush
10-11	A tribe of 2d20 berserkers ride camels through the dunes
12-13	The wind kicks up a blinding sandstorm for 1d4 hours
14-15	A swarm of scarabs erupts from a low dune
16-17	3d6 kobolds and a kobold sorcerer scavenge for beetles
18-19	A vast field of poisonous cacti sprouts in the sands
20-21	2d6 camouflaged lizardfolk hide under a thin layer of sand
22-23	A pack of 2d6 mangy, wild mastiffs pursues at a distance
24-25	1d6 parched gladiators linked by chains stumble along
26-27	A tarnished, brass lamp has 10% chance of an efreeti inside
28-29	2d4 desert elves on horseback fend off 2d8 ankhegs
30-31	A collapsing keep of sandstone bricks houses 2d4 lions
32-33	2d4 skittering rust monsters pick at a field of metal scraps
34-35	A half-buried cairn houses 1d4 sarcophagi with mummies
36-37	1d4 bone-barbed nets snap up from the beneath the sand
38-39	1d6 shadows hide in the shade of jagged rock pillars
40-41	2d4 salamanders drag two ankheg carcasses on litters
42-43	A giant scorpion sneaks up behind a meditating goblin
44-45	The false mirage of an oasis shimmers in the distance

DESERT ENCOUNTERS

d100	Details
46-47	A bone naga slithers over the sand, leaving a curving trail
48-49	1d4 manticores circle above a ring of dead lizardfolk
50-53	An iron golem plunges resolutely through the sand drifts
54-55	A towering sand dune shifts and collapses toward the PCs
56-57	War horns sound in the distance; 3d20 bandits approach
58-59	A fire elemental burns like a bonfire atop a tall dune
60-61	2d6 peasants and merchants rest at a palm-ringed oasis
62-63	A herd of 2d6 desert centaurs cautiously draw closer
64-65	2d6 vultures pinwheel above the PCs, drawing attention
66-67	A dry riverbed is embedded with massive nautiloid fossils
68-69	1d4 cobras hide under an upturned woven basket
70-71	A funnel of sand collapses in, revealing a giant spider den
72-73	A tawny wolf limps into sight; 2d6 others creep up behind
74-75	3d6 kobolds hurl rocks from small caves in a rocky ridge
76-77	A sweeping rain begins, threatening floods in the lowlands
78-79	A fire dragon passes overhead; it spots PCs in the open
80-81	A djinni and efreeti trade blows in a thunderous duel
82-83	Algariz the desert dragon (L) relaxes on a smoldering rock
84-85	1d8 Steelsworn clan hobgoblins on hippogriffs fly on patrol
86-87	An irritated mage digs around the top of a buried pyramid
88-89	2d6 red-robed cultists battle with 2d4 bandits on camels
90-91	A burning, reborn phoenix rises into the sky: +1 luck token
92-93	The bleached skeleton of a ship covers a freshwater well
94-95	A pair of bulettes burrow in a circle around a black pillar
96-97	The Wandering Merchant rides a heavily laden camel
98-99	Roll two encounters and combine the results (reroll 98-99)
00	The legendary Alabaster Library of Gehemna materializes

Forest

FOREST ENCOUNTERS

d100	Details
01	3d6 giant spiders fill this part of the forest with thick webs
02-03	A scavenging owlbear snorts around in the overgrowth
04-05	1d6 boars flee a hunting party of 2d4 territorial centaurs
06-07	2d6 elves stealthily trail the PCs and prepare to ambush
08-09	A panther drops down on the rearmost character
10-11	2d6 giant wasps drone about in a heavy treetop nest
12-13	An ancient, rotted tree snaps and falls toward the PCs
14-15	A hungry otyugh hides in a pile of rotting vegetation
16-17	2d4 smelly, hooting apes throw rocks from behind trees
18-19	A snow of glowing pixie-dust causes intense drowsiness
20-21	A giant snake coils in the mud of a dried-out riverbed
22-23	1d4 snarling badgers burst out of their hidden den
24-25	1d4 treants offer pleasantries and slowly amble through
26-27	1d6 Wolf Fang goblins riding worgs tear through the trees
28-29	A blood vine tries to strangle a wounded berserker
30-31	2d4 elves guard a treetop outpost; the PCs are trespassing
32-33	A weald hag is foraging with her 2 truffle-hunting boars
34-35	1d6 faeries try to hog-tie the PCs with thread and needle
36-37	2d20 bobbing violent fungi crawl across the forest floor
38-39	2d6 rangy wolves snap at the PCs and retreat out of reach
40-41	1d6 giant spiders scuttle along the tree boughs
42-43	2d6 muddy kobolds leap out and demand a passing toll
44-45	A mage in a dangling web cocoon thrashes and screams

FOREST ENCOUNTERS

d100	Details
46-47	1d4 rusty bear traps spring out from beneath the leaf litter
48-49	2d4 Blood of Ramlaat tribe orcs chop angrily at trees
50-53	2d6 goblins and 2d6 kobolds spill out of a cave, fighting
54-55	A catgut wire triggers a wide, falling net hidden above
56-57	Two brown bears charge the PCs from opposite sides
58-59	A centipede swarm writhes out of the muddy ground
60-61	A dryad stares into a well surrounded by old stone walls
62-63	A smug leprechaun taunts the PCs from a high branch
64-65	A shambling mound crashes up the side of a small ravine
66-67	A massive, half-buried stone head peeks from the earth
68-69	2d6 orcs make camp and roast a yelping peasant on a spit
70-71	A rabid, frothing dire wolf staggers into sight and growls
72-73	1d4 giant frogs try to grab 1d6 stingbats with their tongues
74-75	Hrugin the troll drags 1d4 injured, tied-up rival crawlers
76-77	Crimson roses sprout around a weathered statue of Gede
78-79	An ogre tries to uproot a sapling to use as a new club
80-81	2d6 goblins dance around a mighty oak hung with charms
82-83	2d4 ranging green knights (L) emerge from the trees
84-85	2d4 kobolds carry their bugbear king in a beer barrel litter
86-87	1d4 cave creepers charge out of a cave reeking of sulfur
88-89	An irritable forest dragon stumps lazily through the woods
90-91	A camp of 2d20 berserkers is willing to trade for goods
92-93	An abandoned, overgrown stone chapel offers safe shelter
94-95	An orc chieftain gives a fiery speech to 2d12 cheering orcs
96-97	The Wandering Merchant pops out of a rotten tree stump
98-99	Roll two encounters and combine the results (reroll 98-99)
00	A shimmering unicorn steps out into a beam of sunlight

Grassland

GRASSLAND ENCOUNTERS

d100	Details
01	A roc passes overhead and then divebombs the PCs
02-03	A hunting smilodon prowls through the tall grass
04-05	A baby mammoth flees a pack of 2d6 wolves
06-07	A pale wizard in black robes stands silently on a tall rock
08-09	1d4 giant dung beetles roll manure toward a towering pile
10-11	A whirling dust devil is actually an angry air elemental
12-13	Dark, tall clouds roll in; a violent thunderstorm is imminent
14-15	1d4 fierce griffons savagely tear apart a horse carcass
16-17	3d6 kobolds pop out of prairie dog holes and fling rocks
18-19	Smoke drifts on the wind; a growing wildfire rages nearby
20-21	An earth elemental slurps around in a muddy geyser field
22-23	1d4 wyverns sun themselves atop striated badlands hills
24-25	2d6 rust-red velociraptors prowl the plains for slow prey
26-27	Two hill giants trudge along with a horse under each arm
28-29	A pack of 3d6 gnolls trails a rhino peppered with arrows
30-31	An empty tower shell is covered in finger-painted runes
32-33	The grass bends in an S shape; it's a roving giant snake
34-35	A stampede of 2d6 mammoths thunders toward the PCs
36-37	A lone orc sits inside a weathered henge of stones
38-39	Rune-etched boulders seal off ancient burial cairns
40-41	3d6 horse-riding berserkers crest over the horizon
42-43	A wyvern swoops at a human backed up to a cliff edge
44-45	Wedges on strings hold precarious boulders in place

GRASSLAND ENCOUNTERS

d100	Details
46-47	Two gnolls fight inside a ring of 2d4 chanting gnolls
48-49	1d4 wild boars drink at a thin, winding stream
50-53	2d6 bandits on horses drive a herd of bison toward a cliff
54-55	Cursed wind flutes on poles hypnotize with their sound
56-57	A bandit chieftain (x2 LV and damage) demands a duel
58-59	2d4 lions watch intently from the banks of a river
60-61	2d20 nervous peasants stare from their circle of yurts
62-63	A druid in a wolf cloak paints red symbols on dead bison
64-65	2d4 pegasi wheel overhead, teaching 2 clumsy foals to fly
66-67	A grass-woven effigy of a horse stands in an empty field
68-69	An ochre basilisk basks on a rock and puffs its neck pouch
70-71	An albino chimera sails out of a white, fluffy cloud
72-73	1d4 ankhegs hiss and spit at a rampaging bulette
74-75	A rival crawling party rides in a howdah on an elephant
76-77	A fossilized tree teeters on top of an eroding mud pillar
78-79	A T-Rex gallops along after a herd of panicked antelope
80-81	2d6 gnolls creep below the tall grass line, spears ready
82-83	A mammoth gently pats heads with its trunk: +1 luck token
84-85	A mated pair of smilodons leaps down from grassy ridges
86-87	A stone golem made of glittering gypsum guards a field
88-89	A shadow ripples over the grass like a dark stain
90-91	2d12 berserker hunters welcome guests to their camp
92-93	A bull-headed shrine to a lost god repels roving beasts
94-95	A sun-blind cave brute wildly lurches toward sounds
96-97	The Wandering Merchant flees from a furious rhino
98-99	Roll two encounters and combine the results (reroll 98-99)
00	A principi angel strides from a storm cloud to gift a boon

High District

HIGH DISTRICT ENCOUNTERS

d100	Details
01	The Overlord levies a 500 gp "filth tax" on the PCs
02-03	The Duke's son challenges a PC to a duel to the death
04-05	The Overlord's Assassins leap out and demand explanation
06-07	Crawlers with the Mercenaries' Guild confront the PCs
08-09	A burglar disguised as a butler leads the PCs to an ambush
10-11	Baron Clard's wife winks at a PC; he notices and is furious
12-13	Three casks of fine wine break loose and careen at the PCs
14-15	A noble's pet panther spooks and tears free of its leash
16-17	A giant scorpion (a rare delicacy) escapes a fine restaurant
18-19	An angrily thrown chamber pot flies down toward the PCs
20-21	A drug-addled bard in a loincloth flails wildly at the PCs
22-23	A bribed fortune-teller declares the PCs "future criminals"
24-25	A skeptical City Watch patrol follows the group around
26-27	An immaculately clean child tries to trip a PC as they go by
28-29	Three finely dressed thugs extort a banker for "protection"
30-31	Six thugs race from the Royal Jeweler with a fat bag in tow
32-33	A bailiff and four guards assess the PCs for any owed taxes
34-35	A gruff noble shoves past a PC, muttering "lowborn scum"
36-37	A malfunctioning magical ward casts *web* on the PCs
38-39	An unconvincing cry for help comes from behind a tavern
40-41	A vendor of fine silks accuses a PC of tearing a costly scarf
42-43	Duchess Gorvalt swoons near the edge of a high balcony
44-45	Masked revelers crowd the streets; a dagger flies at a PC

HIGH DISTRICT ENCOUNTERS

d100	Details
46-47	Lord Larvin chokes on his wine; it's been poisoned
48-49	The City Watch rousts gutter-sleepers; one is a known NPC
50-53	A City Watch patrol searches the PCs for suspicious items
54-55	A teenaged heckler insults the characters' clothing
56-57	A cowled woman beckons the PCs into the rose garden
58-59	A child with magical power accidentally summons an imp
60-61	One of Miss Fralk's etiquette students slips off into an alley
62-63	A noble asks a PC to punch him and gets upset either way
64-65	The PCs find a note: "Bring the poison to the Sapphire Sky"
66-67	Through a dark window, the PCs spot 6 swaying ghouls
68-69	A drunk socialite casually admits to killing her husband
70-71	Rival crawlers brandish their new sheriff pins and writs
72-73	1d6 City Watch are outclassed trying to catch an acrobat
74-75	A PC recognizes a fraud posing as Sir Wyndos the Bold
76-77	A brass monkey statue turns 1 cp into 1 gp 1% of the time
78-79	A weeping bard playing tragic ballads follows the PCs
80-81	The PCs commit a social gaffe against a visiting prince
82-83	Jaunty old Sir Faust pulls a pearl out of a PC's ear as a gift
84-85	A night hag posing as a baker hands out drugged tarts
86-87	The PCs notice 1d4 well-preserved zombies blending in
88-89	A political dissenter takes cover among the PCs and rants
90-91	A Reverend Sister (acolyte) offers healing/blessing to a PC
92-93	A formerly taxidermied basilisk charges out of a curio shop
94-95	A real vampire stalks unnoticed among masqueraders
96-97	The Wandering Merchant is selling loaded dice (5 gp)
98-99	Roll two encounters and combine the results (reroll 98-99)
00	The Overlord is dining and invites the PCs to the meal

Jungle

JUNGLE ENCOUNTERS

d100	Details
01	Mossy, lifelike statues crop up; a medusa resides nearby
02-03	A T-Rex thunders over the ground, looking for fresh meat
04-05	3d6 hissing viperians encircle 2d4 red-scaled lizardfolk
06-07	A kobold sorcerer riding a leashed crocodile demands gold
08-09	A yowling panther falls onto a PC from a high tree branch
10-11	A snorting gorilla prowls in the dense ground vegetation
12-13	A patch of muddy ground is actually a pool of quicksand
14-15	2d4 drow in basilisk hide armor creep through the mist
16-17	1d4 giant scorpions scuttle down thick tree trunks
18-19	A carpet of minuscule, biting ants pours across the ground
20-21	2d4 stingbats flutter and dart through the dense canopy
22-23	1d4 giant frogs peek their eyes out of a mossy, still pond
24-25	2d6 Bloodspear tribe lizardfolk check net traps for game
26-27	2d4 yellow-striped velociraptors circle around the PCs
28-29	A howling gorilla punches and bites a thrashing crocodile
30-31	2d6 drow in chitin armor flit among colossal, mossy pillars
32-33	A forest dragon slumbers outside a vine-choked cave
34-35	A slimy troll swings between tree branches like an ape
36-37	Carnivorous, pink flowers unfurl and fling poisonous darts
38-39	2d4 zombies (former crawlers) stagger through the jungle
40-41	A towering brachiosaurus slowly plods through, grazing
42-43	A flailing human arm juts out of a dark pool of quicksand
44-45	Heady, perfumed flowers lull creatures into a deep sleep

JUNGLE ENCOUNTERS

d100	Details
46-47	A giant zombie (x3 LV and damage) claws out of the earth
48-49	1d6 pterodactyls roost in the trees around a deep sinkhole
50-53	2d4 drow covered in white war paint charge out of a cave
54-55	Flimsy reeds and grass cover a swarm of snakes in a 10' pit
56-57	A drider clings to a tree, scanning the area with sharp eyes
58-59	A viperian wizard and 1d4 zombie thralls inspect a boulder
60-61	1d6 playful faeries cavort around a sun-dappled clearing
62-63	Doctor Bartom Halsy leads an expedition of 2d12 peasants
64-65	A giant snake coils on a low branch, forked tongue flicking
66-67	1d4 spiders hang on threads at head-height
68-69	2d4 giant centipedes wriggle out of a hollow, rotting log
70-71	1d4 crocodiles mock charge out of a river with bared fangs
72-73	Two adolescent forest dragons clash over a territory claim
74-75	A frantic rival crawling party offers a gold idol to the PCs
76-77	2d4 berserkers carry a baby basilisk in a wicker basket
78-79	Javelins shoot from the mouth of a hulking stone statue
80-81	1d4 berserkers and a druid hunt with their trained basilisk
82-83	A wandering mushroomfolk mystic offers healing salves
84-85	A naga guards a towering, stone ruin housing a black altar
86-87	A viperian ophid leads 2d4 viperians on a patrol
88-89	2d6 drow dart with silk thread around a bellowing cyclops
90-91	2d20 Amber-Eye tribe lizardfolk bustle around mud huts
92-93	A beam of sun touches the top of a three-stepped ziggurat
94-95	A sphinx draped in jade and gold lounges on a stone dais
96-97	The Wandering Merchant flees a group of 2d4 beastmen
98-99	Roll two encounters and combine the results (reroll 98-99)
00	A radiant couatl snakes through the air; it offers a blessing

Low District

LOW DISTRICT ENCOUNTERS

d100	Details
01	3d6 zombies lurch out of a smoke-belching charnel house
02-03	A reaver and 4 bandits look for weaklings to shake down
04-05	2d6 pirates and 2d4 merchants (guards) fight on the docks
06-07	A grizzled sailor spits at the PCs and sneers, "landlubbers"
08-09	A half-orc is thrown through a tavern window into a PC
10-11	1d6 shifty ruffians linger outside a butcher's shop
12-13	A dyehouse dumps a boiling, toxic slurry into the street
14-15	Children throw mud pies at sputtering men in the stocks
16-17	A cloaked person sneaks between graveyard headstones
18-19	A backed-up sewer grate geysers waste at passersby
20-21	A man carts a thumping coffin toward the charnel house
22-23	A woman whispers, "play along" and chats as guards pass
24-25	Drunk sailors hang off the PCs and clumsily pick pockets
26-27	Masons unseal an old well, releasing 2d6 giant centipedes
28-29	Rival gangs of 2d4 dirt-streaked children bite and scratch
30-31	Four thugs loom over a woman who unlocks a warehouse
32-33	A wheezing beggar offers portents in exchange for coin
34-35	Thieves' Guild footpads tail the PCs from 20 paces back
36-37	The shell of a burned warehouse collapses into a tenement
38-39	2d4 kobolds rain stones down from a warehouse's eaves
40-41	Workers cart a yowling, caged tiger away from the docks
42-43	A young gravedigger slips and falls into a deep grave
44-45	Hidden thieves pull ropes up in a side alley to trip marks

LOW DISTRICT ENCOUNTERS

d100	Details
46-47	A shop owner whispers about "exotic goods" for sale
48-49	1d6 Thieves' Guild toughs spoiling for a fight approach
50-53	A brawl of 2d6 drunk commoners spills out of a tavern
54-55	Clay shingles fall off the crumbling roof of a warehouse
56-57	A smith flings still-hot horseshoes onto a pile near the PCs
58-59	A blind old woman presents her "cat" (a vicious giant rat)
60-61	A troupe of jugglers swig ale and wildly flip daggers
62-63	A mercenary on a horse drags a lank man to debtor's court
64-65	Two beggars slap and scratch over a burned rat-on-a-stick
66-67	A pure spring bubbles up between cracked cobblestones
68-69	A feeble beggar turns out to be 3 kobolds in a burlap sack
70-71	A bailiff and four guards haul a struggling man along
72-73	Two rival dog fighters lose control of their mastiffs
74-75	Rival crawlers accuse the PCs of looting in "their territory"
76-77	A kingdom of cats gathers beneath the docks or porches
78-79	A wheedling torchbearer follows and begs for work
80-81	A shrill scream erupts from a row of moldy storage sheds
82-83	Lady Unwin asks the PCs directions to the seedy Red Rat
84-85	Three thugs in hoods drag a large bag from a tenement
86-87	A red-eyed being watches from a shadowed window
88-89	2d6 Bywater Barons (thugs) mob a City Watch patrol
90-91	A refinery discards a barrel of rancid blubber (10 oil vials)
92-93	Old Esmerelda hands out cups of mulled wine (heals 1d4)
94-95	A pox-marked beggar is actually the Duke in disguise
96-97	The Wandering Merchant sells the deed to an old shop
98-99	Roll two encounters and combine the results (reroll 98-99)
00	A dropped magic item glitters inside a filthy gutter

Market

MARKET ENCOUNTERS

d100	Details
01	Six chaos cultists throw burlap bags over the PCs' heads
02-03	A drunk, wobbly knife-thrower hurls a blade toward a PC
04-05	A runaway cart of lettuce heads crashes down the street
06-07	A passing noble stumbles and blames it on a character
08-09	Three scrawny children pluck at the PCs' gear and pockets
10-11	A hooded hawk lashes out at a PC who passes too close
12-13	An overladen dung pile collapses toward the group
14-15	A glimpse into an alley reveals a few shadowy vendors
16-17	The City Watch asks the PCs to "distract" a vendor's guards
18-19	A firebreather gouts flames, 25% chance of misfire
20-21	A woman stealthily sprinkles powder into a spice barrel
22-23	A herd of goats clogs traffic; the goats chew on loose gear
24-25	A red-faced fruit vendor accuses a woman of theft
26-27	A vendor cuts open a fruit that smells like decaying flesh
28-29	Two sorcerers having a psychic contest start to cause fires
30-31	Smashing pottery and yells echo from a covered wagon
32-33	A famous sword master (gladiator) drinks alone in a tent
34-35	2d4 bored caravan guards try to provoke trouble
36-37	A spooked horse rears up, threatening to throw its rider
38-39	A dart with a note lands at a PC's feet: "meet at Liona's"
40-41	Two shouting merchants brandish daggers at each other
42-43	A tattoo artist offers a character a tattoo at half price (5 gp)
44-45	A merchant under duress serves as bait for a cultist's trap

MARKET ENCOUNTERS

d100	Details
46-47	A sword-swallower tries to use a PC's weapon for his show
48-49	A visiting noble swaggers through with 6 pushy guards
50-53	A small monkey in a vest and red cap steals people's gear
54-55	A team of jugglers secretly picks onlookers' pockets
56-57	A hulking berserker flips a table and starts a fist fight
58-59	A man with a red-stained mouth offers addictive bloodroot
60-61	A goblin runs by hauling four flapping chickens by the legs
62-63	Four robed monks insist the PCs submit to an exorcism
64-65	Rival crawlers toast around a still-bleeding troll head
66-67	A chained brown bear tears loose and goes on a rampage
68-69	A beggar offers to exchange a stolen signet ring for gold
70-71	A crone in a smoky tent offers to curse enemies for a fee
72-73	A street urchin steals a loaf of bread from a baker's stall
74-75	The City Watch tries to arrest an outraged snake charmer
76-77	A shining, red apple appears in a statue of Gede's hand
78-79	1d6 "commoners" (guards) trail a lordling at a distance
80-81	A hunched old woman whispers a portent while passing
82-83	2d4 kobolds pop out of barrels and snatch at merchandise
84-85	Religious mendicants place beads around the PCs' necks
86-87	A burglar tries to plant a stolen ivory statuette on a PC
88-89	A mossy centaur clops along, eliciting gasps; he seeks a PC
90-91	Three angry camels begin spitting at anyone nearby
92-93	An apothecary offers the PCs a sample of teas or tinctures
94-95	An antique mirror shatters, releasing the wraith inside it
96-97	The Wandering Merchant has a random scroll for sale
98-99	Roll two encounters and combine the results (reroll 98-99)
00	The disguised Overlord pushes a diamond into a PC's hand

Mountain

MOUNTAIN ENCOUNTERS

d100	Details
01	A howling blizzard or thunderstorm bars travel for 1d4 days
02-03	2d20 goblins led by a goat giant swarm over the cliffs
04-05	An airborne manticore and wyvern ferociously clash
06-07	Braaqul, hobgoblin spy, gathers intelligence on the PCs
08-09	2d6 goblins fling rocks and flaming excrement at the PCs
10-11	A group of 2d4 dwarf bandits hustle travelers for a toll
12-13	A boulder breaks loose, causing an avalanche of rocks
14-15	Skaldor the troll crunches on dwarf bones in his dank cave
16-17	1d6 salamanders slither out of a misty, hot spring pool
18-19	An earthquake shakes the peaks and unleashes landslides
20-21	A screaming swarm of bats careens out of a narrow ravine
22-23	3d6 hobgoblins march along a pass in tight formation
24-25	1d4 pyromancers (mages) meditate beside a lava pool
26-27	1d4 fire giants forge enormous weapons in a smoky cave
28-29	1d6 goblins sneak along a ridge line toward 2d4 peasants
30-31	3d6 orcs make camp in an empty, crumbling stone keep
32-33	A frost giant trudges along a snowy ridge, singing loudly
34-35	2d4 harpies cling to the sharp edges of steep cliff faces
36-37	A volcanic eruption rains down ash, hot gas, and lava flow
38-39	A tawny mountain lion leaps from hiding at the rear PC
40-41	A reaver and 2d6 bandits try to capture the characters
42-43	A peasant lies with a leg trapped beneath a fallen boulder
44-45	A luring will-o'-wisp floats over a hidden, old mine shaft

MOUNTAIN ENCOUNTERS

d100	Details
46-47	2d6 berserkers in mountain lion cloaks hunt for game
48-49	An ettercap spins a funnel of webs over a narrow ravine
50-53	2d4 beastmen close in a circle around 1d4 dwarf soldiers
54-55	A stack of logs breaks free and tumbles down the slopes
56-57	A nightmare soars out of the caldera of a nearby volcano
58-59	2d4 apes hoot and roll rocks at creatures passing below
60-61	A fire dragon sleeps on a hill of coins encircled by lava
62-63	2d6 dwarf soldiers guard the vaulted doors to their halls
64-65	A cyclops rips a tree from the ground to use as a club
66-67	A massive profile of a dwarven king is carved into the cliffs
68-69	2d6 salamanders bask on flat, sun-warmed rocks
70-71	A bristling roc warily guards its nest of 1d4 gigantic eggs
72-73	2d4 goblins pluck a live cockatrice to prepare it for cooking
74-75	A group of rival crawlers stares in puzzlement at a map
76-77	A rusty, dwarven axe is stuck in a bleached minotaur skull
78-79	1d4 hobgoblins on griffons throw javelins at the PCs
80-81	1d6 snarling hell hounds lunge out of a glowing cave
82-83	Hiraldo the Swordsman trains in a secluded box canyon
84-85	A snorting minotaur emerges through a carved stone arch
86-87	A hunting wyvern swoops down the face of the mountain
88-89	2d6 hobgoblins form a shield wall against a fat hill giant
90-91	A praying knight sits in the cold crash of a narrow waterfall
92-93	A shrine to Madeera grants +1 luck token for an offering
94-95	A two-headed ogre argues with itself while cooking stew
96-97	The Wandering Merchant looks for rare newts under rocks
98-99	Roll two encounters and combine the results (reroll 98-99)
00	Rathgamnon the Sphinx flies in to bestow a magic item

Ocean

OCEAN ENCOUNTERS

d100	Details
01	A massive whirlpool opens up, threatening all ships within
02-03	An angry storm giant asks why the PCs are in her realm
04-05	A hydra and a kraken churn the seas in their epic struggle
06-07	Lyrellos, a merfolk prince, is displeased with the PCs' garb
08-09	A rogue wave pelts toward PCs; it's a water elemental
10-11	A giant octopus grabs at the PCs from below the water
12-13	A whipping storm batters the group and threatens vessels
14-15	2d6 sahuagin try to take the characters captive
16-17	3d6 pirates on the *Crimson Sky* try to intercept the PCs
18-19	Thick, brown algae turns the water surface into mud
20-21	A swarm of giant rats swims away from a shipwreck
22-23	A massive plesiosaurus rises from the dark depths
24-25	A press gang of pirates appears on a fast, black galley
26-27	2d4 sirens sing from a rocky atoll jutting from the sea
28-29	A giant octopus and plesiosaurus fight to the death
30-31	A ghost and 3d20 skeletons crew a listing, abandoned ship
32-33	1d6 sharks circle the PCs and try to upend any vessels
34-35	A bone naga slithers along the surface like a sea snake
36-37	Treacherous coral reefs hinder the passage of ships
38-39	A rolling fog on the water hides 2d4 glowing will-o'-wisps
40-41	2d8 merfolk outlaws demand a toll for safe passage
42-43	A dehydrated, sun-scorched pirate floats by in a rum barrel
44-45	High waves toss droves of violet jellyfish through the air

OCEAN ENCOUNTERS

d100	Details
46-47	A ravenous hydra explodes out of the water
48-49	2d6 wights approach on a skull-festooned longboat
50-53	Beneath a sea volcano, a water and fire elemental battle
54-55	A whirling water spout tears across the surface of the sea
56-57	A colossal rogue wave lasting 1d4 rounds threatens vessels
58-59	A sea hag posing as an injured mermaid begs for help
60-61	A floating, white tower houses a distracted archmage (N)
62-63	A storm giant pulled by two giant manta rays stops to chat
64-65	A school of 2d20 jellyfish descends upon the PCs
66-67	2d100 migrating birds rest on any objects above the water
68-69	A green bottle with a parchment inside bobs on the waves
70-71	1d4 brain eaters approach in a conch-shaped submarine
72-73	2d6 sahuagin quietly dart toward 3d10 merfolk peasants
74-75	A group of rival crawlers inspect a map aboard the *Merlass*
76-77	A ship on the horizon appears to be floating above the sea
78-79	A passing storm cloud rains a piranha swarm onto the PCs
80-81	2d6 giant crabs bask on a coral reef dotted with wrecks
82-83	Sillenion the sea dragon (L) is curious about "land-folk"
84-85	A barnacle-encrusted giant manta ray drifts into sight
86-87	An alabaster stone golem trudges along the sea floor
88-89	A storm giant fights a losing battle against a megalodon
90-91	A merchant vessel, *The Jade Lion*, welcomes folk aboard
92-93	A rare bloom of scintillating algae can end one curse
94-95	3d10 harpies flit around the mouth of a steaming volcano
96-97	The Wandering Merchant rows by in a bobbing dinghy
98-99	Roll two encounters and combine the results (reroll 98-99)
00	A seagull flying overhead drops a random magic item

River and Coast

RIVER AND COAST ENCOUNTERS

d100	Details
01	A tsunami overflows the shore, raising it 10' for 2d4 rounds
02-03	A clutch of 1d4 basilisks sun themselves on flat rocks
04-05	3d6 peasants fearfully inspect a dying giant snake
06-07	Mirell, a pearl and gold prospector, yells at "spot poachers"
08-09	3d8 kobolds skim under the surface with reed snorkels
10-11	A troll lurks in a damp cave along the water's edge
12-13	A 1d4 x 10' wide pit of quicksand or mud opens underfoot
14-15	A jumping piranha swarm leaps from the shallows
16-17	A sea hag gathers greasy weeds along the water's edge
18-19	A poisonous bloom of red algae chokes the shoreline
20-21	1d4 holes full of black water turn out to be black puddings
22-23	3d8 orcs led by an orc chieftain camp near the water
24-25	3d6 river bandits lunge out of hiding on rickety rowboats
26-27	A pack of 2d8 hunting lions prowl the shoreline
28-29	A hippogriff desperately wrestles a locked-on crocodile
30-31	2d6 goblin gem divers operate out of a ramshackle hut
32-33	2d4 apes sift through the water for darting minnows
34-35	2d4 territorial centaurs spearfish in the shallows
36-37	A tidal surge grabs at the PCs, threatening to pull them in
38-39	1d4 hippopotami travel with an equal number of calves
40-41	A giant crab covered in weeds rears out of the water
42-43	Falsted the halfling clings to a sinking, overturned dinghy
44-45	Woven reeds or seaweed mask a 20' deep, spear-lined pit

RIVER AND COAST ENCOUNTERS

d100	Details
46-47	An elephant swims with only its trunk above the surface
48-49	1d4 faeries trapped in corked glass bottles float by
50-53	2d6 lizardfolk circle in around a flailing giant crab
54-55	A weighted and barbed net launches out of the silt or sand
56-57	A gladiator with a helm stuck on backwards gropes along
58-59	A pride of 2d4 griffons roosts on high rocks or in trees
60-61	3d6 peasants live in colorful tents on lashed-together rafts
62-63	Yggral the treant stands on the shore, staring at the sky
64-65	A circle of 2d4 crooked statues turn out to be gargoyles
66-67	1d4 old rowboats are tied to a battered, rotting dock
68-69	2d6 giant leeches try to bite warm-blooded swimmers
70-71	Thin tunnels in the mud or sand house a snake swarm
72-73	3d6 frenzied mastiffs won't let an exhausted elf ashore
74-75	A group of rival crawlers portage an overladen canoe
76-77	An unlit lighthouse stands on a narrow, sandy island
78-79	2d4 stingbats buzz along the surface of the water
80-81	*Silver Sea*, a massive galleon, has run deeply aground
82-83	Marga the Wise forages for curative crystals and plants
84-85	A herd of 3d6 wild horses thunders up the shoreline
86-87	The kobold sorcerer Mortimus preaches from atop a log
88-89	2d4 cultists fight 2d6 lizardfolk around a carved obelisk
90-91	Quargot the fisherman welcomes peaceful folk to his hut
92-93	2d8 opaline shellfish cluster in tide pools; they have pearls
94-95	3d8 giant frogs croak one-word insults in Common
96-97	The Wandering Merchant walks in the shallows on stilts
98-99	Roll two encounters and combine the results (reroll 98-99)
00	A half-buried treasure chest contains a magic item

Ruins

RUINS ENCOUNTERS

d100	Details
01	A mutated cave brute explodes through a crumbling wall
02-03	A silent gelatinous cube sweeps up a corridor
04-05	A roving owlbear scavenges for dead bodies to eat
06-07	Rival crawlers confront the PCs; they were "here first"
08-09	1d6 rust monsters swarm a crack bubbling with mercury
10-11	A legless suit of animated armor pulls itself along the floor
12-13	A groaning wall collapses at the slightest touch
14-15	A chalk note on the wall: "Karov, we'll be at the Loyal Hog"
16-17	Mort the goblin is digging in cracks for grubs and beetles
18-19	The floor collapses into a pit 1d6 x 10 feet deep
20-21	A raiding team of 2d4 hobgoblins moves in tight formation
22-23	2d4 web-covered skeletons form from scattered bones
24-25	1d4 giant dung beetles roll huge balls of dried excrement
26-27	An ochre jelly hides inside a pond or sinkhole
28-29	A single, perfect rose grows up between the flagstones
30-31	2d4 bandits shutter lanterns and set up a hasty ambush
32-33	Three goblins toughen each other's skulls with frying pans
34-35	2d6 beastmen pummel a giant centipede with rocks
36-37	A gas leak causes all light sources to explode and go out
38-39	A gelatinous cube full of handy items is stuck inside a pit
40-41	A swarm of clattering, gold scarab beetles flies into sight
42-43	A wounded NPC staggers up to the PCs and begs for help
44-45	A rusty portcullis slams down, separating the PCs

RUINS ENCOUNTERS

d100	Details
46-47	A strangler hides above a backpack stuffed with rocks
48-49	A weeping ghost floats by, distracted by its own ranting
50-53	2d4 kobolds sneak up behind the PCs for a surprise attack
54-55	Ancient clay pots vibrate with hypnotizing resonance
56-57	1d6 gricks shred dead giant rats and use the fur for nesting
58-59	Rival crawlers escort a frail noble tourist on an "adventure"
60-61	3d4 goblin scavengers barter and trade for odd trinkets
62-63	2d4 dwarven miners (soldiers) shore up a collapsing wall
64-65	2d4 giant wasps build a huge, papery nest on the ceiling
66-67	A dense cloud of sulfuric mist rises from a floor crack
68-69	A swarm of spiders surges out of a gauzy egg sack
70-71	An ogre named Lud scratches rude words into the wall
72-73	1d6 goblins brawl with 2d4 kobolds over a grick carcass
74-75	2d4 giant bats roost on the ceiling; light disturbs them
76-77	An ettercap spins web cocoons around its still-living prey
78-79	1d6 cultists hunt for humanoid bones for a nefarious ritual
80-81	A dryad searches for her tree that bugbears chopped up
82-83	A deep gnome plays haunting music on humming fungi
84-85	2d6 kobolds work in a makeshift, volatile alchemy lab
86-87	A stone golem endlessly stacks the same rocks into piles
88-89	Two darkmantles circle each other in a duel of intimidation
90-91	2d6 goblins carry their bugbear king on a rickety litter
92-93	2d4 cave creepers swarm up the hallway
94-95	A recent campfire still burns with glowing cinders
96-97	A minotaur guides the Wandering Merchant on a path
98-99	Roll two encounters and combine the results (reroll 98-99)
00	The body of a dead crawler holds a random magic item

Slums

SLUMS ENCOUNTERS

d100	Details
01	3d8 Bywater Barons (thugs) pour out of a dark tenement
02-03	A press gang of 2d4 bandits tries to kidnap the PCs
04-05	2d6 thugs surround two greenhorn City Watch guards
06-07	A pox-ridden man clutches at the PCs, begging for food
08-09	1d6 giant centipedes writhe out of a midden heap
10-11	A pack of 2d4 rabid mastiffs begins stalking the group
12-13	A burning shop groans and collapses into the street
14-15	2d4 commoners clamor to get the butcher's offal scraps
16-17	A dark shape (a hunting ghoul) slips along a rooftop
18-19	1d4 cloaked chaos cultists slip into an abandoned temple
20-21	1d4 giant dung beetles skitter up the side of a tavern
22-23	2d4 thugs demand a toll; they let the PCs pass if paid
24-25	3d6 nervous City Watch march toward the Bilge Pot tavern
26-27	A dying man in a gutter begs to impart a dire secret
28-29	2d4 street goons fight with bottle shards and clubs
30-31	A dead body falls from a roof with a note: "Bywater scum"
32-33	Residents cluster outside a tenement; screams echo inside
34-35	A frantic, manacled man wriggles out of a cellar window
36-37	A mob of begging children grows the more the PCs give
38-39	Woeful Friar Hector rushes to the summons for last rites
40-41	A towering thug bars the PCs' way: "Find another route"
42-43	A rangy crone sells "love potions" (*polymorph* to newt)
44-45	A snapped clothesline falls, entangling a character

SLUMS ENCOUNTERS

d100	Details
46-47	A body in an alley bears a note: "Pay in coin, or blood. -B.B."
48-49	1d4 people chase a pig barreling through all obstacles
50-53	3d4 Bywater Barons (thugs) tell the PCs to leave, "or else"
54-55	1d4 children lure a giant dung beetle into a large cage
56-57	A dour mage and 1d4 apprentices lead a tense commoner
58-59	A halfling at the well glances around and uncorks a vial
60-61	Chanting emanates from an old, crumbling temple
62-63	A young noble in spotless "lowborn rags" fails to blend in
64-65	1d4 rabid, screeching rats spring from a midden pile
66-67	A back-alley statue of Shune holds out stained hands
68-69	A gaunt man sidles up and whispers, "Bloodroot, 3 silver"
70-71	Workers lifting heavy crates slip; one gets trapped beneath
72-73	A cheerful street peddler sells crispy rat-on-a-stick for 2 cp
74-75	A rival crawling group warily prods at a bricked-up door
76-77	Distant sobbing (a ghost) rises from a boarded-up building
78-79	Crazy Davord challenges a PC to a game of "drop the boot"
80-81	A grim team of 2d4 bounty hunters (soldiers) eye the PCs
82-83	A goblin mage lurking on a roof offers a spell for a favor
84-85	1d6 silent workers are actually zombies serving a sorcerer
86-87	"Harmless" Uncle Istvold stalks the PCs while cackling
88-89	A raging berserker stumbles out of a drug house
90-91	A bent, old woman offers safe shelter inside from ruffians
92-93	A loose flagstone conceals a box with 80 gp and a potion
94-95	1d6 thugs throw bricks through a shop's windows
96-97	The Wandering Merchant pays 5 gp per giant dung beetle
98-99	Roll two encounters and combine the results (reroll 98-99)
00	A soiled parchment flutters to the ground; it's a spell scroll

Swamp

SWAMP ENCOUNTERS

d100	Details
01	A 3x mutated otyugh (see pg. 191) rises out of the muck
02-03	Thorash the swamp dragon (C) lurks in shallow water
04-05	2d4 giant frogs leap and snap at a cloud of 3d6 stingbats
06-07	Grizella Mosspeat, a night hag, poles along on a rotting raft
08-09	An undead T-Rex stomps around, shaking the swamp
10-11	2d8 well-preserved zombies stand up out of a peat bog
12-13	Dense mud gives way into a slushy field of quicksand
14-15	2d6 mottled lizardfolk approach the PCs in an ambush
16-17	A gnoll tied to the trunk of a wide tree begs for release
18-19	A cloud of mosquitoes whines, bites, and obscures vision
20-21	2d4 gnolls patrol through the swamp around their territory
22-23	2d6 filthy, long-haired apes hurl rocks from the mangroves
24-25	2d6 peasants with torches and pitchforks chase a werewolf
26-27	1d4 gargoyles watch from the tops of pitted, leaning pillars
28-29	2d6 lizardfolk leap from the mud to attack 2d4 elves
30-31	A headless scarecrow stands on a rock holding a lit lantern
32-33	A basilisk hisses from inside a pitch-dark, damp cave
34-35	1d8 giant leeches fall onto the PCs from wet tree branches
36-37	Dense patches of stinging nettles and toxic thorns grow
38-39	A fast-moving swarm of snakes slithers along the ground
40-41	2d6 giant rats leer from inside rotting logs and tree trunks
42-43	Sir Augrim, a knight, is stuck up to his neck in quicksand
44-45	A yellow haze of poisonous swamp gas drifts over the bog

SWAMP ENCOUNTERS

d100	Details
46-47	3d6 mushroomfolk tend to trees bursting with dewy fungi
48-49	The naga Coagulus Mortus sits atop a heap of rotten bones
50-53	1d4 ogres lumber by, arguing about what elves taste like
54-55	3d6 patches of burning oil float and drift on the water
56-57	1d6 giant spiders creep through the dense treetops
58-59	2d4 cockatrices sit on their eggs inside a vine-draped cave
60-61	A shattered, leaning keep houses a muttering ghost
62-63	Blugbort, goblin wizard (N), hunts for slugs and toadstools
64-65	1d4 ghasts lead a group of 2d6 zombies and 2d8 skeletons
66-67	A cloud of crows darts around a crumbling, ancient well
68-69	3d10 goblins drag a rotund hill giant on a makeshift sled
70-71	3d6 elves watch the PCs from hiding, deciding if to attack
72-73	A grick drags a riderless, kicking horse into a black pond
74-75	A group of rival crawlers prods at a half-sunken menhir
76-77	A giant snake plunges out of a muddy hole in the ground
78-79	A fire-eyed wight rides by on a nightmare trailing flames
80-81	What appears to be a filmy puddle is actually a gray ooze
82-83	Ol' Greenguts the giant frog helps with the PCs' next task
84-85	An orc chieftain leads 3d12 Snake Fang orcs on a rampage
86-87	Gorgoth, a priest of Shune (C), whispers to a black obelisk
88-89	1d4 muddy hippos thrash and gore 1d6 hissing crocodiles
90-91	The Yellow Snail kobolds (2d20) live peacefully in tree huts
92-93	Bubbling swamp tar has healing and anti-toxin properties
94-95	1d4 shambling mounds trudge through the slimy muck
96-97	The Wandering Merchant rides on an albino crocodile
98-99	Roll two encounters and combine the results (reroll 98-99)
00	The Swamp Shambler (gorilla) offers a random magic item

Tavern

TAVERN ENCOUNTERS

d100	Details
01	A cloaked man (vampire) at the door asks to be invited in
02-03	2d6 Overlord's Assassins sweep in and scan the crowd
04-05	3d6 patrons watching a tense dice game erupt in a brawl
06-07	2d6 boorish sailors swarm in and hog the entire bar area
08-09	A sour-faced patron buys a drink for everyone but the PCs
10-11	A PC is mistakenly announced as the next pit fighter
12-13	A drunk halfling swings on an ancient, creaking chandelier
14-15	A woman stalks up and throws a drink in a PC's face
16-17	A patron's lightly seared cobra order rears up, hissing
18-19	A slippery puddle of foamy ale spreads over the floor
20-21	A half-orc roars and lifts a full-sized table over his head
22-23	A long, terrified scream comes from the kitchen
24-25	A group of rival crawlers tell the PCs this is *their* tavern
26-27	A slender man whispers, "Need poison? Best you can buy!"
28-29	A smirking elf challenges a PC to dice; the dice are loaded
30-31	A dour mage studies a book and glares at noisemakers
32-33	A half-orc and halfling arm wrestle; the halfling is winning
34-35	Two rival bards start an uproarious singing contest
36-37	A sailor throws another onto the PCs' table, spilling drinks
38-39	Five merry dwarves sing a shanty and headbutt each other
40-41	1d6 patrons (chaos cultists) skulk into the back room
42-43	An enraged, sprinting crocodile bursts out of the kitchen
44-45	A hooded patron smashes a flask of flaming oil and runs

TAVERN ENCOUNTERS

d100	Details
46-47	A dwarf in clogs challenges a PC to a dancing contest
48-49	Atticus Gnarl, a halfling wizard, stares unblinking at a PC
50-53	Rival crawlers challenge the PCs to a drinking contest
54-55	A halfling tries to stealthily tie the PCs' bootlaces together
56-57	A man grabs a PC and shouts, "You know what you did!"
58-59	Drunk dart throwers can hardly tell which way is up
60-61	A woman flawlessly lifts a coin purse from a patron's belt
62-63	Rival crawlers whisper over a book and point to passages
64-65	2d6 City Watch guards tromp wearily through the door
66-67	A landscape painting subtly changes when not observed
68-69	A half-orc gulps a whole flagon and punches the server
70-71	A woman in dark-blue leathers sips tea and observes
72-73	A cloaked figure jumps the bar and goes for the coin box
74-75	Rival crawlers try to pawn off a map nobody can decipher
76-77	Everyone avoids the chained trapdoor of stone in the floor
78-79	Four whispering commoners stop and glare at passersby
80-81	A woman picks up a chair and smashes it on a man's head
82-83	A sympathetic City Watch guard shares an inside rumor
84-85	Violet Dorn, a widely renowned bard, walks into the tavern
86-87	A weeping priest wobbles over and collapses on a PC
88-89	At the sound of a nearby Watch whistle, 1d6 patrons bolt
90-91	A well-heeled patron invites the PCs into a private booth
92-93	The brass wolf's nose imparts good luck (5% for luck token)
94-95	A patron slips a note to a PC: "You're surrounded by spies"
96-97	The Wandering Merchant has a Van Dinkle flask (pg. 137)
98-99	Roll two encounters and combine the results (reroll 98-99)
00	A die sits in a dusty corner; it's *Brak's Cube of Perfection*

Temple District

TEMPLE DISTRICT ENCOUNTERS

d100	Details
01	2d6 chaos cultists begin a live sacrifice; it's a beloved NPC
02-03	A routine exorcism expels a very non-routine erinyes
04-05	An old man dumps a stream of gems into an alms box
06-07	A stampede of religious pilgrims rushes down the street
08-09	A crowd clamors to touch a holy relic carried on a platform
10-11	A priest screams, "It's all a lie!" and turns into a bone naga
12-13	A roof cistern collapses; water and stone crash down
14-15	Three acolytes accuse the PCs of treading on a holy tomb
16-17	Lashing tentacles erupt from the sleeves of a chaos cultist
18-19	Frenzied Bloodletting celebrants crack whips at passersby
20-21	Penitents in chains carry a litter bearing a high priest
22-23	A cowled person leaves a basket at a chapel; it's an infant
24-25	2d4 blindfolded pilgrims sit in a circle and block the street
26-27	Two beggars conceal wavy daggers up their sleeves
28-29	A man falls down in rapture and turns into a fire elemental
30-31	Movement darts inside the boarded-up ruins of a church
32-33	A priestess storms from a temple, flinging her holy symbol
34-35	Whispering chaos cultists gather at a back-alley shrine
36-37	A trapdoor in an alley falls open to the cellar of a temple
38-39	1d6 skulking acolytes hunt for a lone beggar to kidnap
40-41	A red-mouthed man says a new church has free bloodroot
42-43	1d4 knights hold a public inquisition for an accused witch
44-45	The Holy Bull Run commences with screams and gorings

TEMPLE DISTRICT ENCOUNTERS

d100	Details
46-47	Four masked thugs disrupt an opulent funeral procession
48-49	A man leaps up and shouts, "I object!" during a wedding
50-53	A poxed beggar wanders around in a feverish delirium
54-55	Mystics burn hallucinogenic incense in the street
56-57	2d4 bandits pose as monks collecting alms for the poor
58-59	A cultist in the shadows throws a poisoned dart at a PC
60-61	A firebrand orator preaches to a growingly frenzied crowd
62-63	A commoner's eyes turn white and she utters an augury
64-65	Debauched cultists of Gede hand out endless cups of wine
66-67	A priest with a forced smile offers 5 gp to new converts
68-69	2d6 acolytes clash over a difference in text interpretation
70-71	The Parade of the Nine draws onlookers and pickpockets
72-73	A monk lights himself on fire and walks into a temple
74-75	A rival group of crawlers exit a church, freshly baptized
76-77	The City Watch drags flailing Baron Hallin out of a temple
78-79	Mystics hold up cobras to be kissed; 10% of cobras lash out
80-81	A priest flings holy water from a brush; it burns the chaotic
82-83	A templar disguised as a commoner tends to a fallen leper
84-85	A woman screams, "All will dissolve!" and throws acid
86-87	1d6 City Watch try to subdue a man in a violent rapture
88-89	A domini angel appears in a burst of light; it points to a PC
90-91	A temple of St. Terragnis offers sanctuary to the unarmed
92-93	The Font of Madeera has a 5% chance of ending a curse
94-95	The Overlord enters a temple surrounded by 3d6 knights
96-97	The Wandering Merchant sells lookalike priest's vestments
98-99	Roll two encounters and combine the results (reroll 98-99)
00	A high priest selects a PC to receive a rare blessing

TOMB ENCOUNTERS

d100	Details
01	A distracted, muttering lich teleports into the room
02-03	2d4 wraiths emerge from walls, floors, and ceilings
04-05	2d6 ghasts claw and thrash around inside a swarm of bats
06-07	Muggins Greenbottle, halfling tomb robber, was here first
08-09	2d4 wererats in human form paw through piles of rubble
10-11	A scarab swarm boils out of cracks in the floors and walls
12-13	Necrotic energy turns a near-sized area dangerously cold
14-15	1d6 malodorous rot flowers burst through weakened stone
16-17	1d4 spiders descend onto the backs of necks
18-19	The *Sphere of Annihilation* glides along, moving randomly
20-21	A wight leads a shambling patrol of 3d12 skeletons
22-23	A pile of thin, long bones assembles into a bone naga
24-25	3d6 confused peasants have awoken from a magical stasis
26-27	1d4 mummies lope around, moaning in ancient Common
28-29	A gelatinous cube contains 2d6 skeletons trying to escape
30-31	An angry ghost must stay within near of its own remains
32-33	2d4 shadows try to sneak up on the PCs from behind
34-35	A group of 2d4 superstitious, jumpy orcs hunts for loot
36-37	A screaming wind of spirits robs all unused luck tokens
38-39	An oni demands to know where its stolen sword is hidden
40-41	1d6 corroded animated armors pursue 1d4 rust monsters
42-43	The soul of Hirael the elf is trapped inside a musty painting
44-45	A 20' patch of shadowy darkness extinguishes all light

TOMB ENCOUNTERS

d100	Details
46-47	A wraith and 1d4 shadows hover around a dark floor crack
48-49	2d6 thieves leap out and demand the PCs' plunder
50-53	3d8 zombies fight each other to eat a surrounded bandit
54-55	A jackal carving drains 1d6 HP/round to all within near
56-57	2d4 ghouls tear through the walls where they were buried
58-59	A cave creeper devours a freshly destroyed zombie
60-61	2d6 zombies endlessly pile the same bricks into new cairns
62-63	A vampire offers safe passage in exchange for sips of blood
64-65	2d4 demon-faced gargoyles flap up the halls, howling
66-67	A skull rolls around, stopping to give critique or comment
68-69	A black ooze drips down from thin cracks in the ceiling
70-71	2d6 cultists steal along looking for unholy relics to claim
72-73	1d4 wraiths chase the terrified ghost of a human peasant
74-75	1d6 rival crawlers flee from their own hostile shadows
76-77	A cloud of blood boils through; it whispers quiet secrets
78-79	A slavering ghoul is pinned to the wall by four iron spikes
80-81	3d6 swaying zombies lurch along in a mindless horde
82-83	A seraph lays a blessing on the remains of a holy knight
84-85	2d4 chanting acolytes (C) lead a blood-anointed reaver
86-87	An urn that says "Bimbles" holds a blue zombie cockatrice
88-89	A centipede swarm overruns a thrashing cave creeper
90-91	A radiant wight (L) animated by holy energy approaches
92-93	A soft bell chimes; all who listen for 2 rounds heal 2d6 HP
94-95	The human archmage Rantarim (N) hunts for an old tome
96-97	The Wandering Merchant pops, gasping, out of a coffin
98-99	Roll two encounters and combine the results (reroll 98-99)
00	A secret cache holds 1d4 items from the 7-9 treasure table

University District

UNIVERSITY DISTRICT ENCOUNTERS

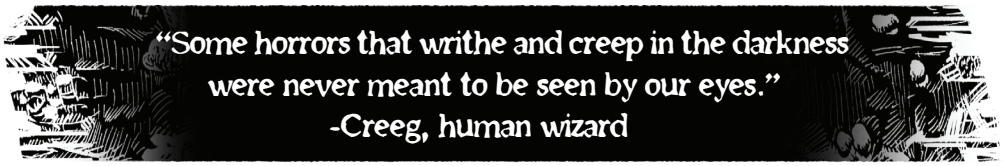
d100	Details
01	A drunk apprentice wizard summons a furious marilith
02-03	Grabbing tentacles erupt through a sewer grate
04-05	Two professors' long feud boils over into spell-slinging
06-07	A woman furtively offers to pay for "recently dead bodies"
08-09	A hit man jumps on stage where a philosopher speaks
10-11	A teenager carrying a grimoire flees from a bookstore
12-13	The sky rains yellow acid; a spell has gone very wrong
14-15	An old tinker sells one-use confetti bombs and sparklers
16-17	A cloud of 2d4 purple stingbats gout from a chimney
18-19	City guards frantically cordon off a wide circle of blue fire
20-21	A shifty man sells "cheap potions" (all are 2 mixed potions)
22-23	A nearsighted professor insists a PC has an overdue paper
24-25	Four bratty students flick copper pieces at people's heads
26-27	Tavern-goers flee from a red light inside the Flying Snail
28-29	Inhuman howling rises from one of the nearby apartments
30-31	The school's wyvern statue, Old Rolf, animates in a frenzy
32-33	A red-faced young noble tells a PC to "show proper regard"
34-35	The school's Wizards & Thieves champion challenges a PC
36-37	Burning ash rains down from a blown-out tower window
38-39	A spectacled mage begins measuring and prodding a PC
40-41	A magic cauldron appears, disgorging 1d6 giant rats
42-43	A pale man locks eyes with a PC and mouths: "Help me!"
44-45	A PC steps on a prank rune that glues their shoes down

UNIVERSITY DISTRICT ENCOUNTERS

d100	Details
46-47	Two animated armor suits duel destructively in the street
48-49	A meek student being grilled by a guard points to the PCs
50-53	2d6 kobolds swarm from the sewers to steal bags
54-55	A practicing wizard targets a PC with a *charm person* spell
56-57	1d4 gargoyles swoop down from a facade to grab a PC
58-59	Four thugs stalk the alleys, looking for an easy mark to rob
60-61	A witch is telling fortunes from a makeshift stall for 1 gp
62-63	A student asks to apprentice with one of the PCs
64-65	A sorcerer (oni in disguise) drinks and watches the group
66-67	An animated owl statue surreptitiously follows the PCs
68-69	A mage tries to pull a PC into an alley to siphon off blood
70-71	Crashing and bellowing erupts inside a library
72-73	A spellbook flaps out of a window and tries to escape
74-75	A professor summons a vrock but loses control of it
76-77	Three loan collectors (thugs) surround a hapless student
78-79	A wizard's pet cockatrice gets free inside a packed tavern
80-81	Three overconfident apprentices pick a fight with the PCs
82-83	An artist stops a PC and pleads to draw a charcoal portrait
84-85	A nervous librarian hands a PC a strange book and flees
86-87	Professor Krall snaps, leading 2d6 zombies into the streets
88-89	Students from a rival university vandalize a revered statue
90-91	A scholar offers a ruby as a prize for answering a riddle
92-93	A clumsy wizard breaks a glass bottle housing a naga
94-95	The PCs stumble into an occult ritual with 5 apprentices
96-97	The Wandering Merchant sells caustic alchemical reagents
98-99	Roll two encounters and combine the results (reroll 98-99)
00	An archmage entrusts a random magic item to the PCs



Monsters


"Some horrors that writhe and creep in the darkness
were never meant to be seen by our eyes."
-Creeg, human wizard

The beast was dripping with fungus, mottled with mold. Barnacles crusted its damp hide in a beard of green icicles that scraped along the floor and snapped like fingers of chalk.

It floated slowly, aimlessly, its ten eyestalks writhing and thrashing as if being electrocuted.

Its central eye was the most hideous feature to behold. A ragged, round scar covered what was once a glistening orb that could stare into the heart and mind of any creature.

It was this wound that had driven The Ten-Eyed Oracle mad, turning it against the very people it once served.

"I know you're here," it burbled. Its crescent-moon mouth writhed into a trembling grin. "You cannot hide from me. I see all. I know all secrets."

Ralina held her breath and clung to the top of the pillar where she had scrambled moments ago. It was damp, and she was slipping. Beneath her foot, a chip of stone broke free.

"There," The Oracle hissed. Its eyestalks turned in unison toward the pillar.

Ralina squeezed her eyes shut. "Now!" she cried.

"To arms!" Iraga roared, leaping out from behind a shattered column. She raised her blessed sword high, filling the ruined amphitheater with a blaze of holy light. The Oracle screeched and recoiled, blinded.

Creeg dropped his invisibility magic, and Jorbin blinked into sight right behind the beast.

The dwarf charged, bellowing. "Stonehaaaall!"

And so the battle for their lives was joined...

Monster Attributes

ARMOR CLASS

Just like characters, monsters have an **AC** that denotes how difficult it is to harm them.

HIT POINTS

Calculate a monster's hit points (**HP**) by rolling a number of d8s per monster level (**LV**) and adding its CON modifier (minimum 1). You can also use the average total listed.

ATTACKS

Most monsters can make one or two attacks per turn (**ATK**), but some can make more. Attack bonuses and damage are listed for each.

MOVEMENT

Monsters can typically move (**MV**) near each turn, but some can move other distances. If a monster has a special mode of movement, such as flying or swimming, it is noted after the distance.

STAT MODIFIERS

Monsters have modifiers listed for Strength (**S**), Dexterity (**D**), Constitution (**C**), Intelligence (**I**), Wisdom (**W**), and Charisma (**Ch**).

ALIGNMENT

All monsters have a typical alignment (**AL**) for their species. Individual monsters might have a different alignment.

SPELLCASTING

Treat monster spellcasting the same as character spellcasting. For a natural 1 on an INT or CHA spell, roll on the Wizard Mishap tables (pg. 46). A natural 1 on a WIS spell incurs penance. The **tier** is the spellcasting DC - 10.

DARK-ADAPTED

All non-humanoid monsters are dark-adapted. Their powerful senses allow them to ignore the penalties of total darkness (see pg. 84). Blinding or deafening a monster still hinders it.

Monster Generator

PL is the average character level of the adventuring party. The monster's **AC** is the PL + 10.

The monster's **Combat** result is its attack bonus and LV. It deals 1d8 damage and has 1d4 attacks.

MONSTER GENERATOR

d20	Combat	Quality	Strength	Weakness
1	PL -3	Beastlike	+1 attack	Cold
2	PL -3	Avian	Absorbs magic	Greedy
3	PL -2	Amphibious	Swarm	Light
4	PL -2	Demonic	1d10 damage	Salt
5	PL -1	Arachnid	Poison sting	Vain
6	PL -1	Ooze	Confusing gaze	Mirrors
7	PL	Insectoid	Eats metal	Electricity
8	PL	Draconic	Ranged attacks	Fragile body
9	PL	Plantlike	Highly intelligent	Sunlight
10	PL	Elephantine	Crushing grasp	Silver
11	PL	Undead	Psychic blast	Fire
12	PL	Crystalline	Stealthy	Food
13	PL	Humanoid	Petrifying gaze	Acid
14	PL +1	Angelic	1d12 damage	Garlic
15	PL +1	Spectral	Impersonation	Iron
16	PL +2	Stonecarved	Blinding aura	Water
17	PL +2	Serpentine	Turns invisible	Its *True Name*
18	PL +3	Elemental	2d6 damage	Loud sounds
19	PL +3	Piscine	Swallows whole	Holy water
20	PL +4	Reptilian	+2 attacks	Music

Make It Weird

Adventurers fear the unknown. Keep monsters unfamiliar by adding mutations to them.

Mutations can inspire new abilities or attacks. For example, you might decide a spider with wings can fly a near distance.

As another example, you might determine that a monster with tentacles can restrain creatures.

Roll up to **three** mutations per monster. Treat a mutated monster as two levels higher than normal for rolling treasure.

MONSTER MUTATIONS

d12	Mutation 1	Mutation 2	Mutation 3
1	Shapechanger	Double damage	Speaks Common
2	Fins and gills	Breathes fire	Knows 1d4 spells
3	Insulating fur	Fast healing	Telepathic
4	Ironlike scales	+1 attack	Toxic spores
5	Extra limbs	+2 AC	Sonic blasts
6	Tentacles	+2 levels	Can teleport in bursts
7	Boneless	+1d6 damage	Paralytic touch
8	Gigantic	Life-draining touch	Genius intellect
9	Flings spikes	Very fast	Antimagic field
10	Two heads	Reflects spells	Blood-draining bite
11	Burrows	Electrified weapon	Has swamp fever
12	Wings	Acidic saliva	Blessed by a god

"I tell ye, its head split open into nine rows of teeth, and it was flyin' around like a bat. Never seen such a goblin!"
-Jorbin, dwarf fighter

Designing Monsters

COMBAT ROLE

Monsters typically fall into one of the below combat roles.

Mook. Low damage, HP, AC, and attack bonus. Swarmy.

Soldier. Mid-range damage, HP, AC, and attack bonus.

Striker. High damage and attack bonus. Low HP and AC. Often stealthy and skillful.

Tank. Mid-range damage and attack bonus. High HP and AC.

Controller. Environment-altering talents. Mid-range damage and attack bonus. Low HP and AC.

Legendary. High HP, AC, damage, and/or attack bonus.

STAT MODIFIERS

Compare with "measuring stick" monsters, such as elephants, when choosing a new monster's stat modifiers. Monsters can have higher modifiers than PCs.

DESCRIPTION

Describe a monster's defining characteristics and behaviors.

MOVEMENT

Most monsters can move near (or double near if they're large). Note if they can swim, fly, climb, burrow, or move in other ways.

LEVEL

A monster's level (LV) determines its power level.

LV 0-3. Weak, common. Poor or normal treasure. Challenge to novice crawlers.

LV 4-6. Risky, uncommon. Normal treasure. Challenge to experienced crawlers.

LV 7-9. Dangerous, rare. Normal or fabulous treasure. Challenge to expert crawlers.

LV 10+. Mighty, unique. Fabulous or legendary treasure. Challenge to supreme crawlers.

ATTACK BONUS

A monster bases its attack bonus on its relevant stat modifier.

You can increase a monster's attack bonus depending on its combat role, but its total attack bonus should rarely exceed its level.

DAMAGE

LV 0-3. Weak weapons, d4 or d6 damage on each attack. One or two attacks.

LV 4-6. Good weapons, d6 or d8 damage on each attack. Two or three attacks.

LV 7-9. Powerful weapons, d8 or d10 damage on each attack. Three or four attacks.

LV 10+. Legendary or magical weapons, d12 or multiple dice of damage on each attack. Four or five attacks.

MONSTER TALENTS

Monsters typically have one to three talents that grant them special powers or attacks.

HOW MANY MONSTERS?

Use the **1:1 Monsters** table to determine what level a monster should be when there is one of that monster per character in a combat. This will result in a combat of average difficulty.

You can combine these levels into a different quantity of monsters. For example, a group of four 4th-level adventurers will face a combined 12 LV of monsters per average combat.

Note that large groups of monsters (even with lower levels) can be deadly because they take many more actions each round than the characters.

Conversely, a solo monster can be too easy (even with a high level) if the characters swarm it.

1:1 MONSTERS

Avg. Party Level	Monster LV
0-3	1
4-6	3
7-9	5
10	7

Monster Statistics

ABOLETH

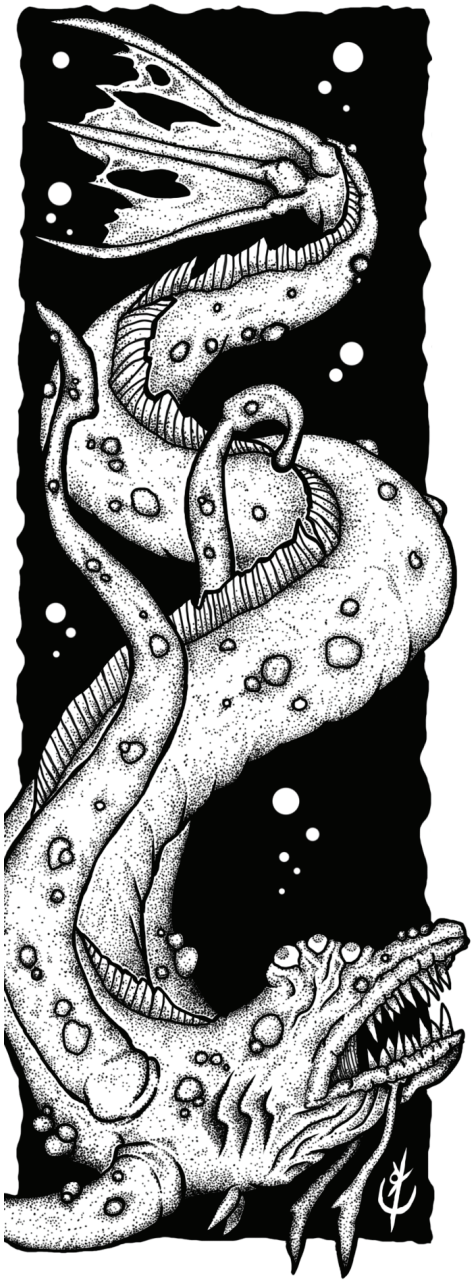
Enormous, antediluvian catfish covered in slime and tentacles. They hate all intelligent beings.

AC 16, **HP** 39, **ATK** 2 tentacle (near) +5 (1d8 + curse) or 1 tail +5 (3d6), **MV** near (swim), **S** +4, **D** -1, **C** +3, **I** +4, **W** +2, **Ch** +2, **AL** C, **LV** 8

Curse. DC 15 CON or target gains a magical curse, turning into a deep one over 2d10 days.

Enslave. In place of attacks, one creature within far DC 15 WIS or aboleth controls for 1d4 rounds.

Telepathic. Read the thoughts of all creatures within far.



ACOLYTE

A religious trainee who knows basic rites and rituals.

AC 12, **HP** 4, **ATK** 1 mace +1 (1d6) or 1 spell +2, **MV** near, **S** +1, **D** -1, **C** +0, **I** -1, **W** +2, **Ch** +0, **AL** L, **LV** 1

Healing Touch (WIS Spell). DC 11. Heal one creature within close for 1d4 HP.

Angels are the divine host of lawful and neutral gods. They appear as winged, beautiful humanoids who radiate light and are suffused with their gods' energies and symbols.

Seraphim are the lowest sphere of angel and often walk among mortals. **Domini** are their lords, and the powerful **principi** govern over the domini. Above all stand the mighty **archangels**.

ARCHANGEL

A radiant being with a crown of fire, snowy wings, golden armor, and a blazing greatsword.

AC 18 (*+3 plate mail*), **HP** 76, **ATK** 3 flaming greatsword +10 (2d12), **MV** double near (fly), **S** +5, **D** +2, **C** +4, **I** +4, **W** +5, **Ch** +5, **AL** L, **LV** 16

Command. DC 18 CHA to resist an archangel's command.

Crown of Fire. Hostile spells targeting the archangel are extreme (DC 18) to cast.

ANGEL, DOMINI

Winged, flawless humans glowing with bronze sunlight.

AC 17 (plate mail + shield), **HP** 42, **ATK** 3 bastard sword +7 (1d8) or 1 horn, **MV** near (fly), **S** +4, **D** +1, **C** +2, **I** +3, **W** +4, **Ch** +4, **AL** L, **LV** 9

Horn. All enemies in near DC 15 CHA or paralyzed 1d4 rounds.

ANGEL, PRINCIPI

Serene humans sculpted from alabaster. Golden orbs for eyes.

AC 16 (*+1 plate mail*), **HP** 53, **ATK** 3 silvered bastard sword +9 (1d10), **MV** double near (fly), **S** +4, **D** +2, **C** +4, **I** +4, **W** +4, **Ch** +4, **AL** L, **LV** 11

Moonlight Aura. Hostile spells targeting the principi are DC 15.

Truesight. Can see all invisible creatures and objects.

ANGEL, SERAPH

Beautiful, luminous humanoids with white-feathered wings.

AC 14 (chainmail), **HP** 14, **ATK** 2 longsword +3 (1d8), **MV** near (fly), **S** +3, **D** +1, **C** +1, **I** +2, **W** +3, **Ch** +3, **AL** L, **LV** 3

Bless. 3/day, touch one target to give it a luck token.

ANIMATED ARMOR

An old suit of armor magically animated by a vengeful spirit.

AC 15, **HP** 11, **ATK** 1 longsword +3 (1d8), **MV** near, **S** +3, **D** -1, **C** +2, **I** -1, **W** +1, **Ch** +0, **AL** C, **LV** 2

Statue. When standing still, looks exactly like a suit of armor.



ANKHEG

Horse-sized, rust-brown insects. They burrow vast, underground warrens into the bedrock.

AC 14, **HP** 14, **ATK** 1 bite +4 (1d6) or 1 acid spray (near) +4 (2d6), **MV** near (burrow), **S** +2, **D** +2, **C** +1, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** 3

APE

Hooting, omnivorous apes that live in trees.

AC 12, **HP** 10, **ATK** 1 fist +2 (1d6) or 1 rock (far) +2 (1d4), **MV** near (climb), **S** +2, **D** +2, **C** +1, **I** -2, **W** +1, **Ch** +0, **AL** N, **LV** 2

APE, SNOW

White-haired, carnivorous gorillas that stalk the high mountains and live in caves.

AC 13, **HP** 19, **ATK** 2 fist +4 (1d6) or 1 rock (far) +4 (2d6), **MV** near (climb), **S** +3, **D** +1, **C** +1, **I** -2, **W** +1, **Ch** +0, **AL** N, **LV** 4

Thick Fur. Cold immune.

APPRENTICE

A cloaked magician with a thin, freshly bound spellbook.

AC 11, **HP** 3, **ATK** 1 dagger (close/near) +1 (1d4) or 1 spell +2, **MV** near, **S** -1, **D** +1, **C** -1, **I** +2, **W** +0, **Ch** +0, **AL** N, **LV** 1

Beguile (INT Spell). DC 11. Focus. One target in near of LV 2 or less is stupefied for the duration.

Magic Bolt (INT Spell). DC 11. 1d4 damage to one target within far.

ARCHMAGE

A wizened magic-user crackling with arcane power.

AC 12, **HP** 44, **ATK** 2 spell +7, **MV** near, **S** -1, **D** +2, **C** -1, **I** +4, **W** +2, **Ch** +1, **AL** L, **LV** 10

Death Bolt (INT Spell). DC 15. One target of LV 9 or less within near DC 15 CON or go to 0 HP.

Enervate (INT Spell). DC 14. Focus. One target within near is stupefied for the duration.

Fireblast (INT Spell). DC 14. 4d6 damage to all within a near-sized cube within far.

Float (INT Spell). Self. DC 14. Fly double near for 5 rounds.

Mithralskin (INT Spell). Self. DC 14. AC becomes 18 for 5 rounds.

Void Step (INT Spell). Self and up to 4 willing targets. DC 15. Teleport up to 100 miles.

ASSASSIN

A black-cloaked, skulking killer.

AC 15 (leather), **HP** 38, **ATK** 2 poisoned dagger (close/near) +6 (2d4), **MV** near (climb), **S** +2, **D** +4, **C** +2, **I** +2, **W** +3, **Ch** +3, **AL** C, **LV** 8

Execute. Deals x3 damage against surprised targets.

AZER

Dwarves with bronze, metallic skin and flames in place of hair. Gifted blacksmiths.

AC 15, **HP** 15, **ATK** 2 flaming warhammer +3 (1d10, ignites flammables) or 1 crossbow (far) +0 (1d6), **MV** near, **S** +3, **D** +0, **C** +2, **I** +0, **W** +0, **Ch** +0, **AL** L, **LV** 3

Impervious. Fire immune.

BADGER

Fierce, clawed burrowers with black-and-white face stripes.

AC 11, **HP** 5, **ATK** 2 claw +2 (1d4), **MV** near (burrow), **S** +2, **D** +0, **C** +1, **I** -3, **W** +1, **Ch** -2, **AL** N, **LV** 1

Rage. 1/day, immune to morale checks, +1d4 damage (3 rounds).

BANDIT

Hard-bitten rogue in tattered leathers and a hooded cloak.

AC 13 (leather + shield), **HP** 4, **ATK** 1 club +1 (1d4) or 1 shortbow (far) +0 (1d4), **MV** near, **S** +1, **D** +0, **C** +0, **I** -1, **W** +0, **Ch** -1, **AL** C, **LV** 1

Ambush. Deal an extra die of damage when undetected.

BASILISK

Massive, muscled lizards with six legs and gray, tough hide.

AC 14, **HP** 25, **ATK** 2 bite +4 (2d6 + petrify), **MV** near, **S** +3, **D** +1, **C** +3, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 5

Petrify. Any creature that touches the basilisk or meets its gaze, DC 15 CON or petrified.



BAT, GIANT

Leathery, eagle-sized mammal with a taste for flesh.

AC 12, **HP** 9, **ATK** 1 bite +2 (1d6), **MV** near (fly), **S** -1, **D** +2, **C** +0, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 2

BAT, SWARM

A whirling cloud of screeching, bloodthirsty bats.

AC 12, **HP** 18, **ATK** 3 bite +2 (1d6), **MV** near (fly), **S** -3, **D** +2, **C** +0, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 4

BEAR, BROWN

A hulking, swaying brute with claws as long as a finger.

AC 13, **HP** 25, **ATK** 2 claw +4 (1d8), **MV** near (climb) **S** +4, **D** +1, **C** +3, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** 5

Crush. Deals an extra die of damage if it hits the same target with both claws.

BEAR, POLAR

A mighty, white bear that thrives in arctic environments.

AC 13, **HP** 34, **ATK** 2 claw +6 (2d6), **MV** near (climb) **S** +4, **D** +1, **C** +3, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** 7

Crush. Deals an extra die of damage if it hits the same target with both claws.

Thick Fur. Cold immune.

BEASTMAN

A cave hominid with scraggly fur and a stone-tipped spear.

AC 12 (leather), **HP** 5, **ATK** 1 spear (close/near) +2 (1d6 + 1), **MV** near, **S** +2, **D** +1, **C** +1, **I** -2, **W** +1, **Ch** -1, **AL** C, **LV** 1

Brutal. +1 damage with melee weapons (included).

BERSERKER

Howling, battleraging warriors.

AC 12 (leather), **HP** 10, **ATK** 1 greataxe +2 (1d10) or 1 spear (close/near) +2 (1d6), **MV** near, **S** +2, **D** +1, **C** +1, **I** +0, **W** +1, **Ch** +0, **AL** N, **LV** 2

Rage. 1/day, immune to morale checks, +1d4 damage (3 rounds).

BLACK PUDDING

A black, ice-cold mass of sludge.

AC 9, **HP** 30, **ATK** 3 tentacle +4 (2d6), **MV** near (climb), **S** +2, **D** -1, **C** +3, **I** -4, **W** -3, **Ch** -4, **AL** N, **LV** 6

Impervious. Only damaged by fire.

Corrosive. Wood or metal that touches the ooze dissolves on a d6 roll of 1-3.

BOAR

Ornery wild pig with bristly, russet hair and yellowed tusks.

AC 12, **HP** 14, **ATK** 2 tusk +3 (1d6), **MV** near, **S** +3, **D** +0, **C** +1, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** 3

Gore. Deals an extra die of damage if it hits the same target with both tusks.

BRAIN EATER

Purple, gaunt humanoids with squidlike heads and four face tentacles. They live in complex, alien societies underground and eat humanoid brains.

AC 14 (leather), **HP** 36, **ATK** 4 tentacle +5 (1d8 + latch) or 1 mind blast or 1 mind control, **MV** near, **S** +2, **D** +3, **C** +0, **I** +4, **W** +2, **Ch** +4, **AL** C, **LV** 8

Hear Thoughts. Can hear the surface thoughts of all intelligent creatures within near.

Latch. Tentacles attach to hit targets, automatically hitting the next round (DC 12 STR to remove 1d4 tentacles). If all four remain latched onto the same humanoid target for 1 round, the target's brain is ripped out and devoured.

Mind Blast. Fills a near-sized cube extending from brain eater. DC 15 INT or 3d6 damage and paralyzed 1d4 rounds.

Mind Control. One target in near DC 15 CHA or brain eater controls for 1d4 rounds.

BUGBEAR

Brutish, bat-eared goblinoids covered in brown fur.

AC 13 (leather + shield), **HP** 14, **ATK** 2 spiked mace +3 (1d6), **MV** near, **S** +3, **D** +0, **C** +1, **I** -1, **W** +0, **Ch** -2, **AL** C, **LV** 3

Stealthy. ADV on checks to sneak and hide.

BULETTE

A hulking, shark-sized lizard with a steely, arrow-shaped carapace and a massive gullet.

AC 17, **HP** 40, **ATK** 3 bite +5 (2d6) or 1 leap, **MV** near (burrow), **S** +5, **D** +1, **C** +4, **I** -3, **W** +1, **Ch** -2, **AL** N, **LV** 8

Leap. Jump up to near in height and double near in distance, then make 2 bite attacks.



CAMEL

Ornery, tan-furred desert beasts.

AC 10, **HP** 12, **ATK** 1 hoof +3 (1d6) or 1 spit (near) +0 (1d4), **MV** double near, **S** +3, **D** +0, **C** +3, **I** -2, **W** +1, **Ch** -3, **AL** N, **LV** 2

CAVE BRUTE

A hulking, insectoid beast with long mandibles, four eyes, and thick arms covered in bristles.

AC 14, **HP** 28, **ATK** 2 claw +5 (1d8) and 1 mandible +5 (1d10), **MV** near (burrow), **S** +4, **D** +1, **C** +1, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 6

Bewilder. Creatures within near that see the cave brute's eyes, DC 12 CHA at start of their turn or dazed and no action.

CAVE CREEPER

Chittering, green centipedes the size of horses. Their grasping tentacles are coated in a paralytic venom.

AC 12, **HP** 18, **ATK** 1 bite +3 (1d6) and 1 tentacles +3 (1d8 + toxin), **MV** near (climb), **S** +2, **D** +2, **C** +0, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 4

Toxin. DC 12 CON or paralyzed 1d4 rounds.

CENTAUR

Herd-dwelling beings with the upper body of a human and lower body of a horse.

AC 12 (leather), **HP** 14, **ATK** 2 spear (close/near) +2 (1d6) or 1 longbow (far) +1 (1d8), **MV** double near, **S** +2, **D** +1, **C** +1, **I** +0, **W** +2, **Ch** +1, **AL** N, **LV** 3

CENTIPEDE, GIANT

Blood-red, feathery centipedes the size of a human arm. Their bite injects a burning poison that cramps muscles.

AC 11, **HP** 4, **ATK** 1 bite +1 (1d4 + poison), **MV** near (climb), **S** -3, **D** +1, **C** +0, **I** -4, **W** -3, **Ch** -4, **AL** N, **LV** 1

Poison. DC 12 CON or paralyzed 1d4 rounds.

CENTIPEDE, SWARM

A crawling mass of weaving, sinuous centipedes.

AC 11, **HP** 18, **ATK** 3 bite +1 (1d4 + poison), **MV** near (climb), **S** -3, **D** +1, **C** +0, **I** -4, **W** -3, **Ch** -4, **AL** N, **LV** 4

Poison. DC 12 CON or paralyzed 1d4 rounds.

CHIMERA

A monstrous beast with a half-goat, half-lion body, wide dragon wings, and the heads of a goat, lion, and dragon.

AC 16, **HP** 49, **ATK** 4 rend +7 (2d8) and 1 fire breath, **MV** double near (fly), **S** +5, **D** +4, **C** +4, **I** -3, **W** +2, **Ch** -1, **AL** C, **LV** 10

Fire Breath. Fills a near-sized cube extending from chimera. DC 15 DEX or 4d6 damage.



CHUUL

Brown, horse-sized lobster bugs with tentacles and pincers.

AC 15, **HP** 25, **ATK** 2 pincer +4 (1d8 + grab), **MV** near (swim), **S** +3, **D** -1, **C** +3, **I** -1, **W** +1, **Ch** -2, **AL** C, **LV** 5

Grab. DC 15 STR or held in pincer. DC 15 STR to break free on turn.

CLOAKER

A midnight blue manta ray with a bony tail and crescent-shaped maw above its belly. It swoops through deep, lightless caverns.

AC 13, **HP** 28, **ATK** 3 lash +4 (1d8) or 1 screech, **MV** near (fly), **S** +2, **D** +3, **C** +1, **I** +1, **W** +1, **Ch** +0, **AL** C, **LV** 6

Phantoms. 1/day, in place of attacks. Create 3 illusory duplicates that disappear when hit. Determine randomly if an attack hits cloaker or illusions.

Screech. Enemies within double near DC 15 WIS or DISADV on attacks and checks 1d4 rounds.

COCKATRICE

A molting, lizard-chicken hybrid with a crimson, razorlike crest.

AC 11, **HP** 14, **ATK** 1 bite +1 (1d4 + petrify), **MV** near (fly), **S** -2, **D** +1, **C** +1, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 3

Petrify. DC 12 CON or petrified.

COUATL

A human-sized snake with scales made of jewels and a corona of iridescent feathers.

AC 16, **HP** 42, **ATK** 3 bite +6 (2d6 + poison), **MV** near (fly), **S** +2, **D** +3, **C** +2, **I** +4, **W** +4, **Ch** +5, **AL** L, **LV** 9

Change Shape. In place of attacks, transform into any similarly-sized creature.

Poison. DC 15 CON or fall into natural, deep sleep for 1d8 hours.

Restore. In place of attacks, touch one creature to remove a curse, affliction, or heal 3d8 HP.

CRAB, GIANT

A wagon-sized, armored crab with two crushing pincers.

AC 15, **HP** 24, **ATK** 2 pincer +4 (1d8 + crush), **MV** near (swim), **S** +3, **D** +0, **C** +2, **I** -3, **W** +0, **Ch** -3, **AL** N, **LV** 5

Crush. DC 15 STR or target takes 1d8 damage.



CROCODILE

Fat, scaly reptiles with stumpy legs and long, thrashing tails.

AC 14, **HP** 20, **ATK** 2 bite +3 (1d8), **MV** near (swim), **S** +3, **D** +1, **C** +2, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** 4

CULTIST

A cloaked, wild-eyed zealot chanting the guttural prayers of a dark god.

AC 14 (chainmail + shield), **HP** 9, **ATK** 1 longsword +1 (1d8) or 1 spell +2, **MV** near, **S** +1, **D** -1, **C** +0, **I** -1, **W** +2, **Ch** +0, **AL** C, **LV** 2

Fearless. Immune to morale checks.

Deathtouch (WIS Spell). DC 12. 2d4 damage to one creature within close.

CYCLOPS

Reclusive, one-eyed giants towering 20' high. They live simply on remote farmlands.

AC 11 (leather), **HP** 38, **ATK** 2 greatclub +7 (2d8) or 1 rock (far) +5 (1d12), **MV** double near, **S** +5, **D** +0, **C** +2, **I** -1, **W** -2, **Ch** +0, **AL** C, **LV** 8

DARKMANTLE

A floating, black octopus with rows of red eyes and a webbed skirt of tentacles.

AC 13, **HP** 4 **ATK** 1 bite +3 (1d4) or 1 darkness, **MV** near (fly), **S** -2, **D** +3, **C** +0, **I** -3, **W** +0, **Ch** -3, **AL** N, **LV** 1

Darkness. Extinguish all light sources in near.



DEEP ONE

Cultish, amphibious fish-people with bulbous eyes. They lurk in deep water and sunless caverns.

AC 13, **HP** 10, **ATK** 2 spear (close/near) +2 (1d6), **MV** near (swim), **S** +2, **D** +1, **C** +1, **I** -2, **W** +0, **Ch** -2, **AL** C, **LV** 2

Sunblind. Blinded in bright light.

Demons are Chaos incarnate, born from the violent roil and madness of the Dark Realms. They watch from the liminal space between worlds, hoping to find a way into the Light Realms to wreak destruction.

Most demons are utterly unique in their powers and can take any form. However, some lesser demons share a common appearance and set of abilities. The most recognized of these lesser demons are listed here.

DEMON, BALOR

Colossal, horned bat-beasts wreathed in the flames of hell itself. Their mighty swords and cracking whips of fire can slice through stone.

AC 19, **HP** 77, **ATK** 3 greatsword +10 (2d12 + hellfire) and 1 fire whip (near) +10 (2d6 + grab), **MV** double near (fly), **S** +6, **D** +2, **C** +5, **I** +4, **W** +3, **Ch** +4, **AL** C, **LV** 16

Impervious. Fire immune. Only damaged by magical sources.

Grab. DC 18 STR or target bound in whip. 2d6 damage per round held, DC 18 STR to break free on turn. In place of fire whip attack, balor can fling a grabbed target double near on its turn.

Hellfire. DC 18 DEX or 2d8 damage per round until flames extinguished.

DEMON, DRETCH

Green, pig-faced demons with thick claws and an oily stench.

AC 12, **HP** 11, **ATK** 1 claw +2 (1d6) or 1 gas, **MV** near, **S** +2, **D** +0, **C** +2, **I** -2, **W** -1, **Ch** -3, **AL** C, **LV** 2

Gas. All in near DC 12 CON or blinded for 1d4 rounds.

DEMON, GLABREZU

Horse-headed, fanged creatures who walk upright and have four arms; two shriveled, and two ending in hulking pincers.

AC 15, **HP** 40, **ATK** 2 pincer +7 (2d8 + crush), **MV** near, **S** +4, **D** +1, **C** +4, **I** +3, **W** +2, **Ch** +2, **AL** C, **LV** 8

Crush. DC 15 STR or target takes 2d8 damage.



DEMON, MARILITH

Hissing, armored women with six limbs and the lower bodies of giant snakes. Six whirling blades flash in their hands.

AC 17 (plate mail), **HP** 44, **ATK** 6 longsword +7 (1d8), **MV** near (climb), **S** +5, **D** +4, **C** +3, **I** +3, **W** +3, **Ch** +4, **AL** C, **LV** 9

Parry. Trade 2 longsword attacks next round to deflect a melee attack that would hit.

DEMON, VROCK

Wagon-sized, filthy vultures with four limbs, midnight-blue skin, and a rash of mangy feathers.

AC 14, **HP** 24, **ATK** 2 talons +4 (1d8) or 1 screech, **MV** near (fly), **S** +2, **D** +2, **C** +2, **I** -1, **W** +1, **Ch** +0, **AL** C, **LV** 5

Carrion Mist. Each time vrock hit, 3:6 chance of carrion mist in near-sized cube centered on vrock. All enemies DC 15 CON or violent vomiting 1d4 rounds.

Screech. All enemies in double near DC 12 WIS or DISADV on checks and attacks for 1d4 rounds.

DEVILS

Devils are the vile reflection of angels, forming the unholy hosts of chaotic gods and sovereign archdevils. Their endless wars rage across the blasted layers of hell, fed by the constant influx of evil souls that turn into devils.

Tiny **imps** and beautiful **cubi** secure humanoid souls with promises of power or delight. **Barbed** and **horned devils** are hell's cruel soldiers; darkly angelic **erinyes** are its generals. Wicked **archdevils** rule over all.

ARCHDEVIL

A stunningly beautiful, horned human with burning, red eyes and a halo of seven black stars. Two stitched-up gashes weep blood from its shoulder blades.

AC 19, **HP** 76, **ATK** 4 iron scepter +10 (3d10) or 1 soulbind, **MV** far (teleport), **S** +5, **D** +4, **C** +4, **I** +5, **W** +4, **Ch** +7, **AL** C, **LV** 16

Impervious. Fire immune. Only damaged by magical sources.

Crown of Darkness. All hostile spells are reflected at caster with a spellcasting check less than 20.

Soulbind. All targets within near DC 20 CHA or fall under control of archdevil for 1d4 rounds. DC 20 CHA each turn to end the effect.

DEVIL, BARBED

Lanky, green-mottled fiends bristling with hooked spines.

AC 13, **HP** 14, **ATK** 2 spine (near) +3 (1d6 + barb) or 1 fire blast (far) +3 (1d8), **MV** near, **S** +2, **D** +3, **C** +1, **I** +1, **W** +1, **Ch** +1, **AL** C, **LV** 3

Barb. Each spine sticks, dealing 1d4 damage each round. DC 12 STR check on turn to remove.



DEVIL, CUBI

Entrancing humanoids with bat wings and devilish charm.

AC 14, **HP** 29, **ATK** 1 kiss +4 (1d6 + drain) or 1 charm, **MV** near (fly), **S** +2, **D** +4, **C** +2, **I** +3, **W** +2, **Ch** +5, **AL** C, **LV** 6

Change Shape. In place of attacks, transform into any similarly-sized humanoid.

Charm. One humanoid in near DC 15 CHA or bewitched by cubi for 1d6 hours.

Drain. The target takes 1d6 temporary WIS damage. A target reduced to 0 WIS this way swears its soul to an archdevil.

DEVIL, ERINYES

Raven-winged, resplendent beings in polished, black armor and helms with curved horns.

AC 17 (*+1 plate mail*), **HP** 43, **ATK** 3 greatsword +8 (1d12) or 2 longbow (far) +8 (1d8 + poison), **MV** double near (fly), **S** +4, **D** +4, **C** +3, **I** +4, **W** +4, **Ch** +5, **AL** C, **LV** 9

Poison. DC 15 CON or target's eyes go jet black and it turns on its allies for 1d4 rounds. DC 15 WIS on turn to end effect.

DEVIL, HORNED

Iron-scaled hellions as big as ogres with weighty ram horns, lashing tails, and leathery wings. They are opportunistic and craven in battle.

AC 16, **HP** 35, **ATK** 2 burning trident (near) +7 (2d6) or 1 fire blast (far) +4 (2d8), **MV** double near (fly), **S** +5, **D** +2, **C** +4, **I** +2, **W** +1, **Ch** +2, **AL** C, **LV** 7

Iron Hide. Half damage from non-magical weapons.

DEVIL, IMP

Cat-sized, red devils with oversized wings and tail, tiny horns, and cowardly demeanors.

AC 13, **HP** 9, **ATK** 1 stinger +3 (1d4 + poison), **MV** near (fly), **S** -2, **D** +3, **C** +0, **I** +1, **W** +0, **Ch** +2, **AL** C, **LV** 2

Impervious. Fire immune.

Contract. Can grant mighty boons and patronage on behalf of an archdevil in exchange for a sworn soul. ADV on related Charisma checks.

Poison. DC 12 CON or fitful sleep for 1d4 hours.

BRACHIOSAURUS

Colossal, long-necked tree grazers. Slow and peaceful.

AC 13, **HP** 57, **ATK** 3 stomp +7 (2d10), **MV** double near, **S** +6, **D** -1, **C** +3, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 12

PLESIOSAURUS

Aquatic reptiles as big as elephants. Flat flippers and narrow, toothy maws on long necks.

AC 13, **HP** 30, **ATK** 2 bite +5 (2d8), **MV** double near (swim), **S** +4, **D** +3, **C** +3, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 6

PTERODACTYL

Long-beaked beasts with wide, triangular wings. Large enough to carry off a human.

AC 14, **HP** 20, **ATK** 2 beak +4 (1d8 + grab), **MV** double near (fly), **S** +2, **D** +4, **C** +2, **I** -2, **W** +1, **Ch** -3, **AL** N, **LV** 4

Grab. DC 15 STR or held. DC 15 STR on turn to break free.

TRICERATOPS

Plodding herbivores with a wide, bony skull frill and three horns.

AC 17, **HP** 35, **ATK** 2 horns +6 (1d10) or 1 charge, **MV** near, **S** +4, **D** -1, **C** +4, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 7

Charge. Move up to double near in straight line and make 1 horn attack. If hit, x3 damage.

TYRANNOSAURUS

Towering, bipedal lizards with a massive head, jaws, and neck.

AC 13, **HP** 44, **ATK** 3 bite +8 (2d12), **MV** double near, **S** +5, **D** +1, **C** +4, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 9

VELOCIRAPTOR

Fast, turkey-sized raptors with vicious toe claws. Pack hunters.

AC 13, **HP** 10, **ATK** 1 claw +3 (1d6), **MV** double near, **S** -1, **D** +3, **C** +1, **I** -2, **W** +1, **Ch** -3, **AL** N, **LV** 2

Clever. +1d4 damage when attacking with surprise.



DJINNI

Azure-blue, jovial humanoids made of air and roiling wind. Infused with potent magic.

AC 14, **HP** 48, **ATK** 3 scimitar +7 (1d12) or 1 whirlwind, **MV** double near (fly), **S** +4, **D** +4, **C** +3, **I** +4, **W** +3, **Ch** +3, **AL** N, **LV** 10

Impervious. Only damaged by magical sources.

Whirlwind. Transform into a lashing tornado. All enemies within near DC 18 DEX or thrown 2d100 feet in a random direction.

Wish. Cast *wish* (pg. 73) once per week for a mortal without making a spellcasting check.

DOPPELGANGER

Gray, featureless humanoids that delight in sowing chaos.

AC 12, **HP** 20, **ATK** 1 dagger (close/near) +2 (1d4), **MV** near, **S** +1, **D** +2, **C** +2, **I** +1, **W** +0, **Ch** +4, **AL** C, **LV** 4

Change Shape. In place of attacks, transform into any similarly-sized humanoid.

Telepathy. Can secretly hear the surface thoughts of all humanoids within near.

Dragons are winged, formidable reptiles who carry the ancient magic of the land in their blood. Evil dragons are vain and cunning, while good dragons are noble and sagacious. They can live for many thousands of years.

All dragons love treasure and hoard it in their remote, well-protected lairs deep within their favored environ. A dragon's lair has its level x 100 in gold pieces and 1d4 items from the 80-100 range on its treasure table.

DRAGON, DESERT

The smell of ozone precedes this desert-dwelling dragon. Its dazzling scales of brass and lapis lazuli shimmer in the baking heat.

AC 17, **HP** 61, **ATK** 3 rend +9 (2d10) or 1 lightning breath, **MV** double near (fly), **S** +5, **D** +3, **C** +3, **I** +4, **W** +5, **Ch** +5, **AL** L, **LV** 13

Stormblood. Electricity immune.

Lightning Breath. A straight line (5' wide) extending double near from dragon. DC 15 DEX or 4d8 damage (DISADV on check if wearing metal armor).

Mirage. 1/day, in place of attacks. Create 3 illusory duplicates that disappear when hit. Determine randomly if an attack hits dragon or illusions.

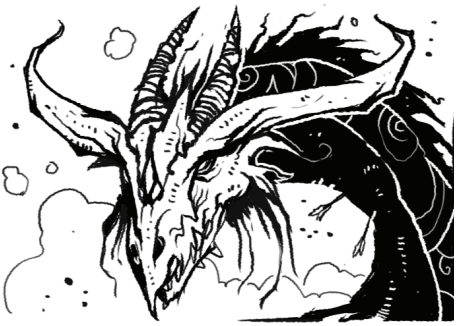
DRAGON, FIRE

Blood-red scales cover the hide of this mighty, volcanic wyrm. Leaping flames glow at the back of its throat.

AC 18, **HP** 80, **ATK** 4 rend +11 (2d12) or 1 fire breath, **MV** double near (fly), **S** +6, **D** +5, **C** +4, **I** +4, **W** +4, **Ch** +5, **AL** C, **LV** 17

Fireblood. Fire immune.

Fire Breath. Fills a double near-sized cube extending from dragon. DC 15 DEX or 6d10 damage.



DRAGON, FOREST

The smell of wet loam follows this dragon. Its jade scales bristle with barbed thorns.

AC 16, **HP** 58, **ATK** 3 rend +8 (2d8) or 1 poison breath, **MV** double near (fly), **S** +4, **D** +3, **C** +4, **I** +3, **W** +3, **Ch** +4, **AL** N, **LV** 12

Animate Plants. 1/day, in place of attacks. Vines grab at all enemies within double near of dragon. DC 15 DEX or unable to move 1d4 rounds.

Poison Breath. Fills a near-sized cube extending from dragon. DC 15 CON or 3d8 damage.

DRAGON, FROST

Prismatic ice lines the horns, spines, and wings of this pearly dragon. Clouds of steam hiss from its ice-rimed jaws.

AC 17, **HP** 68, **ATK** 4 rend +9 (2d10) or 1 ice breath, **MV** double near (fly), **S** +4, **D** +3, **C** +5, **I** +3, **W** +4, **Ch** +3, **AL** N, **LV** 14

Frostblood. Cold immune.

Ice Breath. Fills a double near-sized cube extending from dragon. DC 15 DEX or 4d8 damage and frozen for 1 round.

DRAGON, SEA

A warm sea breeze blows around this amphibious, gold-scaled wyrm. A beard of tendrils covers its snout, and a blue mane billows along its neck.

AC 17, **HP** 76, **ATK** 4 rend +10 (2d10) or 1 steam breath or 1 water spout, **MV** double near (fly, swim), **S** +5, **D** +6, **C** +4, **I** +4, **W** +5, **Ch** +5, **AL** L, **LV** 16

Steam Breath. Fills a double near-sized cube extending from dragon. DC 15 DEX or 4d12 damage.

Water Spout. Fills a near-sized cube within far. DC 15 STR or creatures inside flung 2d100 feet in a random direction.

DRAGON, SWAMP

This black, wingless beast slithers through dank swamps.

AC 16, **HP** 58, **ATK** 3 rend +8 (2d10) or 1 smog breath, **MV** double near (burrow, swim), **S** +5, **D** +3, **C** +4, **I** +4, **W** +3, **Ch** +3, **AL** C, **LV** 12

Smog Breath. Fills a near-sized cube extending from dragon. DC 15 CON or 2d10 damage and blinded for 1 round.

DROW

Lithe, subterranean elves with ebon skin, white hair, and red eyes that see in the dark. They are stealthy and cunning.

Drow live in strikingly decadent, matriarchal societies centered around the worship of their cruel spider-demon goddess.

DROW

A graceful, shadowy elf that pounces like a spider.

AC 16 (mithral chainmail), **HP** 9, **ATK** 1 poison dart (near) +3 (1d4 + poison) or 1 longsword +1 (1d8), **MV** near, **S** +0, **D** +3, **C** +0, **I** +1, **W** +1, **Ch** +1, **AL** C, **LV** 2

Poison. DC 15 CON or sleep.

Sunblind. Blinded in bright light.

DROW, DRIDER

A monstrosity with the body of a giant spider and torso of a drow.

AC 16 (mithral chainmail), **HP** 29, **ATK** 3 longsword +3 (1d8) or 2 longbow (far) +3 (1d8 + poison), **MV** near (climb), **S** +3, **D** +3, **C** +2, **I** +2, **W** +2, **Ch** +0, **AL** C, **LV** 6

Poison. DC 15 CON or paralyzed 1d4 rounds.

Sunblind. Blinded in bright light.

DROW, PRIESTESS

A statuesque female drow with a crown of metal spider webs and an imperious gaze.

AC 16 (mithral chainmail), **HP** 28, **ATK** 3 snake whip (near) +4 (1d8 + poison) or 1 spell +4, **MV** near, **S** +2, **D** +3, **C** +1, **I** +3, **W** +4, **Ch** +3, **AL** C, **LV** 6

Poison. DC 15 CON or paralyzed 1d4 rounds.

Sunblind. Blinded in bright light.

Snuff (WIS Spell). DC 12. Extinguish all light sources (even magical) within near.

Summon Spiders (WIS Spell). DC 14. Summon 2d4 loyal giant spiders that appear within near. They stay for 5 rounds.

Web (WIS Spell). DC 13. A near-sized cube of webs within far immobilizes all inside it for 5 rounds. DC 15 STR on turn to break free.



DRUID

A wizard of the wilds holding a knotted staff and wearing a mossy cloak of deep viridian.

AC 11, **HP** 31, **ATK** 1 staff +0 (1d4) or 2 spell +5, **MV** near, **S** +0, **D** +1, **C** +0, **I** +4, **W** +3, **Ch** +0, **AL** N, **LV** 7

Barkskin (INT Spell). Self. DC 13. AC becomes 15 for 5 rounds.

Conjure Flames (INT Spell). DC 12. One target in far takes 2d6 damage.

Imbue (INT Spell). Self. DC 13. Staff becomes a +3 magic weapon for 10 rounds.

Summon Bear (INT Spell). DC 14. Summon a loyal brown bear that appears within near. It stays for 5 rounds.

Thunderclap (INT Spell). DC 13. Fills a near-sized cube extending from druid. Creatures within are thrown 2d20 feet in a random direction.

DRYAD

A coy, emerald-skinned fey covered in leaves. It bonds with and protects a tree.

AC 13, **HP** 19, **ATK** 1 staff -1 (1d4) or 1 charm, **MV** near, **S** -1, **D** +2, **C** +1, **I** +1, **W** +3, **Ch** +4, **AL** N, **LV** 4

Charm. Near, one creature, DC 14 CHA or friendship for 1d8 days.

Meld. Step inside bonded tree.

DUERGAR

Gray-skinned, greedy dwarves with bald pates and white beards. They dwell in somber castles deep within the earth filled with stolen treasures and enslaved prisoners.

AC 15 (chainmail + shield), **HP** 12, **ATK** 1 war pick +2 (1d6), **MV** near, **S** +2, **D** +0, **C** +3, **I** +0, **W** -1, **Ch** -1, **AL** C, **LV** 2

Enlarge. 1/day, +1d6 damage on melee attacks and ADV on STR checks for 3 rounds.

Invisibility. 1/day, turn invisible for 3 rounds. Ends if duergar attacks.

Sunblind. Blinded in bright light.



DUNG BEETLE, GIANT

A trundling, barrel-sized beetle with a T-shaped horn.

AC 13, **HP** 10, **ATK** 1 horn +1 (1d4 + knock), **MV** near, **S** +1, **D** -1, **C** +1, **I** -3, **W** -1, **Ch** -3, **AL** N, **LV** 2

Knock. DC 9 STR or pushed a close distance and fall down.

EFREETI

Blood-red, towering humanoids formed of lava and ash. Short, black horns and snarling grins.

AC 15, **HP** 43, **ATK** 3 scimitar +8 (2d10) or 2 fire bolt (far) +5 (2d6), **MV** near (fly), **S** +5, **D** +2, **C** +3, **I** +3, **W** +2, **Ch** +3, **AL** C, **LV** 9

Impervious. Only damaged by magical sources. Fire immune.

Wall of Flame. 1/day, 20' high curtain of fire, double near length. Touching it deals 4d8 damage. Lasts 2d4 rounds.

Wish. Cast *wish* once a week for a mortal, no spellcasting check.

Elementals are semi-humanoid beings of pure energy that speak rudimentary Primordial. Earth and air are anathema to each other, as are fire and water.

Lesser elementals are LV 6 and their slam deals 2 dice of damage. **Greater elementals** are LV 9 and their slam deals 3 dice of damage.

ELEMENTAL, AIR

A howling tornado of wind.

AC 16, **HP** *, **ATK** 3 slam +7 (*d6) or 1 whirlwind, **MV** double near (fly), **S** +3, **D** +5, **C** +2, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** *

Impervious. Only damaged by magical sources.

Whirlwind. All within close DC 15 DEX or flung 2d20 feet in random direction.

ELEMENTAL, EARTH

A thundering pillar of earth.

AC 17, **HP** *, **ATK** 3 slam +7 (*d8) or 1 avalanche, **MV** near (burrow), **S** +5, **D** +0, **C** +4, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** *

Impervious. Only damaged by magical sources.

Avalanche. All within close DC 15 STR or entombed for 1d4 rounds under mounds of earth.

ELEMENTAL, FIRE

A roaring column of flames.

AC 15, **HP** *, **ATK** 3 slam +6 (*d10) or 1 inferno, **MV** near (fly), **S** +4, **D** +3, **C** +3, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** *

Impervious. Only damaged by magical sources. Fire immune.

Inferno. All within near DC 15 DEX or 3d8 damage.

ELEMENTAL, WATER

A crashing vortex of water.

AC 15, **HP** *, **ATK** 3 slam +6 (*d6) or 1 whirlpool, **MV** double near (swim), **S** +4, **D** +2, **C** +2, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** *

Impervious. Only damaged by magical sources.

Whirlpool. All within close DC 15 STR or immobilized inside water elemental (treat as underwater). DC 15 STR to escape on turn.

ELEPHANT

Mighty mammals with tough hide, flappy ears, and a trunk.

AC 14, **HP** 34, **ATK** 2 tusks +6 (1d8), **MV** near, **S** +5, **D** +0, **C** +3, **I** -2, **W** +1, **Ch** +0, **AL** N, **LV** 7

Charge. Move up to double near in straight line and make 1 tusks attack. If hit, x3 damage.

ELF

Ethereal, ageless fey-people infused with ancient magic.

AC 13, **HP** 9, **ATK** 1 longbow (far) +3 (1d8) or 1 longsword +1 (1d8), **MV** near, **S** +0, **D** +3, **C** +0, **I** +1, **W** +1, **Ch** +1, **AL** L, **LV** 2

Feyblood. ADV on DEX checks while in the natural wilds.

ETTERCAP

Bipedal, eight-eyed spiderfolk with spindly legs and purple fur.

AC 12, **HP** 14, **ATK** 2 bite +2 (1d6) or 1 poison web (near) +2, **MV** near (climb), **S** +0, **D** +2, **C** +1, **I** +0, **W** +0, **Ch** -1, **AL** C, **LV** 3

Poison Web. One target stuck in place and 1d4 damage/round. DC 12 DEX to escape on turn.

FAIRY

Miniature fey folk with fluttering moth or butterfly wings.

AC 13, **HP** 4, **ATK** 1 needle +3 (1 + poison), **MV** near (fly), **S** -2, **D** +3, **C** +0, **I** +1, **W** +0, **Ch** +1, **AL** N, **LV** 1

Poison. DC 12 CON or fall into deep sleep for 1d4 hours.

FROG, GIANT

Human-sized frogs with warty skin and long, sticky tongues.

AC 12, **HP** 10, **ATK** 1 tongue and 1 bite +2 (1d6), **MV** near (swim), **S** +2, **D** +2, **C** +1, **I** -3, **W** +0, **Ch** -3, **AL** N, **LV** 2

Tongue. 1 creature in near DC 12 DEX or pulled to close range.

GARGOYLE

Leering, winged fiends that look like stone statues. They can hold perfectly still for long stretches of time.

AC 16, **HP** 20, **ATK** 2 claw +3 (1d6), **MV** near (fly), **S** +3, **D** +1, **C** +2, **I** +0, **W** +1, **Ch** -1, **AL** C, **LV** 4

Impervious. Only damaged by magical sources.

GELATINOUS CUBE

A translucent cube of slime that silently mows through tunnels.

AC 11, **HP** 24, **ATK** 1 touch +4 (1d8 + toxin + engulf), **MV** near **S** +3, **D** +1, **C** +2, **I** -4, **W** +1, **Ch** -4, **AL** N, **LV** 5

Engulf. DC 12 STR or trapped inside cube. Touch attack auto-hits engulfed targets each round. DC 12 STR on turn to escape. Fail checks if paralyzed.

Rubbery. Half damage from stabbing weapons.

Toxin. DC 15 CON or paralyzed 1d4 rounds.

GHAST

Greater ghouls who retain the intelligence they had in life.

AC 11, **HP** 20, **ATK** 2 claw +4 (1d8 + paralyze), **MV** near, **S** +3, **D** +1, **C** +2, **I** +0, **W** +0, **Ch** +2, **AL** C, **LV** 4

Undead. Immune to morale checks.

Carrion Stench. Living creatures DC 12 CON the first time within near or DISADV on attacks and spellcasting for 5 rounds.

Paralyze. DC 12 CON or paralyzed 1d4 rounds.

GHOST

A wavering spirit with a face contorted in rage or sadness.

AC 13, **HP** 27, **ATK** 2 death touch +5 (1d8 + life drain) or 1 possess, **MV** near (fly), **S** -2, **D** +3, **C** +0, **I** +0, **W** +0, **Ch** +4, **AL** C, **LV** 6

Greater Undead. Immune to morale checks. Only damaged by silver or magical sources.

Life Drain. 1d4 CON damage. Death if reduced to 0 CON.

Possess. One target, close range. Contested Charisma check. If ghost wins, it inhabits the target's body and controls its actions for 2d4 rounds.

GHOUL

Gray-skinned, slavering undead with whipping tongues and flat, reptilian faces.

AC 11, **HP** 11, **ATK** 1 claw +2 (1d6 + paralyze), **MV** near, **S** +2, **D** +1, **C** +2, **I** -3, **W** -1, **Ch** +0, **AL** C, **LV** 2

Undead. Immune to morale checks.

Paralyze. DC 12 CON or paralyzed 1d4 rounds.

GIANTS

Giants once ruled the earth long ago, warring with dragons for supremacy over the seas and skies. But the weariness of eons eventually caused their glorious societies to erode. Now, they live in reclusive clans, wary of outsiders and withdrawn from the younger civilizations.

Hill and **goat giants** are brutish louts who ally with goblinkind. **Fire giants** build enclaves in volcanoes, **frost giants** in frozen wastes. **Stone giants** live deep underground, while **cloud giants** occupy lofty mountain castles. Mighty **storm giants** dwell in majestic, deep-sea strongholds.

GIANT, CLOUD

Pale, angular giants with blue-gray hair, light eyes, and silk robes. They do not allow outsiders into their enclaves.

AC 15 (leather), **HP** 48, **ATK** 3 morningstar +9 (2d10), **MV** double near, **S** +5, **D** +4, **C** +3, **I** +3, **W** +3, **Ch** +3, **AL** N, **LV** 10

Alert. ADV on checks to detect sneaking or hiding creatures.

GIANT, FIRE

Bulky, muscled giants with coppery skin and red hair. Heavily armored in iron plate mail studded with bronze rivets.

AC 15 (plate mail), **HP** 44, **ATK** 3 greatsword +9 (2d12), **MV** double near, **S** +6, **D** +0, **C** +4, **I** +1, **W** +2, **Ch** +1, **AL** C, **LV** 9

Fireblood. Fire immune.



GIANT, FROST

Blue-skinned warriors with broad shoulders and braided hair. They sound war horns during their frequent raids to pillage nearby settlements.

AC 14 (chainmail), **HP** 44, **ATK** 3 greataxe +8 (2d10), **MV** double near, **S** +5, **D** +1, **C** +4, **I** +2, **W** +3, **Ch** +2, **AL** C, **LV** 9

Frostblood. Cold immune.

GIANT, GOAT

Highland-dwelling, barbaric giants with goatlike legs, horns, and horizontal pupils.

AC 12 (leather), **HP** 39, **ATK** 2 greatclub +7 (2d8) or 1 boulder (far) +7 (2d10), **MV** double near (climb), **S** +4, **D** +1, **C** +3, **I** -2, **W** +0, **Ch** -2, **AL** C, **LV** 8

GIANT, HILL

Fleshy hulks with leathery skin and broad, sloping foreheads. Cruel, boorish, and dim-witted.

AC 11 (leather), **HP** 34, **ATK** 2 greatclub +6 (2d8) or 1 boulder (far) +6 (2d10), **MV** double near, **S** +4, **D** +0, **C** +3, **I** -2, **W** -2, **Ch** -2, **AL** C, **LV** 7

GIANT, STONE

Lean, sinewy giants with stony skin and deep-set eyes. They are quiet and poised, often sitting motionless for days at a time.

AC 17, **HP** 40, **ATK** 2 greatclub +7 (2d8) or 1 boulder (far) +7 (2d10), **MV** double near, **S** +4, **D** +2, **C** +4, **I** +1, **W** +1, **Ch** -1, **AL** N, **LV** 8

Stone Hide. Half damage from stabbing and cutting weapons.

GIANT, STORM

Regal titans with sea-green skin, flowing white hair, and thundering voices. They breathe water as easily as air.

AC 15 (mithral chainmail), **HP** 58, **ATK** 3 greatsword +10 (2d12) or 1 lightning bolt, **MV** double near (swim), **S** +6, **D** +2, **C** +4, **I** +3, **W** +4, **Ch** +4, **AL** L, **LV** 12

Stormblood. Electricity immune.

Lightning Bolt. 3/day, 5' wide line extending far from giant. All creatures in line DC 15 DEX or 5d10 damage. DISADV on check if in water.



GIBBERING MOUTHER

Crawling masses of slime with dozens of screeching, lipless mouths and wet eyeballs.

AC 8, **HP** 21, **ATK** 2 bite +3 (1d8 + latch), **MV** near (climb, swim), **S** +2, **D** -2, **C** +3, **I** -3, **W** +0, **Ch** -3, **AL** N, **LV** 4

Gibbering. Creatures within near DC 12 WIS on turn or take a random action (d8): **1-3.** do nothing, **4-5.** move in random direction, **6-7.** attack nearest creature, **8.** flee.

Latch. Attach to bitten target; bites auto-hit next round. DC 12 STR on turn to tear off.

GLADIATOR

Veteran warriors seasoned in arena fights to the death.

AC 16 (chainmail + shield), **HP** 15, **ATK** 2 longsword +3 (1d8) or 1 spear (close/near) +3 (1d6), **MV** near, **S** +2, **D** +1, **C** +2, **I** +0, **W** +0, **Ch** +1, **AL** N, **LV** 3

GNOLL

Barbaric, opportunistic hyena-folk who range in large packs.

AC 12 (leather), **HP** 10, **ATK** 1 spear (close/near) +1 (1d6) or 1 longbow (far) +1 (1d8), **MV** near, **S** +1, **D** +1, **C** +1, **I** -1, **W** +0, **Ch** -1, **AL** C, **LV** 2

Rage. 1/day, immune to morale checks, +1d4 damage (3 rounds).

GNOME, DEEP

Gray-skinned, white-haired fey the size of halflings. They hunt for gems and rare cave flora.

AC 14 (leather + shield), **HP** 14, **ATK** 1 pick +3 (1d6) or 1 dart (near) +2 (1d4), **MV** near, **S** +2, **D** +1, **C** +1, **I** +1, **W** +1, **Ch** +1, **AL** L, **LV** 3

Stone Meld. 2/day, underground only. Turn invisible for 3 rounds.

GOBLINS

Goblins are the smallest and most numerous of the goblinoids, often serving hobgoblins, bugbears, or even hill giants as replaceable lackeys.

They live in filthy, subterranean warrens built of scavenged materials. The **goblin boss** rules by cruelty and strength, and the **shaman** wields cryptic sorcery.



GOBLIN

A short, hairless humanoid with green skin and pointy ears.

AC 11, **HP** 5, **ATK** 1 club +0 (1d4) or 1 shortbow (far) +1 (1d4), **MV** near, **S** +0, **D** +1, **C** +1, **I** -1, **W** -1, **Ch** -2, **AL** C, **LV** 1

Keen Senses. Can't be surprised.

GOBLIN, BOSS

A scarred goblin with knotted muscles and a crown of iron.

AC 14 (chainmail), **HP** 20, **ATK** 1 spear (close/near) +3 (1d6), **MV** near, **S** +2, **D** +1, **C** +2, **I** -1, **W** +0, **Ch** +1, **AL** C, **LV** 4

Keen Senses. Can't be surprised.

GOBLIN, SHAMAN

A swaying, chanting goblin wearing necklaces of teeth and a robe of musty rat pelts.

AC 12 (leather), **HP** 19, **ATK** 1 staff +0 (1d4) or 1 spell +3, **MV** near, **S** +0, **D** +1, **C** +1, **I** +0, **W** +2, **Ch** +1, **AL** C, **LV** 4

Keen Senses. Can't be surprised.

Bug Brain (WIS Spell). DC 13. Near range, one target. Target's INT drops to 1 for 1d4 rounds.

Skitter (WIS Spell). DC 12. Self. Climb like a spider for 5 rounds.

Stink Bomb (WIS Spell). DC 12. One target within far 2d4 damage and DC 12 CON or DISADV on next check/attack.

GOLEMS

Creatures constructed from various materials and imbued with a rudimentary sentience.

Making a golem requires rare, expensive materials and a series of complicated rituals.

GOLEM, CLAY

A towering, faceless humanoid shaped from glistening clay.

AC 14, **HP** 40, **ATK** 3 slam +6 (1d8), **MV** near, **S** +4, **D** +0, **C** +4, **I** -2, **W** +0, **Ch** -2, **AL** N, **LV** 8

Golem. Immune to damage from fire, cold, electricity, or non-magical sources. Healed by acid.

Curse. Slam damage can only be healed by level 5+ priest.

GOLEM, IRON

A bulky iron suit that squeals and sparks with each step.

AC 19, **HP** 49, **ATK** 3 slam +8 (2d8) or 1 poison breath, **MV** near, **S** +5, **D** -1, **C** +4, **I** -2, **W** +0, **Ch** -2, **AL** N, **LV** 10

Golem. Immune to damage from cold or non-magical sources. Healed by fire.

Poison Breath. All within near, DC 15 CON or 8d6 damage.

GOLEM, FLESH

A ghastly monstrosity made of sewn-together corpses.

AC 9, **HP** 35, **ATK** 3 slam +6 (1d8), **MV** near, **S** +4, **D** -1, **C** +4, **I** -1, **W** +1, **Ch** -3, **AL** N, **LV** 7

Golem. Immune to damage from fire, cold, or non-magical sources. Healed by electricity.

Berserk. When at or below 20 HP, +1 slam attack and slams deal double damage.

GOLEM, STONE

A wide-limbed, lumbering statue that shakes the ground.

AC 18, **HP** 40, **ATK** 3 slam +6 (1d10) and 1 slow, **MV** near, **S** +4, **D** -1, **C** +4, **I** -2, **W** +0, **Ch** -2, **AL** N, **LV** 8

Golem. Immune to damage from fire, cold, electricity, or non-magical sources.

Slow. Far range, one target. DC 15 CON or speed halved 1d4 rds.

GORGON

A snorting bull made entirely of iron plating. A cloud of green fog billows from its nostrils.

AC 18, **HP** 33, **ATK** 2 gore +6 (2d8) or 1 charge or 1 petrify fog, **MV** double near, **S** +4, **D** +0, **C** +2, **I** -3, **W** +1, **Ch** -3, **AL** C, **LV** 7

Charge. Move up to double near in straight line and make 1 gore attack. If hit, x3 damage.

Petrifying Breath. Fills a near-sized cube extending from gorgon. DC 15 CON or petrified (gorgons immune).



GORILLA

Mighty, jungle-dwelling apes.

AC 12, **HP** 20, **ATK** 2 rend +5 (2d6), **MV** near (climb), **S** +4, **D** +2, **C** +2, **I** -1, **W** +1, **Ch** -1, **AL** N, **LV** 4

GRAY OOZE

Slick puddles the color of stone.

AC 11, **HP** 9, **ATK** 1 tentacle +2 (1d6), **MV** near (climb), **S** +1, **D** +1, **C** +0, **I** -4, **W** -3, **Ch** -4, **AL** N, **LV** 2

Impervious. Immune to damage from acid, cold, or fire.

Corrosive. Nonmagical metal that touches the ooze dissolves on a d6 roll of 1-3.

GRICK

A huge worm with four suckered tentacles and a snapping beak.

AC 14, **HP** 19, **ATK** 1 beak +3 (1d8) and 1 tentacle +3 (1d6 + grab), **MV** near (climb), **S** +3, **D** +2, **C** +1, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 4

Camouflage. Hard to see in cave terrain or rocks.

Grab. Target is immobilized. DC 15 Strength check on turn to break free.

GRIFFON

Winged hunters with the head of an eagle and body of a lion. Their favored food is horses.

AC 12, **HP** 19, **ATK** 2 rend +4 (1d10), **MV** double near (fly), **S** +4, **D** +2, **C** +1, **I** -3, **W** +1, **Ch** -1, **AL** N, **LV** 4

GRIMLOW

A tall, oval-shaped mammal. A giant, half-moon maw hides on its belly beneath its gray fur.

AC 12, **HP** 43, **ATK** 1 grab and 3 bite +6 (2d8), **MV** near, **S** +4, **D** +2, **C** +3, **I** -3, **W** +1, **Ch** -2, **AL** N, **LV** 9

Grab. One target in near DC 15 STR or wrapped in grimlow's tongue and pulled into its mouth. Bite attacks automatically hit the target. Can only grab 1 target at a time. DC 15 STR on turn to break free.

GUARD

A sentry equipped with sturdy weapons and armor.

AC 15 (chain mail + shield), **HP** 4, **ATK** 1 spear (close/near) +1 (1d6) or 1 longsword +1 (1d8), **MV** near, **S** +1, **D** +0, **C** +0, **I** +0, **W** +1, **Ch** +0, **AL** L, **LV** 1



HAGS

Sinister crones who rose out of the black bogs of the Unseelie realms long ago. They are wretched beings of hatred and evil, suffused with cursed magic.

Sea hags haunt dank ocean caves and grottoes. **Night hags** are drawn to places of depravity and woe, while **weald hags** fester in deep, boggy woods.

HAG, NIGHT

A purple-skinned, stooped woman with stringy, white hair and a mouth full of iron teeth.

AC 14, **HP** 37, **ATK** 2 bite +6 (1d10) and 1 blind, **MV** near, **S** +4, **D** +2, **C** +1, **I** +2, **W** +3, **Ch** +3, **AL** C, **LV** 8

Blind. One target within near DC 15 CHA or blinded for 1d4 days.

Shapechange. Instantly change to look like any other humanoid.



HAG, SEA

A green, sunken-faced woman. Seaweed hair and oozing flesh.

AC 15, **HP** 28, **ATK** 2 claw +4 (1d8), **MV** near (swim), **S** +2, **D** +3, **C** +1, **I** +1, **W** +2, **Ch** +2, **AL** C, **LV** 6

Shapechange. Instantly change to look like any other humanoid.

Terrify. A creature who first sees her true form DC 15 CHA or DISADV on attacks 1d4 rounds.

HAG, WEALD

Eyes dark as moonless nights, skin made of rotting wood, hair of tangled roots and vines.

AC 14, **HP** 28, **ATK** 2 claw +4 (1d8) or 1 drink pain, **MV** near, **S** +3, **D** +2, **C** +1, **I** +1, **W** +2, **Ch** +3, **AL** C, **LV** 6

Drink Pain. Near range. DC 12 CHA to deal 2d4 damage to a creature; regain that many HP.

Shapechange. Instantly change to look like any other humanoid.



HARPY

Horrific, winged women with vulture-like lower bodies. They keen a hypnotic song.

AC 13, **HP** 14, **ATK** 2 claw +3 (1d6) or 1 song, **MV** near (fly), **S** +1, **D** +3, **C** +1, **I** +0, **W** +0, **Ch** +1, **AL** C, **LV** 3

Song. Enemies who can hear within double near DC 12 CHA or dazed and drawn to harpy for 1d4 rounds. Immune for 1 day if passed check.

HELL HOUND

Black wolfhounds with red eyes and jaws dripping with flames.

AC 13, **HP** 19, **ATK** 2 bite +4 (1d8) or 1 fire breath, **MV** double near, **S** +2, **D** +1, **C** +1, **I** -2, **W** +1, **Ch** -3, **AL** C, **LV** 4

Impervious. Fire immune.

Fire Breath. Fills a near-sized cube extending from hell hound. DC 15 DEX or 3d8 damage. Cannot use again for 1d4 rounds.

HIPPOGRIFF

Fierce, winged creatures with the lower body of a horse and upper body of a giant eagle.

AC 13, **HP** 14, **ATK** 2 rend +3 (1d8), **MV** double near (fly), **S** +3, **D** +3, **C** +1, **I** -3, **W** +1, **Ch** -2, **AL** N, **LV** 3

HIPPOPOTAMUS

Ornery river-beasts as large as cows with round, purple bodies and bulbous snouts.

AC 12, **HP** 24, **ATK** 2 bite +4 (1d10), **MV** near (swim), **S** +4, **D** +0, **C** +2, **I** -3, **W** +0, **Ch** -3, **AL** N, **LV** 5

Stumpy. ADV on STR checks to grab or drag other creatures.

HOBGOBLIN

A sturdy, tall goblin with russet skin. Militant and strategic.

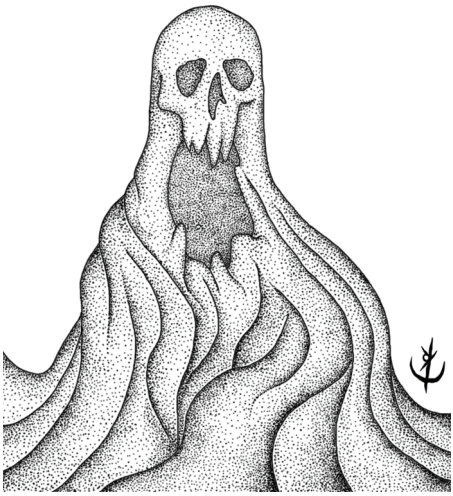
AC 15 (chainmail + shield), **HP** 10, **ATK** 1 longsword +3 (1d8) or 1 longbow (far) +0 (1d8), **MV** near, **S** +3, **D** +0, **C** +1, **I** +2, **W** +1, **Ch** +1, **AL** C, **LV** 2

Phalanx. +1 to attacks and AC when in close range of an allied hobgoblin.

HORSE

Powerful, swift herd animals that roam open plains.

AC 11, **HP** 11, **ATK** 1 hooves +3 (1d6), **MV** double near, **S** +3, **D** +1, **C** +2, **I** -3, **W** +1, **Ch** -2, **AL** N, **LV** 2



HYDRA

A towering, amphibious reptile with a bouquet of snake heads writhing on long necks.

AC 15, **HP** *, **ATK** 1 bite (near) +6 (1d8), **MV** near (swim), **S** +5, **D** +1, **C** +2, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** *

Heads. Choose how many heads the hydra has. Each is LV 2, AC 15, and can make 1 bite attack. A killed head sprouts into two new heads at the start of the hydra's turn unless cauterized beforehand. Treat the hydra's LV as all the heads combined.

INVISIBLE STALKER

Intelligent creatures made of flowing air. Often bound to the bidding of evil sorcerers for their peerless tracking ability.

AC 13, **HP** 29, **ATK** 3 pummel +4 (1d6), **MV** near (fly), **S** +2, **D** +3, **C** +2, **I** +2, **W** +1, **Ch** +0, **AL** N, **LV** 6

Bound. A secret, mundane contingency (such as the touch of a feather) ends the invisible stalker's magical servitude.

Invisible. Naturally invisible.

Tracking. Can always sense the direction of its chosen quarry.

JELLYFISH

Hand-sized, purple sea jellies with stinging tentacles.

AC 11, **HP** 1, **ATK** 1 sting +1 (1 + toxin), **MV** close (swim), **S** -4, **D** +1, **C** +0, **I** -4, **W** +1, **Ch** -4, **AL** N, **LV** 0

Toxin. DC 9 CON or paralyzed 1d4 rounds.

KNIGHT

A warrior in shining plate mail and the surcoat of a knightly order.

AC 17 (plate mail + shield), **HP** 14, **ATK** 2 bastard sword +3 (1d8), **MV** near, **S** +3, **D** +0, **C** +1, **I** +0, **W** +0, **Ch** +1, **AL** L, **LV** 3

Oath. 3/day, ADV on a roll made in service of knight's order.

KOBOLD

Puny, scaled coyote-lizards that dwell underground.

AC 13 (leather), **HP** 1, **ATK** 1 spear (close/near) +0 (1d6), **MV** near, **S** -2, **D** +2, **C** +0, **I** -1, **W** +0, **Ch** -1, **AL** C, **LV** 0

Dodge. 1/day, an attack that would hit misses instead.



KOBOLD, SORCERER

A scaly dog-lizard painted with colorful stripes and rattling a hefty leg bone strung with beads and feathers.

AC 13 (leather), **HP** 13, **ATK** 1 club +1 (1d4) or 1 spell +2, **MV** near, **S** -2, **D** +2, **C** +0, **I** -1, **W** +1, **Ch** +2, **AL** C, **LV** 3

Dodge. 1/day, an attack that would hit misses instead.

Scorpion Sting (CHA Spell). DC 11. Near range, one target. 1d6 damage and target has DISADV on next attack roll or check.

Spider Swarm (CHA Spell). DC 12. A spider swarm appears within near. Stays 1d4 rounds. Follows sorcerer's commands.

KRAKEN

Primordial, tentacled leviathans the size of war galleons. They live in the lightless depths of the deep ocean.

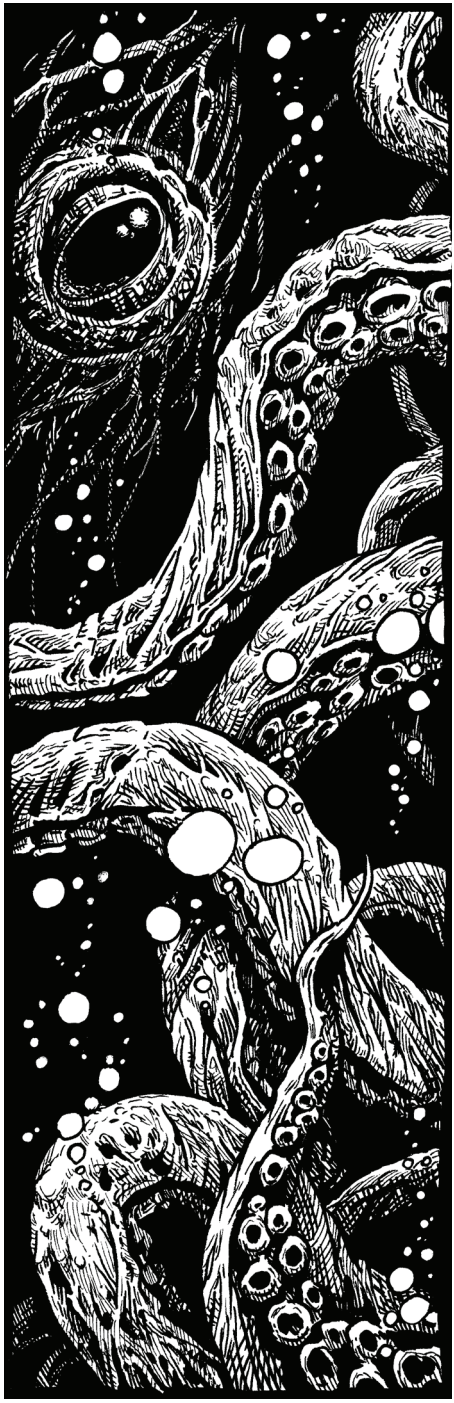
AC 18, **HP** 80, **ATK** 4 tentacle (near) +9 (2d12) or 1 storm or 1d4 lightning bolt, **MV** double near (swim), **S** +6, **D** +3, **C** +4, **I** +4, **W** +3, **Ch** +4, **AL** C, **LV** 17

Impervious. Electricity immune.

Crush. Tentacle attacks deal double damage against objects.

Lighting Bolt. Straight line (5' wide) extending far from kraken. DC 15 DEX or 6d6 damage.

Storm. Seas become violently turbulent in 1 mile radius around kraken. Lasts 2d4 rounds. Seaborne vessels have a 1:6 chance of capsizing each round.



LEECH, GIANT

A glossy black, blood-drinking slug as large as a cat.

AC 9, **HP** 10, **ATK** 1 bite +1 (1d4 + attach), **MV** near (swim), **S** +1, **D** -1, **C** +1, **I** -3, **W** -1, **Ch** -3, **AL** N, **LV** 2

Attach. Attach to target; bite auto-hits next round. DC 12 STR on turn to tear off.

LEPRECHAUN

Impish fey who favor green garb and love fooling "tall folk" with promises of gold.

AC 13, **HP** 19, **ATK** 1 spell +4, **MV** near, **S** +1, **D** +3, **C** +1, **I** +2, **W** +1, **Ch** +3, **AL** N, **LV** 4

Alert. Cannot be surprised.

Slippery. Hostile spells targeting the leprechaun are DC 15 to cast.

Fool's Gold (CHA Spell). DC 12. Close. One small object or small group of similar objects. Turn objects into silver or gold pieces. Lasts 1 day.

Illusion (CHA Spell). DC 11. Create a convincing visual and/or auditory illusion within near. Lasts until dismissed.

Invisibility (CHA Spell). DC 12. Self. Become invisible for 2d4 rounds.



LICH

A wizard who has completed a necromantic ritual to become a mighty, undead sorcerer. Its withered body is draped in moldering, silk robes, and red marshlights burn in its eyes.

AC 16, **HP** 62, **ATK** 2 touch +6 (2d8 + paralysis) and 2 spell +7, **MV** near, **S** +3, **D** +1, **C** +4, **I** +4, **W** +3, **Ch** +3, **AL** C, **LV** 13

Supreme Undead. Immune to morale checks. Only damaged by magical sources.

Phylactery. Can't be killed while spirit vessel (an object) is intact.

Paralysis. DC 15 CON or paralyzed 1d4 rounds.

Flight (INT Spell). Self. DC 13. Fly double near for 5 rounds.

Null (INT Spell). Self. DC 14. Hostile spells targeting lich are DC 18 to cast. Lasts 1d4 rounds.

Shadow Leap (INT Spell). Self. DC 14. Teleport up to 100 miles.

Sigil of Doom (INT Spell). DC 15. One target of LV 9 or less within near DC 15 CON or go to 0 HP.

Wither (INT Spell). DC 14. 4d8 damage to enemies within a near-sized cube centered on lich.

LION

Tawny great cats that hunt open planes. Males have manes.

AC 12, **HP** 15, **ATK** 2 rend +4 (1d8), **MV** near, **S** +4, **D** +2, **C** +2, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 3



LIZARDFOLK

Crocodilian humanoids with scaly faces, claws, and tails. They dwell in swamps and rivers.

AC 14 (leather + shield), **HP** 11, **ATK** 1 spear (close/near) +2 (1d6), **MV** near (swim), **S** +1, **D** +1, **C** +2, **I** -1, **W** +1, **Ch** -2, **AL** C, **LV** 2

MAGE

Trained wizards who are often members of a sorcerous order.

AC 11, **HP** 27, **ATK** 1 spell +5, **MV** near, **S** -1, **D** +1, **C** +0, **I** +3, **W** +1, **Ch** +0, **AL** L, **LV** 6

Arcane Armor (INT Spell). Self. DC 12. AC 16 for 2d4 rounds.

Blast (INT Spell). DC 12. Far, one target. 2d6 damage.

Cancel (INT Spell). DC 13. End one spell affecting a target within near.

Levitate (INT Spell). DC 12. Close. Focus. Hover near for duration, vertical movement only.

Snare (INT Spell). DC 13. Focus. One humanoid target within near paralyzed for duration.

MAMMOTH

Massive, shaggy elephants with tusks that reach the ground.

AC 15, **HP** 44, **ATK** 2 tusks +7 (1d12), **MV** near, **S** +5, **D** +0, **C** +4, **I** -2, **W** +1, **Ch** +0, **AL** N, **LV** 9

Thick Fur. Cold immune.

Charge. Move up to double near in straight line and make 1 tusks attack. If hit, x3 damage.

MANTA RAY, GIANT

Swooping manta rays as large as longboats. Gentle and intelligent enough to be trained.

AC 13, **HP** 37, **ATK** 2 sting +5 (1d12 + poison), **MV** double near (swim), **S** +3, **D** +3, **C** +1, **I** -2, **W** +1, **Ch** -3, **AL** N, **LV** 8

Poison. DC 15 CON or drop to 0 hit points in 1d4 rounds.

MANTICORE

Human-faced lions with bat wings and cruelly spiked tails. They speak halting Thanian and love devouring human flesh.

AC 14, **HP** 29, **ATK** 2 rend +6 (2d6) or 2 tail spike (far) +4 (1d8), **MV** double near (fly), **S** +4, **D** +2, **C** +2, **I** -2, **W** +1, **Ch** -2, **AL** C, **LV** 6

Spikes. Manticores have 4d6 tail spikes. They regrow each day.

MASTIFF

Muscled guard dogs with fierce loyalty to their pack or owners.

AC 11, **HP** 4, **ATK** 1 bite +1 (1d6), **MV** near, **S** +1 **D** +1 **C** +0, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** 1

MEDUSA

Immortal women with coiling snakes for hair and scaled skin.

AC 14, **HP** 38, **ATK** 1 snake bite +6 (1d6 + poison), **MV** near, **S** +2, **D** +1, **C** +2, **I** +2, **W** +3, **Ch** +4, **AL** C, **LV** 8

Godborn. Hostile spells targeting the medusa are DC 15 to cast.

Petrify. Any creature (including medusa) who looks directly at medusa, DC 15 CON or petrified.

Poison. DC 15 CON or go to 0 HP.

MERFOLK

Ocean dwellers with human upper bodies and long fish tails.

AC 11, **HP** 9, **ATK** 1 spear (close/near) +2 (1d6), **MV** near (swim), **S** +1, **D** +1, **C** +0, **I** +0, **W** +1, **Ch** +1, **AL** L, **LV** 2

MIMIC

Beasts that look like objects.

AC 12, **HP** 23, **ATK** 2 bite +5 (1d8 + stick), **MV** near, **S** +2, **D** +0, **C** +1, **I** -2, **W** +0, **Ch** -3, **AL** N, **LV** 5

Stick. DC 15 STR or adhere to target; auto-hit with bite. DC 15 STR on turn to remove.

MINOTAUR

Ferocious bull-men with hooves and curved horns. They live in mazelike tunnels.

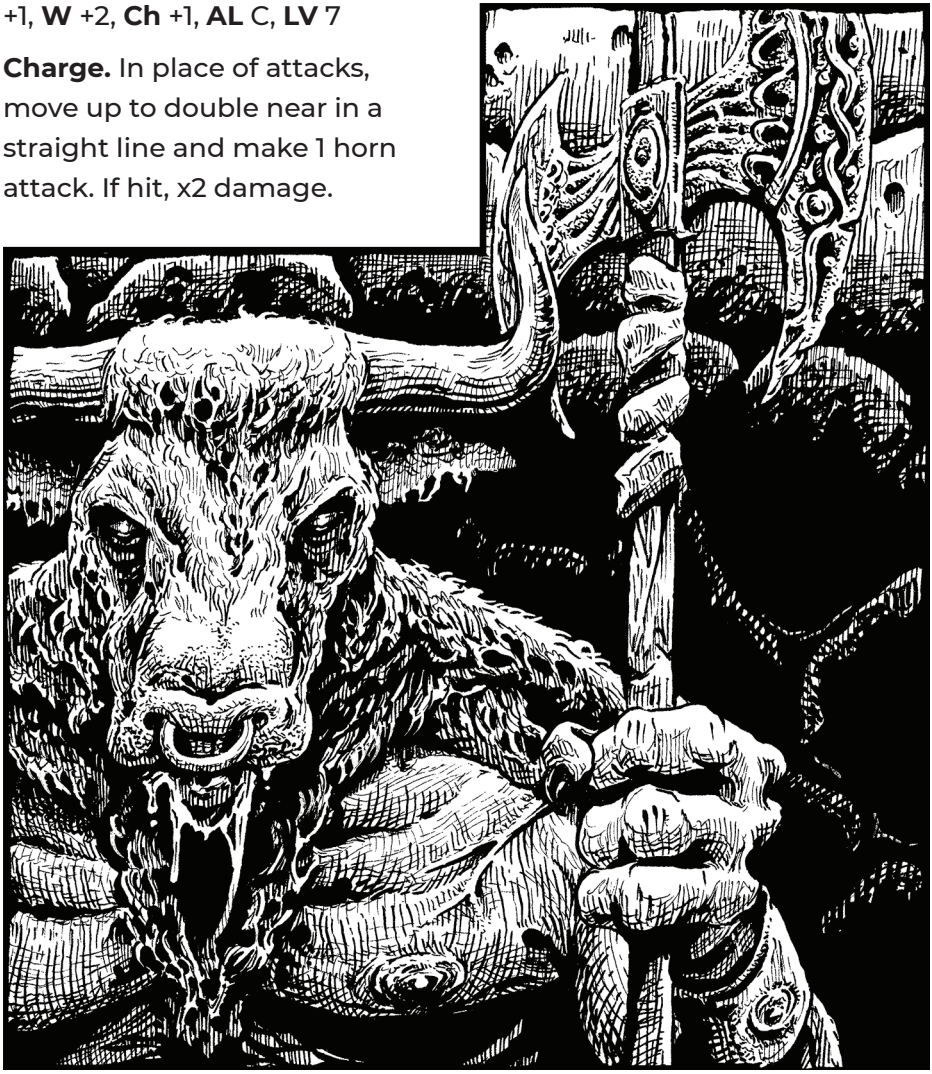
AC 14 (chainmail), **HP** 34, **ATK** 2 greataxe +6 (1d10) and 1 horns +6 (1d12), **MV** near, **S** +4, **D** +1, **C** +3, **I** +1, **W** +2, **Ch** +1, **AL** C, **LV** 7

Charge. In place of attacks, move up to double near in a straight line and make 1 horn attack. If hit, x2 damage.

MOOSE

A towering, brown-haired grazer with weighty, flat antlers.

AC 11, **HP** 19, **ATK** 2 antler +3 (1d6), **MV** double near, **S** +3, **D** +0, **C** +1, **I** -2, **W** +0, **Ch** -2, **AL** N, **LV** 4



MORDANTICUS THE FLAYED

A skinless mummy-lich wearing a crown set with nine bright gems. Once the head of the ancient, wizardly order of Gehemna, Mordanticus now lives in secret within the sanctum of Gehemna's reigning archmage. He has served as an advisor and historian for centuries, but an enduring enchantment prevents him from speaking of two topics: his origins, and The Ten-Eyed Oracle.

AC 17, **HP** 89, **ATK** 1 rot touch +8 (1d10 + necrosis) and 3 spell +8, **MV** near, **S** +4, **D** +4, **C** +4, **I** +5, **W** +4, **Ch** +5, **AL** N, **LV** 19

Legendary Undead. Immune to morale checks. Only damaged by magical sources. Hostile spells targeting Mordanticus are DC 18 to cast.

Crown of Gehemna. 3/day, cause a spell being cast within far to fail.

Necrosis. DC 15 CON or go to 0 HP. Healing spells are DC 15 to cast on target while affected by necrosis.

Phylactery. Cannot be killed while spirit vessel (a diamond) is intact.

Absorb (INT Spell). DC 13. Near, one target. Target loses the ability to cast one random spell until completing a rest, and Mordanticus regains a lost spell of the same tier or less.

Banish (INT Spell). DC 14. All extradimensional creatures within near DC 15 CHA or sent back to their home planes.

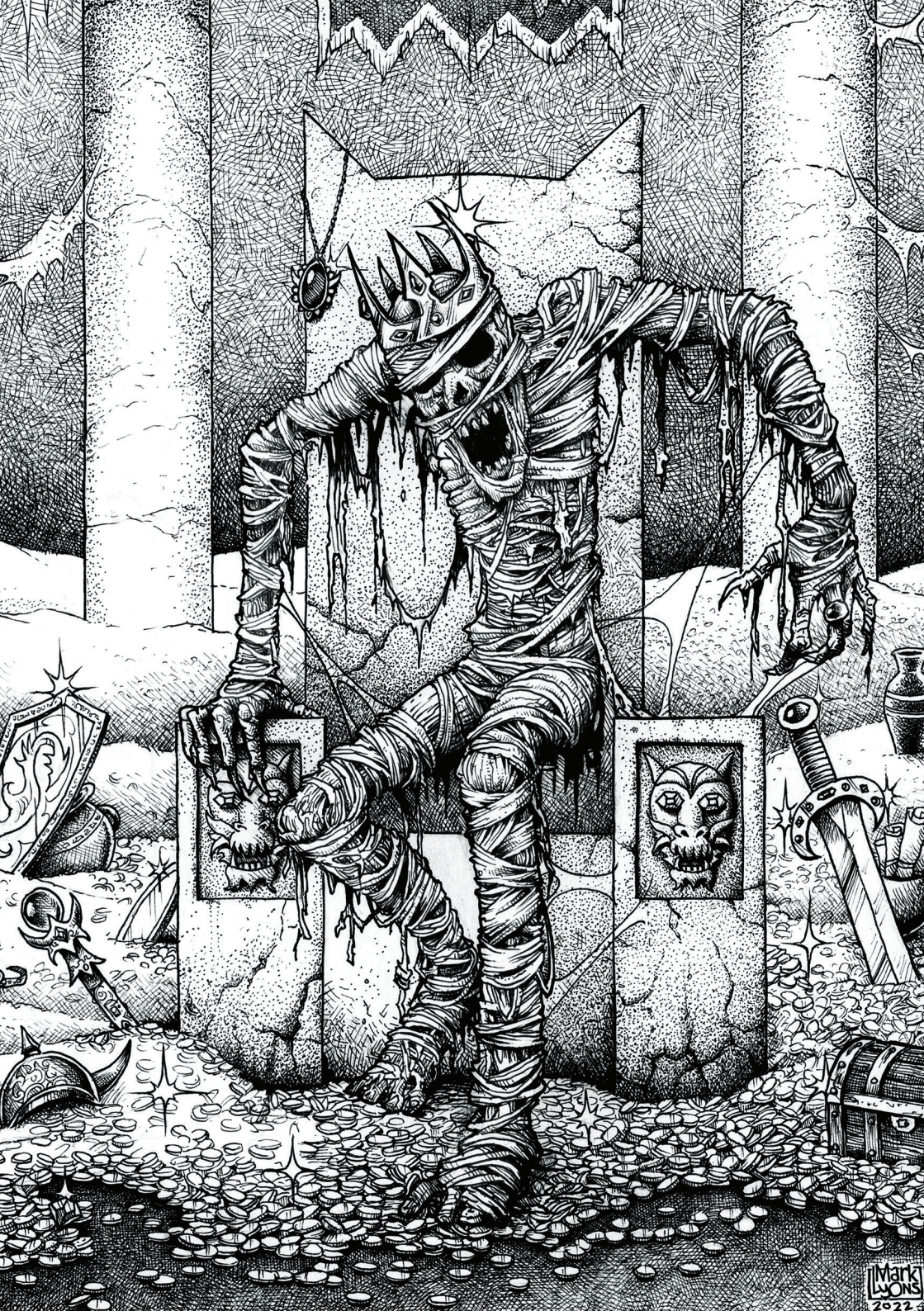
Bind (INT Spell). DC 12. One humanoid in far paralyzed 1d4 rounds.

Blast (INT Spell). DC 14. One creature in near takes 5d8 damage.

Phase (INT Spell). DC 13. Self. Teleport up to one mile.

True Name (INT Spell). DC 15. Near. Learn the *True Name* of target.

"Long have I held the weighty secrets of Gehemna, an age-old litany inscribed upon my weary soul."
-Mordanticus the Flayed


Mark Lyons
2022

MUMMY

A desiccated, linen-wrapped zombie. It was created with an intricate embalming ritual used only upon the most worthy warriors or rulers.

AC 13, **HP** 47, **ATK** 3 rot touch +8 (1d10 + necrosis), **MV** near, **S** +3, **D** +0, **C** +2, **I** +3, **W** +2, **Ch** +3, **AL** C, **LV** 10

Supreme Undead. Immune to morale checks. Only damaged by magical sources.

Dessicated. Can be damaged by fire. Takes x2 damage from it.

Necrosis. DC 15 CON or drop to 0 HP. Healing spells are DC 15 to cast on target while affected by necrosis.



MUSHROOMFOLK

Lumbering humanoids with spongy, elongated bodies and toadstools on their heads.

AC 13, **HP** 15, **ATK** 2 slam +2 (1d6), **MV** near, **S** +2, **D** -1, **C** +2, **I** +0, **W** +1, **Ch** +0, **AL** N, **LV** 3

Sunblind. Blinded in bright light.

Telepathic. Speak mentally with creatures within double near.

NAGA

Magic-wielding cobras towering ten feet high. Once a dominant species, they are now rare and reclusive, bitter to the last.

AC 16, **HP** 43, **ATK** 2 bite +7 (2d6 + poison) and 1 spell +7, **MV** near (climb), **S** +4, **D** +1, **C** +3, **I** +2, **W** +2, **Ch** +4, **AL** C, **LV** 9

Poison. DC 15 CON or paralyzed 1d4 rounds.

Agony (CHA Spell). DC 14. One target in near takes 3d8 damage.

Hypnotize (CHA Spell). DC 13. Focus. One target in near range who can see naga is helplessly stupefied for duration.

Whispers (CHA Spell). DC 12. Hostile spells cast on one target in near are DC 9 for 1d4 rounds.

NAGA, BONE

Mindless, skeletal husks of nagas reanimated by sorcery.

AC 13, **HP** 31, **ATK** 2 bite +5 (2d6), **MV** near (burrow, climb), **S** +3, **D** +2, **C** +4, **I** -3, **W** +0, **Ch** +4, **AL** C, **LV** 6

Greater Undead. Immune to morale checks. Only damaged by silver or magical sources.

NIGHTMARE

Black warhorses with flaming manes, hooves, and eyes.

AC 13, **HP** 29, **ATK** 2 hooves +5 (1d8), **MV** double near (fly), **S** +3, **D** +3, **C** +2, **I** -1, **W** +1, **Ch** -2, **AL** C, **LV** 6

Impervious. Nightmare and its rider immune to fire.



OBE-IXX OF AZARUMME

A pale, angular woman in translucent plate mail fashioned from giant scorpion chitin. Obe-Ixx, daughter of Azarumme, rose up from the prehistoric barbarian tribes of Tal-Yool to conquer all in her path. One day, she stood at the steps of an obsidian ziggurat deep within the trackless jungle. Forty nights later, Obe-Ixx emerged as the ur-vampire, bloodlust made flesh. Her dynasty would rise and fall again and again over the coming millennia.

AC 18 (*+3 plate mail*), **HP** 76, **ATK** 4 greatsword (near) +11 (1d12 + 2 + Moonbite properties) and 1 bite + 9 (1d8 + blood drain) and 1 charm, **MV** near (climb, fly), **S** +5, **D** +3, **C** +4, **I** +3, **W** +4, **Ch** +5, **AL** C, **LV** 16

Legendary Undead. Immune to morale checks. Only damaged by magical sources. Hostile spells targeting Obe-Ixx are DC 18 to cast.

Blood Drain. Obe-Ixx heals 2d8 HP, target loses 1d6 CON. At 0 CON, target dies and rises as a loyal vampire or vampire spawn (Obe-Ixx chooses).

Charm. One humanoid target who can see Obe-Ixx within near, DC 15 CHA or under Obe-Ixx's control for 1d4 days.

Moonbite Properties. *+2 greatsword*, thrown weapon, returns after being thrown. Spells to heal damage it inflicts are DC 15 to cast.

Shapechange. In place of attacks, turn into a giant bat, dire wolf, or back into regular form.

Ur-Vampire. Must sleep in sarcophagus at least once per moon cycle or loses 2d8 HP per day that cannot heal until sleeping in sarcophagus. Takes 3d8 damage each round while in direct sunlight. Cannot be killed unless pierced through heart while at 0 HP with a wooden stake carved from a tree from the Tal-Yool jungle.

"By this blade, the empire of Azarumme shall rise again!"
-Obe-Ixx of Azarumme

OCHRE JELLY

An orange puddle of quivering slime.

AC 9, **HP** 20, **ATK** 2 tentacle +3 (1d6), **MV** near (climb), **S** +2, **D** -1, **C** +2, **I** -4, **W** -3, **Ch** -4, **AL** N, **LV** 4

Split. If cut or chopped, split into two smaller oozes (divide remaining HP between both). Can split up to four times.

OCTOPUS, GIANT

Octopi as large as sailing skiffs.

AC 13, **HP** 23, **ATK** 2 tentacle (near) +4 (1d8 + grab), **MV** near (swim), **S** +3, **D** +3, **C** +1, **I** -2, **W** +1, **Ch** -3, **AL** N, **LV** 5

Grab. DC 15 STR or immobilized. Tentacle auto-hits each round. DC 15 STR on turn to break free.

Ink. In place of attacks, ink cloud blinds all in near for 1d4 rounds.

OGRE

A massive, dim-witted brute with tusks and a heavy frame. Often lords over goblins or orcs.

AC 9, **HP** 30, **ATK** 2 greatclub +6 (2d6), **MV** near, **S** +4, **D** -1, **C** +3, **I** -2, **W** -2, **Ch** -2, **AL** C, **LV** 6



ONI

Cunning and sorcerous ogre-demons with shaggy white hair, blue skin, and yellow eyes.

AC 11, **HP** 33, **ATK** 1 glaive (near) +6 (1d10) or 1 spell +5, **MV** near, **S** +5, **D** +1, **C** +2, **I** +2, **W** +1, **Ch** +3, **AL** C, **LV** 7

Shapeshift. In place of attacks, turn into any humanoid or back into original form.

Fade (CHA Spell). DC 13. Self. Become invisible for 1d4 rounds.

Hellfrost (CHA Spell). DC 13. All within near-sized cube extending from oni 3d6 damage.

Mist (CHA Spell). DC 13. Self. Turn into mist that can fly double near. Lasts 2d4 rounds.

ORC

A tusked, tall humanoid with gray skin and pointed ears.

AC 15 (chainmail + shield), **HP** 4, **ATK** 1 greataxe +2 (1d8), **MV** near, **S** +2, **D** +0, **C** +0, **I** -1, **W** +0, **Ch** -1, **AL** C, **LV** 1

Rage. 1/day, immune to morale checks, +1d4 damage (3 rounds).

ORC, CHIEFTAIN

An imposing orc with scars crisscrossing its body.

AC 14 (chainmail), **HP** 19, **ATK** 2 greataxe +4 (1d10), **MV** near, **S** +2, **D** +1, **C** +1, **I** -1, **W** +0, **Ch** -1, **AL** C, **LV** 4

Rage. 1/day, immune to morale checks, +1d4 damage (3 rounds).



OTYUGH

Stumpy, three-legged beasts with barbed tentacles and vast mouths. Drawn by rot and filth.

AC 13, **HP** 35, **ATK** 2 tentacle +5 (1d8) and 1 bite +5 (1d10 and disease), **MV** near, **S** +4, **D** -1, **C** +4, **I** -2, **W** +0, **Ch** -3, **AL** N, **LV** 7

Disease. DC 15 CON or infected. DC 15 CON each day or lose 1d6 HP (can't heal). Ends on success.



Alien horrors from the frozen, outer reaches of the cosmos or the Chaos-infused Dark Realms.

Outsiders were born from the nightmares of gods and are unsettling to all other creatures.

PRIMORDIAL SLIME

A mass of clear ooze strobing with sick pulses of violet light.

AC 9, **HP** 30, **ATK** 2 tentacle +4 (1d10 + dissolve), **MV** near (climb), **S** +3, **D** +2, **C** +3, **I** -4, **W** -3, **Ch** -4, **AL** C, **LV** 6

Impervious. Only harmed by fire.

Dissolve. One random piece of non-magical gear the target carries is destroyed.

RIME WALKER

Human-shaped beings formed from black space ice. Their eyes are two flickering, white lights.

AC 16, **HP** 43, **ATK** 4 claw +8 (1d12), **MV** near (fly), **S** +4, **D** +4, **C** +3, **I** +2, **W** +2, **Ch** +2, **AL** C, **LV** 9

Impervious. Immune to cold.

Ice Aura. Enemies within near of rime walker DC 12 CON at start of turn or lose action.

VOID SPAWN

Scythe-like limbs jut from a purple bulb as big as an ogre. Its lower half is a nest of tentacles.

AC 13, **HP** 34, **ATK** 2 scythe +6 (1d10) and 1 tentacles (1d12 + toxin), **MV** near (fly), **S** +4, **D** +1, **C** +3, **I** +0, **W** +1, **Ch** -1, **AL** C, **LV** 7

Impervious. Immune to cold.

Toxin. DC 12 CON or paralyzed for 1d4 rounds.

VOID SPIDER

Pale, horse-sized arachnids that become ghostly and intangible.

AC 13, **HP** 23, **ATK** 2 bite +4 (1d8 + poison), **MV** near (climb), **S** +3, **D** +3, **C** +1, **I** -1, **W** +1, **Ch** -2, **AL** C, **LV** 5

Impervious. Immune to cold.

Phase. Once per round, become corporeal or incorporeal.

Poison. DC 12 CON or drop to 0 HP in 1d4 rounds.

OWLBEAR

Cantankerous bears with owl eyes, beaks, and feathers.

AC 13, **HP** 30, **ATK** 2 claw +5 (1d10), **MV** near (climb) **S** +4, **D** +1, **C** +3, **I** -2, **W** +2, **Ch** -3, **AL** N, **LV** 6

Crush. Deals an extra die of damage if it hits the same target with both claws.

PANTHER

Supple large cats with blue-black fur. Stealthy hunters.

AC 14, **HP** 3 (14), **ATK** 2 rend +3 (1d6), **MV** near (climb), **S** +3, **D** +4, **C** +1, **I** -2, **W** +1, **Ch** -3, **AL** N

PEASANT

A commoner in worn clothes.

AC 10, **HP** 4, **ATK** 1 club +0 (1d4), **MV** near, **S** +0, **D** +0, **C** +0, **I** +0, **W** +0, **Ch** +0, **AL** L, **LV** 1

PEGASUS

Winged horses with noble bearings and pearly white coats.

AC 12, **HP** 15, **ATK** 2 hooves +3 (1d6), **MV** double near (fly), **S** +3, **D** +2, **C** +2, **I** -3, **W** +1, **Ch** +0, **AL** N, **LV** 3



PHOENIX

Huge, soaring eagles made of searing flames. Intelligent and imbued with immortal magic.

AC 16, **HP** 60, **ATK** 4 rend +8 (2d12), **MV** double near (fly), **S** +3, **D** +4, **C** +2, **I** +3, **W** +3, **Ch** +3, **AL** L, **LV** 13

Impervious. Immune to fire. Only damaged by magical sources.

Explosion. Upon death, creatures within double near of phoenix DC 18 DEX or 10d6 damage.

Heat Aura. Creatures within near of phoenix at start of turn DC 15 CON or 2d6 damage.

Rebirth. A red-hot egg remains after death. Phoenix hatches from it in 1d4 days.

PIRANHA, SWARM

A school of flat, silvery fish with vicious fangs.

AC 12, **HP** 13, **ATK** 2 bite +2 (1d6), **MV** near (swim), **S** -2, **D** +2, **C** +0, **I** -3, **W** +0, **Ch** -3, **AL** N, **LV** 3

Savage. ADV on attacks against creatures below half their HP.

PIRATE

Seafaring scoundrels who live to steal and hoard treasure.

AC 12 (leather), **HP** 4, **ATK** 1 cutlass +1 (1d6) or 1 dagger (close/near) +1 (1d4), **MV** near, **S** +1, **D** +1, **C** +0, **I** +0, **W** +0, **Ch** +0, **AL** C, **LV** 1

PRIEST

A respected member of a clergy who leads holy rituals and rites.

AC 15 (chainmail + shield), **HP** 23, **ATK** 2 mace +3 (1d6) or 1 spell +3, **MV** near, **S** +1, **D** +0, **C** +1, **I** +0, **W** +2, **Ch** +1, **AL** L, **LV** 5

Anoint (WIS Spell). DC 12. Close. One weapon or armor becomes a magic +2 version for 10 rounds.

Healing Touch (WIS Spell). DC 11. Heal one creature within close for 2d4 HP.

Holy Flame (WIS Spell). DC 13. Self. Weapons ignite in magic flames and deal an additional 1d6 damage for 5 rounds.

Rebuke (WIS Spell). DC 13. Focus. Chaotic creatures cannot attack priest or come within near range for duration.



PURPLE WORM

A massive worm as tall as a castle keep. Has a rotating maw and is covered in purple chitin.

AC 18, **HP** 57, **ATK** 2 bite +9 (2d12 + swallow) and 1 sting (1d10 + poison), **MV** double near (burrow), **S** +5, **D** +1, **C** +3, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 12

Poison. DC 15 CON or go to 0 HP.

Swallow. On a natural attack roll of 18-20, target is swallowed. Total darkness inside and 2d10 damage per round. Worm regurgitates all swallowed if dealt at least 20 damage in one round to the inside of its gullet.

RAKSHASA

Demonic illusionists whose true form is of a humanlike great cat with backwards hands.

AC 16, **HP** 39, **ATK** 2 claw +6 (1d8), **MV** near, **S** +1, **D** +3, **C** +3, **I** +3, **W** +3, **Ch** +4, **AL** C, **LV** 8

Impervious. Only damaged by magical sources. Immune to hostile spells of 3rd tier or lower.

Mesmerism. Can read the minds of all creatures within near. Can instantly take on the illusory appearance of any humanoid.

Weakness. A crossbow bolt under the effects of the *holy weapon* spell kills the rakshasa.

RAT

Rangy, plague-carrying rodents that infest underground places.

AC 10, **HP** 1, **ATK** 1 bite +0 (1 + disease), **MV** near, **S** -3, **D** +0, **C** +1, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 0

Disease. DC 9 CON or 1d4 CON damage (can't heal while ill). Repeat check once per day; ends on success. Die at 0 CON.

RAT, GIANT

Cunning rats as large as cats. Mangy fur and wormlike tails.

AC 11, **HP** 5, **ATK** 1 bite +1 (1d4 + disease), **MV** near, **S** -2, **D** +1, **C** +1, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** 1

Disease. DC 12 CON or 1d4 CON damage (can't heal while ill). Repeat check once per day; ends on success. Die at 0 CON.



RAT, DIRE

Child-sized, savage rats bristling with bony face and spine ridges.

AC 12, **HP** 10, **ATK** 1 bite +2 (1d6 + disease), **MV** near, **S** +1, **D** +2, **C** +1, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** 2

Disease. DC 12 CON or 1d4 CON damage (can't heal while ill). Repeat check once per day; ends on success. Die at 0 CON.

RAT, SWARM

A screeching tidal wave of clawing and biting rats.

AC 10, **HP** 28, **ATK** 4 bite +0 (1 + disease), **MV** near, **S** -3, **D** +0, **C** +1, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 6

Disease. DC 9 CON or 1d4 CON damage (can't heal while ill). Repeat check once per day; ends on success. Die at 0 CON.

RATHGAMNON

A pearl-white lion with feathered wings that stands twenty feet tall. Rathgamnon is Madeera the Covenant's mightiest servant; his blank eyes see far into the depths of time and space. He spends all eternity watching the whirl of the stars from the highest mountain in the realm of mortals, waiting for the celestial alignments that prophesy epochs of weal and woe, titanic changes to the balance of power in the cosmos, or threats to the laws of reality itself.

AC 17, **HP** 89, **ATK** 2 rend (near) +9 (2d10) and 2 spell +8, **MV** double near (fly), **S** +5, **D** +3, **C** +4, **I** +5, **W** +6, **Ch** +5, **AL** L, **LV** 19

Legendary. Only damaged by magical sources. Hostile spells targeting Rathgamnon are DC 18 to cast.

Roar. In place of attacks, all creatures who can hear within far DC 18 CHA or be rendered blind and speechless for 1d4 days.

Abjure (WIS Spell). DC 13. Self. End any hostile magical effects affecting Rathgamnon.

Abolish (WIS Spell). DC 13. One target in far takes 5d8 damage.

Anchor (WIS Spell). DC 14. One target in far DC 18 STR or bound and anchored by chains of golden runes for 1d4 rounds.

Gate (WIS Spell). DC 14. Open a portal at a point within near to another location on any plane. Lasts 1d6 rounds or until dismissed.

Portent (WIS Spell). DC 14. Lasts 2d4 rounds. One target in near has advantage or disadvantage on all attack rolls and checks.

Time Stop (WIS Spell). DC 15. Self. Time freezes for everyone except Rathgamnon for 1d4 rounds. Everything that occurs during the time freeze happens simultaneously when the spell ends.

"The stars told me of your arrival here many eons ago, long before the first of your people walked the earth."
-Rathgamnon



REAVER

A knight in blackened armor riddled with cruel barbs.

AC 17 (plate mail + shield), **HP** 28, **ATK** 3 bastard sword +4 (1d8 + 2), **MV** near, **S** +3, **D** +0, **C** +1, **I** +0, **W** +0, **Ch** +2, **AL** C, **LV** 6

Bloodlust. +2 damage with melee weapons (included).

REMORHAZ

Massive, blue centipedes with neck hoods and red-hot spine spikes. Dwell in arctic climates.

AC 16, **HP** 47, **ATK** 3 bite +7 (2d6 + swallow), **MV** near (burrow), **S** +5, **D** +1, **C** +2, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 10

Impervious. Immune to cold and fire.

Melt. Non-magical metal objects that touch the remorhaz melt on a d6 roll of 1-3.

Swallow. On a natural attack roll of 18-20, target is swallowed. Total darkness inside and 2d10 damage per round. Remorhaz regurgitates all swallowed if dealt at least 20 damage in one round to the inside of its gullet.

RHINOCEROS

Gray-skinned bulls with single nose horns. Dwell in grasslands.

AC 14, **HP** 25, **ATK** 2 horn +4 (1d8), **MV** near, **S** +4, **D** -1, **C** +3, **I** -3, **W** +0, **Ch** -3, **AL** N, **LV** 5

Charge. Move up to double near in straight line and make 1 horn attack. If hit, x3 damage.

ROC

Dragon-sized hawks that nest in remote mountains.

AC 15, **HP** 69, **ATK** 4 rend +9 (2d10 + grab), **MV** double near (fly), **S** +5, **D** +3, **C** +2, **I** -2, **W** +2, **Ch** -2, **AL** N, **LV** 15

Grab. DC 18 STR or target held. DC 18 STR on turn to break free.

ROPER

Ravenous monstrosities that look like cave rocks when their single eye and maw are closed.

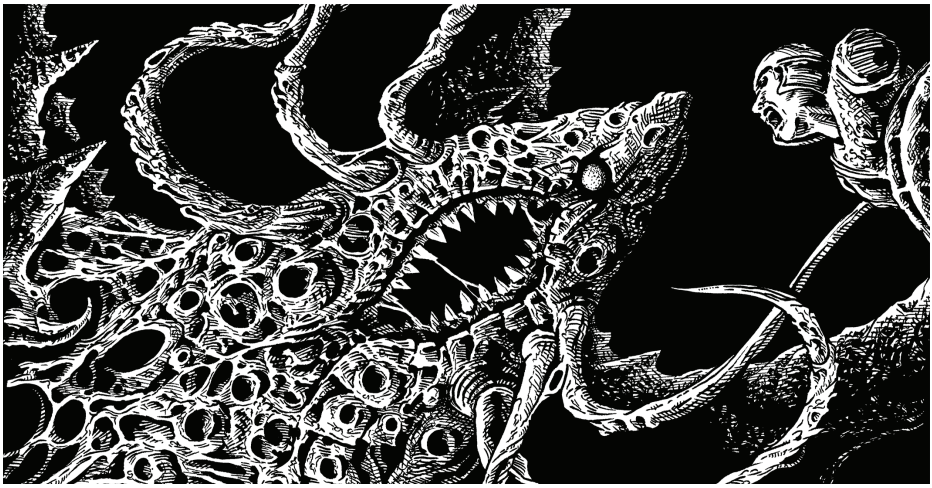
AC 14, **HP** 31, **ATK** 4 tendril (double near) +4 (1d6 + grab) and 1 bite +4 (2d8), **MV** close (climb), **S** +3, **D** -2, **C** +4, **I** -1, **W** +2, **Ch** +1, **AL** N, **LV** 6

Impervious. Can only be damaged by magical sources.

Grab. DC 15 STR or target trapped in tendril. Tendril auto-hits target next round. DC 15 STR on turn to break free.

Pull. In place of a tendril attack, pull a grabbed target a near distance.

Tendrils. Four total. AC 18 each. 4+ damage to one severs it.



ROT FLOWER

Carnivorous flowers as large as a human. They reek of carrion.

AC 9, **HP** 10, **ATK** 1 bite +1 (1d4 + toxin), **MV** none, **S** +1, **D** -3, **C** +1, **I** -4, **W** -3, **Ch** -4, **AL** N, **LV** 2

Toxin. DC 12 CON or unconscious for 1d4 rounds.

RUST MONSTER

A mud-brown insect as big as a wolf with two feathery antennae. Consumes metal.

AC 13, **HP** 19, **ATK** 2 claw +3 (1d6), **MV** near (climb), **S** +2, **D** +3, **C** +1, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 4

Corrosive. Metal that touches the rust monster is destroyed on a d6 roll of 1-3.

SAHUAGIN

Humanoids with sea-green skin, webbed limbs, and shark teeth. Vicious hunters.

AC 14 (leather + shield), **HP** 9, **ATK** 2 trident (near) +1 (1d6), **MV** near (swim), **S** +1, **D** +1, **C** +0, **I** -1, **W** +0, **Ch** -1, **AL** C, **LV** 2

Half-Amphibious. Must be submerged in water every 4 hours or suffocates.

SALAMANDER

Fire-colored lizardfolk with long tails. Flame-like frills run down their backs.

AC 13, **HP** 24, **ATK** 2 flaming spear (close/near) +4 (1d6, ignites flammables) or 1 iron longbow (far) +2 (1d8), **MV** near, **S** +2, **D** +0, **C** +2, **I** -1, **W** +1, **Ch** -1, **AL** C, **LV** 5

Impervious. Fire immune.

Heat Aura. Creatures in close DC 12 CON on turn or 1d8 damage.

SCARAB, SWARM

A chittering cloud of iridescent, oval-shaped beetles.

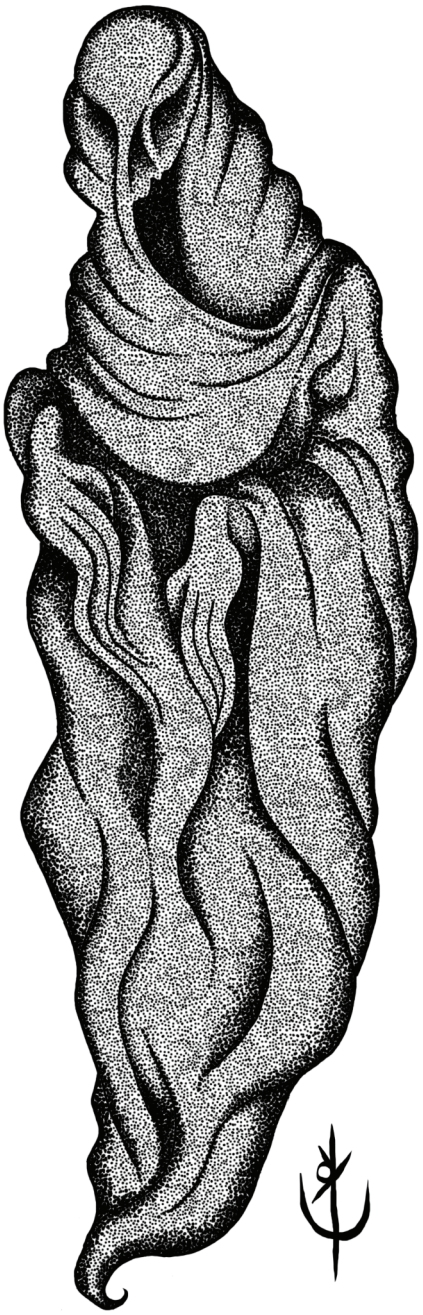
AC 13, **HP** 14, **ATK** 2 bite +3 (1d6), **MV** near (fly), **S** -1, **D** +3, **C** +1, **I** -3, **W** +0, **Ch** -3, **AL** N, **LV** 3

SCARECROW

Ragged clothes and a painted burlap head stuffed with straw. Possessed by a malicious spirit.

AC 12, **HP** 15, **ATK** 2 claws +2 (1d6) or 1 scream, **MV** near, **S** +2, **D** +2, **C** +2, **I** +0, **W** +0, **Ch** +2, **AL** C, **LV** 3

Scream. Creatures who hear in double near DC 12 CHA or paralyzed for 1d4 rounds.



SCORPION

Desert-dwelling arachnids with pincers and curved tail stingers.

AC 11, **HP** 1 **ATK** 1 sting +1 (1 + poison), **MV** near (climb), **S** -4, **D** +1, **C** +0, **I** -4, **W** +0, **Ch** -4, **AL** N, **LV** 0

Poison. DC 9 CON or go to 0 HP.

SCORPION, GIANT

Chitin-plated scorpions as big as camels.

AC 14, **HP** 13, **ATK** 1 claw +2 (1d6 + grab) and 1 sting +2 (1d4 + poison), **MV** near (climb), **S** +2, **D** +2, **C** +0, **I** -4, **W** +0, **Ch** -4, **AL** N, **LV** 3

Grab. DC 12 STR or target held. DC 12 STR on turn to break free.

Poison. DC 12 CON or go to 0 HP.

SHADOW

Flitting, sentient shadows in the vague shape of a human.

AC 12, **HP** 15, **ATK** 2 touch +2 (1d4 + drain), **MV** near (fly), **S** -4, **D** +2, **C** +2, **I** -2, **W** +0, **Ch** -1, **AL** C, **LV** 3

Drain. DC 12 CON or target's STR reduced by 1. At 0 STR, target dies and becomes a shadow.

SHAMBLING MOUND

Fetid piles of slimy vegetation animated to life by lightning.

AC 14, **HP** 20, **ATK** 2 slam +3 (1d6 + engulf), **MV** near, **S** +3, **D** -2, **C** +2, **I** -3, **W** +0, **Ch** -3, **AL** N, **LV** 4

Impervious. Fire immune. Healed by electricity.

Engulf. If a target is hit by both slams in same round, it is pulled into shambling mound's body and suffocates in 2d4 rounds. DC 15 STR on turn to escape.

SHARK

Bloodthirsty apex predators of the sea. Gray, torpedo-like body.

AC 11, **HP** 15, **ATK** 1 bite +3 (1d10), **MV** near (swim), **S** +3, **D** +1, **C** +2, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 3

SHARK, MEGALODON

Primordial sharks the size of whales. Savage hunters.

AC 13, **HP** 38, **ATK** 3 bite +7 (2d8), **MV** double near (swim), **S** +5, **D** +1, **C** +2, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 8

Fearless. Immune to morale checks.

SIREN

Baleful fey with dove wings and iridescent fish scales. Their singing entrances listeners.

AC 12, **HP** 18, **ATK** 2 claw +2 (1d6) or 1 song, **MV** near (swim, fly), **S** +0, **D** +2, **C** +0, **I** +2, **W** +2, **Ch** +4, **AL** C, **LV** 4

Song. Enemies who can hear within double near DC 15 CHA or paralyzed 1d4 rounds. Immune for 1 day if passed check.

SKELETON

A bleach-boned skeleton with red pinpoints of light in its eyes.

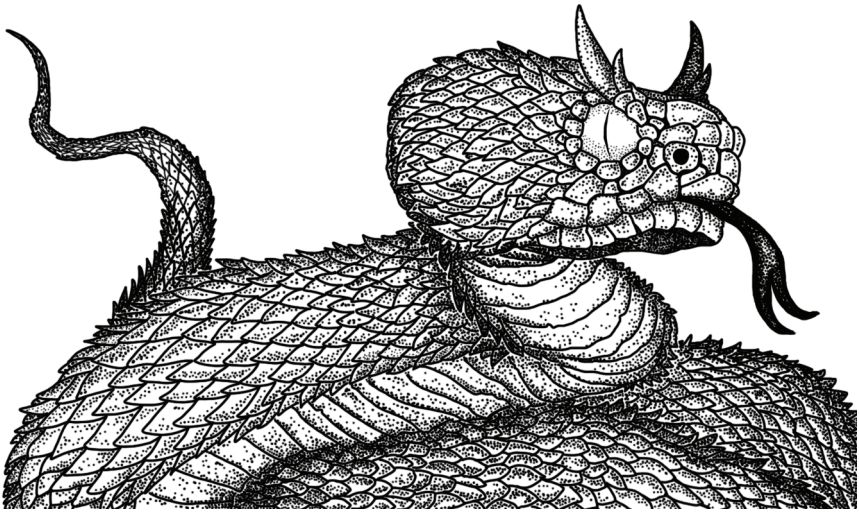
AC 13 (chainmail), **HP** 11, **ATK** 1 shortsword +1 (1d6) or 1 shortbow (far) +0 (1d4), **MV** near, **S** +1, **D** +0, **C** +2, **I** -2, **W** +0, **Ch** -1, **AL** C, **LV** 2

Undead. Immune to morale checks.

SMILODON

Prehistoric tigers with long canine fangs. They hunt grasslands and ice fields.

AC 12, **HP** 14, **ATK** 2 bite +3 (1d6), **MV** near, **S** +3, **D** +2, **C** +1, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 3



SNAKE, COBRA

A weaving serpent with a neck hood and lethal venom.

AC 12, **HP** 4, **ATK** 1 bite +2 (1 + poison), **MV** near, **S** -3, **D** +2, **C** +0, **I** -3, **W** +0, **Ch** -3, **AL** N, **LV** 1

Poison. DC 18 CON or go to 0 HP with a death timer of 1.

SNAKE, SWARM

A roiling wave of snakes darting and flowing across the ground.

AC 12, **HP** 19, **ATK** 3 bite +2 (1d4 + poison), **MV** near, **S** -3, **D** +2, **C** +1, **I** -3, **W** +0, **Ch** -3, **AL** N, **LV** 4

Poison. DC 12 CON or go to 0 HP in 1d4 rounds.

SNAKE, GIANT

An enormous, mottled serpent that can swallow a cow whole.

AC 12, **HP** 23, **ATK** 2 bite +4 (1d6) and 1 constrict (near), **MV** near (climb), **S** +3, **D** +2, **C** +1, **I** -2, **W** +0, **Ch** -2, **AL** N, **LV** 5

Constrict. Contested STR to hold target immobile for one round.

SOLDIER

An armed footsoldier trained in the ways of battlefield combat.

AC 15 (chainmail + shield), **HP** 10, **ATK** 1 longsword +2 (1d8) or 1 crossbow (far) +1 (1d6), **MV** near, **S** +1, **D** +0, **C** +1, **I** +0, **W** +0, **Ch** +0, **AL** L, **LV** 2



SPHINX

A winged, leonine oracle who can see into time and space and often speaks in riddles. Lives in isolated mountains.

AC 16, **HP** 42, **ATK** 3 claw +7 (1d10) or 2 spell +5, **MV** double near (fly), **S** +4, **D** +1, **C** +2, **I** +4, **W** +4, **Ch** +3, **AL** L, **LV** 9

Roar. In place of attacks, all creatures who can hear within far DC 18 CHA or paralyzed 1d4 rounds.

Gate (WIS Spell). DC 14. Open a portal at a point within near to another location on any plane. Lasts 1d6 rounds or until dismissed.

Omens (WIS Spell). DC 12. Self. ADV on all actions for 1d4 rounds.

Riddle (WIS Spell). DC 12. One target in far DC 15 INT or stupefied 1d4 rounds.

Time Bend (WIS Spell). DC 14. One target in near frozen in time for 1d4 rounds.

Unmake (WIS Spell). DC 13. One target in far takes 3d8 damage.

SPIDER

Silent, web-weaving arachnids with a flesh-dissolving venom.

AC 11, **HP** 1, **ATK** 1 bite +1 (1 + poison), **MV** near (climb), **S** -4, **D** +1, **C** +0, **I** -4, **W** +0, **Ch** -4, **AL** N, **LV** 0

Poison. DC 9 CON or take 1d4 damage.

SPIDER, GIANT

Bulbous abdomen and eight, spindly legs. Dwells high in trees or caves and ambushes prey, capturing them to eat later.

AC 13, **HP** 13, **ATK** 1 bite +3 (1d4 + poison), **MV** near (climb), **S** +2, **D** +3, **C** +0, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** 3

Poison. DC 12 CON or paralyzed 1d4 hours.

SPIDER, SWARM

A scurrying carpet of spiders.

AC 13, **HP** 9, **ATK** 1 bite +3 (1d4 + poison), **MV** near (climb), **S** -1, **D** +3, **C** +0, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 2

Poison. DC 12 CON or paralyzed 1d4 rounds.

STINGBAT

Darting, orange insect-bat with four wings and needlelike beak.

AC 12, **HP** 4, **ATK** 1 beak +2 (1d4 + blood drain), **MV** near (fly), **S** -2, **D** +2, **C** +0, **I** -2, **W** +0, **Ch** -2, **AL** N, **LV** 1

Blood Drain. Attach to bitten target; auto-hit the next round. DC 9 STR on turn to remove.



STRANGLER

A gray-skinned, gaunt creature with four ropy limbs tipped in sucker-lined claws.

AC 12, **HP** 14, **ATK** 2 claws +2 (1d6), **MV** near (climb), **S** -2, **D** +2, **C** +1, **I** -2, **W** +0, **Ch** -2, **AL** C, **LV** 3

Stealthy. ADV on DEX checks to hide and sneak.

Strangle. Deals x2 damage against surprised creatures.

THE TEN-EYED ORACLE

A floating mass of rubbery skin crusted with barnacles. Its ten eyestalks writhe like snakes, and a deep, circular scar mars its central body, blinding what was once a large eye above a lipless maw. The Ten-Eyed Oracle stalks the Shadowdark, burbling mad prophesies and somehow moving freely between the lightless fathoms of the earth. The keepers of the deep lore suspect The Ten-Eyed Oracle was once a benevolent ally of mankind, but an unknown calamity drove it to insanity and reckless hatred.

AC 17, **HP** 85, **ATK** 2d4 eyestalk ray, **MV** near (fly), **S** +4, **D** +5, **C** +4, **I** +5, **W** +4, **Ch** +4, **AL** C, **LV** 18

Legendary. Only damaged by magical sources. Hostile spells targeting The Ten-Eyed Oracle are DC 18 to cast.

Eyestalk Ray. Each ray can shoot once per round and target one creature or an object up to 1,000 pounds (up to four on same target).

1. **Charm.** DC 15 CHA or become ally for 1d4 rounds.
2. **Hold.** DC 15 STR or paralyzed 1d4 rounds.
3. **Sleep.** DC 15 WIS or asleep 1d4 rounds.
4. **Polymorph.** DC 15 INT or turned into vermin for 1d4 rounds.
5. **Cancel.** DC 15 DEX or all magical effects on target end.
6. **Confusion.** DC 15 WIS or attack a random ally within near.
7. **Telekinesis.** DC 15 STR or hover target up to double near.
8. **Disintegrate.** DC 15 DEX or 5d8 damage (object destroyed).
9. **Petrify.** DC 15 CON or petrified.
10. **Death.** DC 15 CON or drop to 0 HP with a death timer of 1.

"The moon runs red into the sea, and the whispers of the watchers in darkness proclaim: Your time has come!"
-The Ten-Eyed Oracle

THE TARRASQUE

A colossal, four-legged reptile with crocodilian jaws, amber scales, and a diamond-hard, spiked carapace. It towers overhead like a mountain, able to swallow entire villages in one gulp. The tarrasque hibernates deep in the earth or at the bottom of the sea for centuries, only awakening long enough to fill its vast belly in an indiscriminate rampage of terror and destruction. There is only one tarrasque, and it is the most dreaded creature to walk the earth.

AC 22, **HP** 140, **ATK** 4 thrash (near) +13 (3d10 + sever) and 1 bite (near) +13 (5d10 + sever + swallow), **MV** triple near (burrow, swim), **S** +7, **D** +2, **C** +5, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 30

Legendary. Only damaged by magical sources. Hostile spells targeting the tarrasque are DC 18 to cast.

Deep Dweller. Immune to harm from fire and cold. Amphibious.

Permanent Death. Cannot be permanently killed unless a *wish* spell is cast on it while it is at 0 HP.

Rampage. In place of attacks, move far in a straight line and make one bite attack. On a hit, triple damage.

Reflective Carapace. Immune to rays, blasts, or bolts of energy. 1:6 chance these are reflected back at their originator.

Regeneration. Regains 4d10 lost HP at the beginning of its turn.

Sever. On a natural attack roll of 18+, the attack also severs a random limb. 1d6: **1.** Head, **2-4.** Arm, **5-6.** Leg.

Swallow. DC 18 STR or swallowed whole. Total darkness inside and 4d10 damage per round. Tarrasque regurgitates all swallowed if dealt at least 30 damage in one round to the inside of its gullet.

"RRRRRRAAAAAAAAAAAAAAAAAGHHHHHH!"
-The Tarrasque



THE WANDERING MERCHANT

A cheerful merchant who appears to be a hale, middle-aged human man with a handlebar mustache. He wears a white shirt, breeches, and leather apron, and he hauls a towering backpack bursting at the seams. Few know the merchant's true nature and origins, though some theorize he is an immortal being or a god (they are not entirely incorrect). The Wandering Merchant always has something useful, far-flung, or incredible to sell at a reasonable price, and there's no telling when or where he'll show up next...

AC 16 (mithral chainmail), **HP** 71, **ATK** 4 *+3 vorpal bastard sword* +9 (1d10 + lop), **MV** near, **S** +3, **D** +3, **C** +4, **I** +3, **W** +4, **Ch** +5, **AL** L, **LV** 15

Legendary. Only damaged by magical sources. Hostile spells targeting The Wandering Merchant are DC 18 to cast.

Amulet of Rahm-Hotep. In place of attacks, teleport to a random location in the multiverse.

Bottomless Bag. Contains 200 gear slots in magical sub-pockets. Weighs as much as a normal backpack. The Wandering Merchant can summon it to himself from anywhere by snapping his fingers.

Dice of Truth. A set of three six-sided dice whose rolls cannot be magically or mundanely altered in any way.

Lop. On a natural attack roll of 18-20, behead the target.

Reckoning. Any creature who steals from The Wandering Merchant develops a curse. Over the next 2d8 days, that creature turns into a cockatrice. This curse can only be lifted by a *wish* spell or by returning the stolen goods.

Strange Lands. The Wandering Merchant does not suffer any ill effects from the natural environment he does not wish to suffer.

"Fancy meeting you here, at the bottom of a pit trap!
I just so happen to have this lovely rope for sale..."
-The Wandering Merchant

THIEF

A cat burglar in a black cloak.

AC 13 (leather), **HP** 13, **ATK** 1 dagger (close/near) +2 (1d4) or 1 shortsword +0 (1d6), **MV** near, **S** +0, **D** +2, **C** +0, **I** +0, **W** +0, **Ch** +1, **AL** N, **LV** 3

Stealthy. ADV on DEX checks to sneak and hide.

Backstab. Deal x2 damage against surprised creatures.



THUG

A bruised and boorish ruffian.

AC 13 (leather + shield), **HP** 4, **ATK** 1 shortsword +1 (1d6), **MV** near, **S** +1, **D** +0, **C** +0, **I** -1, **W** +1, **Ch** -1, **AL** C, **LV** 1

TREANT

Peaceful, slow-moving trees with merry eyes and tremulous voices. They protect the forest.

AC 14, **HP** 38, **ATK** 3 slam +8 (1d10) or 1 rock (far) +8 (2d12), **MV** near, **S** +4, **D** -1, **C** +2, **I** +2, **W** +3, **Ch** +1, **AL** N, **LV** 8

Animate Tree. 2/day. In place of attacks, one tree within near awakens as a treant ally without this ability. Reverts back in 1 day.

TROLL

Green, lanky giants with warty skin and territorial rage. Lair in deep forests and swamps.

AC 12, **HP** 24, **ATK** 2 claw +4 (1d6) and 1 bite +4 (1d10), **MV** near, **S** +3, **D** +2, **C** +2, **I** -1, **W** +0, **Ch** -1, **AL** C, **LV** 5

Regenerate. Regains 2d6 HP on its turn unless its wounds are cauterized with fire or acid.

TROLL, FROST

Rime-covered trolls with blue skin and flinty, black eyes. They stalk arctic lands and frozen boreal forests.

AC 13, **HP** 34, **ATK** 2 claw +5 (1d8) and 1 bite +5 (1d12), **MV** near, **S** +3, **D** +2, **C** +3, **I** -1, **W** +0, **Ch** -1, **AL** C, **LV** 7

Impervious. Cold and fire immune.

Regenerate. Regains 2d6 HP on its turn unless its wounds are cauterized with acid.



UNICORN

A silvery horse with a flowing mane and a single spiral horn.

AC 12, **HP** 20, **ATK** 1 hooves +3 (1d6), **MV** double near, **S** +3, **D** +2, **C** +2, **I** +1, **W** +2, **Ch** +3, **AL** L, **LV** 4

Healing Horn. A touch heals 2d6 HP or ends one curse or disease.

VAMPIRE

Pale, blood-drinking undead of supreme power and wickedness. They loathe sunlight and protect their coffins at all costs.

AC 15, **HP** 52, **ATK** 3 bite +7 (1d8 + blood drain) or 1 charm, **MV** near (climb), **S** +4, **D** +3, **C** +3, **I** +1, **W** +3, **Ch** +4, **AL** C, **LV** 11

Supreme Undead. Immune to morale checks. Only damaged by magical sources.

Blood Drain. Vampire heals 2d6 HP and target loses 1d4 CON. At 0 CON, target dies and rises as a loyal vampire or vampire spawn (vampire chooses).

Charm. One humanoid target who can see vampire within near, DC 15 CHA or under vampire's control for 1d4 days.

Shapechange. In place of attacks, turn into a bat, wolf, or back into regular form.

Vampire. Must sleep in a coffin daily or loses 2d6 HP each day that can't be healed until resting in coffin. Takes 3d8 damage each round while in direct sunlight. Cannot be killed unless pierced through heart with a wooden stake while at 0 HP.

VAMPIRE SPAWN

Lesser, feral vampires born from the bite of their vampiric sires. Bloodthirsty and savage. They rarely leave a victim alive.

AC 13 (leather), **HP** 25, **ATK** 2 bite +4 (1d8 + blood drain), **MV** near (climb), **S** +3, **D** +2, **C** +3, **I** -1, **W** +1, **Ch** +2, **AL** C, **LV** 5

Greater Undead. Immune to morale checks. Only damaged by silver or magical sources.

Blood Drain. Vampire heals 2d6 HP and target loses 1d4 CON. At 0 CON, target dies and rises as an allied vampire spawn.

Vampire. Must sleep in a coffin daily or loses 2d6 HP each day that can't be healed until resting in coffin. Takes 3d8 damage each round while in direct sunlight. Cannot be killed unless pierced through heart with a wooden stake while at 0 HP.



VIOLET FUNGUS

Child-sized, creeping fungi with neon purple caps. Their whiplike roots decompose living flesh.

AC 7, **HP** 9, **ATK** 2 tendril (near) +0 (1d4), **MV** close, **S** -3, **D** -2, **C** +0, **I** -4, **W** -3, **Ch** -4, **AL** N, **LV** 2

VIPERIANS

A fallen and scattered civilization of snake-people who built their blood-soaked dynasties with sorcery and cunning. Their descendants fight for scraps of faded grandeur in the decaying ruins of their forgotten cities.

Small circles of **viperian wizards** practice ancient magic and lead their enclaves. **Viperian ophids** are rare and much more snakelike than their brethren, serving as esteemed guardians and warriors.

VIPERIAN

Lithe, snake-headed people with cobra hoods and emerald green scales covering their bodies.

AC 13, **HP** 13, **ATK** 2 scimitar +2 (1d6) or 1 javelin (close/far) +2 (1d4), **MV** near, **S** +1, **D** +1, **C** +0, **I** +0, **W** +1, **Ch** +0, **AL** C, **LV** 3

VIPERIAN OPHID

A giant anaconda body merges into a humanoid torso with a large snake head. It wears golden torcs and strings of glittering moonstones.

AC 14, **HP** 28, **ATK** 3 falchion +5 (1d10) or 2 longbow (far) +3 (1d8), **MV** near (climb), **S** +4, **D** +2, **C** +1, **I** +1, **W** +1, **Ch** +1, **AL** C, **LV** 6

Impervious. Can only be harmed by magical sources.

VIPERIAN WIZARD

Thin viperians with scales tinged in black. They wear silk robes and silver, serpentine jewelry.

AC 13, **HP** 37, **ATK** 1 dagger (close/near) +2 (1d4) or 2 spell +5, **MV** near, **S** +0, **D** +1, **C** +0, **I** +3, **W** +1, **Ch** +1, **AL** C, **LV** 8

Hiss (INT Spell). DC 12. End one spell within far.

Summon Cobra (INT Spell). DC 13. Summon 1d4 loyal cobras that appear within near. They leave in 1d4 rounds.

Venom (INT Spell). DC 12. One target in far takes 2d8 damage.

Whispers (INT Spell). DC 14. Focus. All enemies within near of viperian wizard have DISADV on spellcasting checks for the duration.

VULTURE

Scavenger birds with black feathers, hunched backs, and bald heads.

AC 10, **HP** 5, **ATK** 1 tear +1 (1d4), **MV** near (fly), **S** +1, **D** +0, **C** +1, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 1

Carrion Tracker. Can track dead flesh unerringly within a mile.

WASP, GIANT

Man-sized wasps with glossy, yellow-striped abdomens.

AC 13, **HP** 9, **ATK** 1 sting +3 (1d6 + venom), **MV** near (fly), **S** +1, **D** +3, **C** +0, **I** -3, **W** +0, **Ch** -3, **AL** N, **LV** 2

Venom. DC 9 CON or go to 0 HP.

WERERAT

A slinking, rat-faced humanoid covered in mangy fur.

AC 13 (leather), **HP** 14, **ATK** 2 bite +2 (1d6), **MV** near (climb), **S** +1, **D** +2, **C** +1, **I** -1, **W** +1, **Ch** -1, **AL** C, **LV** 3

Impervious. Only damaged by silver or magic sources.

Lycanthropy. If 12 or more damage from the same wererat, contract lycanthropy.

WEREWOLF

A bipedal, wolf-faced humanoid covered in brown fur.

AC 12, **HP** 20, **ATK** 2 rend +3 (1d6), **MV** double near, **S** +3, **D** +2, **C** +2, **I** +0, **W** +1, **Ch** +0, **AL** C, **LV** 4

Impervious. Only damaged by silver or magic sources.

Lycanthropy. If 12 or more damage from the same werewolf, contract lycanthropy.



WIGHT

A pale, armored undead warrior with sinister intelligence.

AC 14 (chainmail), **HP** 15, **ATK** 1 bastard sword +3 (1d10) and 1 life drain +3, **MV** near, **S** +3, **D** +1, **C** +2, **I** +1, **W** +0, **Ch** +3, **AL** C, **LV** 3

Greater Undead. Immune to morale checks. Only damaged by silver or magical sources.

Life Drain. 1d4 CON damage. Death if reduced to 0 CON.

WILL-O'-WISP

A bobbing marsh light animated by an evil spirit. It tries to lead the living into danger.

AC 13, **HP** 10, **ATK** 1 life drain +3, **MV** near (fly), **S** -3, **D** +3, **C** +1, **I** -1, **W** -1, **Ch** -2, **AL** C, **LV** 2

Life Drain. 1d4 CON damage. Death if reduced to 0 CON.

WOLF

A giant canine with a gray pelt, yellow eyes, and dripping jaws.

AC 12, **HP** 10, **ATK** 1 bite +2 (1d6), **MV** double near, **S** +2, **D** +2, **C** +1, **I** -2, **W** +1, **Ch** +0, **AL** N, **LV** 2

Pack Hunter. Deals +1 damage while an ally is close.

WOLF, DIRE

A massive wolf with spines of black bone along its brow ridge and back.

AC 12, **HP** 19, **ATK** 2 bite +4 (1d8), **MV** double near, **S** +3, **D** +2, **C** +1, **I** -1, **W** +1, **Ch** +0, **AL** N, **LV** 4

Pack Hunter. Deals +1 damage while next to an ally.



WOLF, WINTER

Sinister, white-pelted wolves with piercing blue eyes. From the fey realms of eternal winter.

AC 12, **HP** 23, **ATK** 2 bite +4 (1d6) or 1 frost breath, **MV** double near, **S** +3, **D** +2, **C** +1, **I** +0, **W** +1, **Ch** +0, **AL** C, **LV** 5

Impervious. Cold immune.

Frost Breath. Fills a near-sized cube extending from winter wolf. DC 15 DEX or 3d8 damage. Cannot use again for 1d4 rounds.

WORG

Bat-faced wolves that speak Goblin and often serve as war mounts for goblinkind.

AC 11, **HP** 14, **ATK** 1 bite +3 (1d6), **MV** double near, **S** +2, **D** +1, **C** +1, **I** -2, **W** +1, **Ch** -2, **AL** C, **LV** 3

WRAITH

A shadowy spirit seething with anger and malice. Its presence is unsettling to animals.

AC 14, **HP** 36, **ATK** 3 death touch +6 (1d10 + life drain), **MV** near (fly), **S** -4, **D** +4, **C** +0, **I** +0, **W** +0, **Ch** +3, **AL** C, **LV** 8

Greater Undead. Immune to morale checks. Only damaged by silver or magical sources.

Incorporeal. In place of attacks, become corporeal or incorporeal.

Life Drain. 1d4 CON damage. Death if reduced to 0 CON.

WYVERN

Dragon-cousins with a large tail stinger, mottled lizard skin, and leathery wings.

AC 15, **HP** 37, **ATK** 2 rend +6 (1d8) and 1 stinger +6 (1d6 + poison), **MV** double near (fly), **S** +4, **D** +2, **C** +1, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 8

Poison. DC 15 CON or take 2d10 damage.

ZOMBIE

Lurching and decomposed undead that hunt in mobs.

AC 8, **HP** 11, **ATK** 1 slam +2 (1d6), **MV** near, **S** +2, **D** -2, **C** +2, **I** -2, **W** -2, **Ch** -3, **AL** C, **LV** 2

Undead. Immune to morale checks.

Relentless. If zombie reduced to 0 HP by a non-magical source, DC 15 CON to go to 1 HP instead.





Treasure



"What's the big deal? He's not using it."
-Ralina, halfling thief, prying a ruby eye from a skull

Jorbin fumed and huffed, lowering Ralina bit by bit. The rope **groaned** where it was wrapped around his waist and hands.

"More slack!" Ralina called up from inside the wide, square **pit**. Jorbin let a few more lengths slide by.

"Not that much!" Ralina shrieked a moment later.

The dwarf growled an oath and hauled the rope back.

Creeg sat cross-legged next to the pit and puffed on his pipe. "Fifty gold the dwarf drops her," he said.

Iraga, a holy **templar** of Saint Terragnis, cast a disdainful look at the wizard. "You know my beliefs on gambling," she said. She raised an index finger. "One hundred gold, or you're a coward."

"I got it!" Ralina shouted from below. Everyone scrambled to look.

At the bottom of the pit, the halfling stood before a black pedestal. She lifted a sparkling, grapefruit-sized **sapphire** overhead.

"See?" she said. "And all of you stewing about traps—"

Behind Ralina, a puff of air hissed. Everyone **froze**.

The pedestal sank into the floor with a clockwork grind; the pit's walls began trembling. A reverberating tick-tock picked up speed.

Creeg's shout broke the spell: **"Get her out!"**

Iraga and Jorbin pulled up the rope in chaotic, frantic unison. The ticking hit a peak as Creeg reached down for Ralina's hand...

Boom! The pit's crushing walls **slammed** together.

Next to it, the four crawlers lied in a tangled heap.

"Didn't even drop it," said Ralina's muffled voice.

Treasure Overview

TREASURE

Treasure is the driving force behind character advancement. Claiming treasure grants the characters XP and gives them valuable resources.

Wandering Monsters have only a 50% chance of carrying treasure. They are poor sources of XP and valuables!

FLEETING

Carousing (pg. 92) allows PCs to gain XP fast, but they'll soon need to go adventuring again to replenish their empty pockets. Wealth is a fleeting prize.

TREASURE TABLES

You can use treasure tables (pg. 270) to randomly determine what loot a monster is carrying.

The treasure table the monster uses corresponds to its level. For example, a level 2 monster uses the Treasure 0-3 table.

UNGUARDED

The GM can randomly generate unguarded treasure by rolling on the treasure table that matches the discovering character's level.

For example, a 6th-level wizard finds a treasure chest. The wizard rolls on the Treasure 4-6 table to determine what's inside.

DEALING WITH LOOT

Treasure typically occupies one gear slot (coins occupy one slot per 100), but the GM might determine otherwise.

Characters can sell most treasure based on its material value, but they may need to find a curio collector to offload strange or obscure items.

MAGIC ITEM VALUES

Magic items can rarely be bought or sold. In such a case, weak magic items are worth 1d6 x 100 gp. Powerful ones, if not priceless, are worth 2d6 x 100 gp.

Treasure 0-3

TREASURE 0-3

d100	Details
01	Bent, tin fork (1 cp)
02-03	Muddy torch (2 cp)
04-05	Bag of smooth pebbles (2 cp)
06-07	10 cp in a greasy pouch
08-09	Rusty lantern with shattered glass (1 gp)
10-11	Silver tooth (1 gp)
12-13	Dull dagger (1 gp)
14-15	Two empty, glass vials (6 gp)
16-17	60 sp in a rotten boot
18-19	Cracked, handheld mirror (8 gp)
20-21	Chipped greataxe (9 gp)
22-23	10 gp in a moldy, wood box
24-25	Chip of an emerald (10 gp)
26-27	Longbow and bundle of 40 arrows (10 gp)
28-29	Dusty, leather armor dyed black (10 gp)
30-31	Scuffed, heavy shield (10 gp)
32-33	Simple, well-made bastard sword (10 gp)
34-35	12 gp in the pocket of a ripped cloak
36-37	Wavy-bladed greatsword (12 gp)
38-39	Pair of elf-forged shortswords (14 gp)
40-41	Golden bowl (15 gp)
42-43	Obsidian statuette of Shune the Vile (15 gp)
44-45	Undersized pearl (20 gp)

TREASURE 0-3

d100	Details
46-47	Jade-and-gold scarab pin (20 gp)
48-49	Bag of 10 silver spikes (2 gp each)
50-53	Mithral locket with a painting of a halfling (20 gp)
54-55	Two finely forged dwarven shields (20 gp)
56-57	Pair of silvered daggers (10 gp each)
58-59	Copper-and-gold mead tankard (20 gp)
60-61	Bundle of five red dragon scales (5 gp each)
62-63	Light, warm cloak woven of spidersilk (25 gp)
64-65	Fine set of ivory game pieces (25 gp)
66-67	Half-finished suit of chainmail (30 gp)
68-69	Matched trio of warhammers (10 gp each)
70-71	Fragment of a sapphire (30 gp)
72-73	Set of silk slippers and a robe (35 gp)
74-75	Silver-and-gold circlet (40 gp)
76-77	Radiant, polished pearl (40 gp)
78-79	Mithral shield etched with soaring dragons (40 gp)
80-81	Gold monkey idol with a ruby gripped in its teeth (60 gp)
82-83	Fine suit of chainmail (60 gp)
84-85	Cracked emerald (60 gp)
86-87	Two lustrous pearls (40 gp each)
88-89	1st-tier spell scroll (80 gp)
90-91	*Potion of Invisibility* (80 gp)
92-93	Magic wand, 2nd-tier spell (100 gp)
94-95	*Egg of The Cockatrice* (100 gp)
96-97	+1 armor (benefit, curse) (150 gp)
98-99	*Bag of Holding* (virtue, flaw) (150 gp)
00	+1 magic weapon (benefit) (200 gp)

Treasure 4-6

TREASURE 4-6

d100	Details
01	Scattering of 3 cp
02-03	Wooden ring carved with knot pattern (5 cp)
04-05	Heavy iron key (1 sp)
06-07	Steel-banded wooden shield (10 gp)
08-09	Golden anchor necklace (10 gp)
10-11	Bag of 20 glass marbles (5 sp each)
12-13	Serrated greatsword (12 gp)
14-15	Three silver-tipped javelins (4 gp each)
16-17	Bag of rare spices (15 gp)
18-19	Mahogany pipe with ivory inlay (25 gp)
20-21	Set of polished bone dice (25 gp)
22-23	Copper flask etched with an owl (30 gp)
24-25	Eyepatch made of batwing leather (30 gp)
26-27	Leather bandoleer with 10 blue bottles (3 gp each)
28-29	Small oil painting of an elf woman (35 gp)
30-31	Opalescent pearl (40 gp)
32-33	Ceremonial, gold-capped warhammer (40 gp)
34-35	Silver ring with a miniature emerald (40 gp)
36-37	Tapestry of a unicorn in a forest glade (45 gp)
38-39	Goblin-made clockwork dragon doll (45 gp)
40-41	Half-complete suit of chainmail (50 gp)
42-43	Mace inlaid with gold holy symbols (50 gp)
44-45	Delicate, ancient vase of Myrkhosian make (50 gp)

TREASURE 4-6

d100	Details
46-47	Rare incense that is repulsive to undead (50 gp)
48-49	Minotaur hoof with a gold horseshoe (50 gp)
50-53	Longsword with a fiery pearl set in the pommel (50 gp)
54-55	Green crystal statuette of Memnon (50 gp)
56-57	Crimson holy symbol of Ramlaat with small ruby (55 gp)
58-59	Six black candles traced with gold runes (10 gp each)
60-61	Suit of dwarf-made chainmail (60 gp)
62-63	Dragonbone crossbow carved as roaring dragon (60 gp)
64-65	Half-complete suit of plate mail (65 gp)
66-67	Magnetic, iridescent chunk of meteorite (70 gp)
68-69	Full-length mirror set in gold frame (70 gp)
70-71	Large, green scarab encased in amber (75 gp)
72-73	Lute carved from ironwood with gold hardware (75 gp)
74-75	Ivory tusk carved with angels battling demons (80 gp)
76-77	Mithral shield inlaid with small, blue pearls (80 gp)
78-79	Two intact griffon eggs (40 gp each)
80-81	Suit of blackened-steel plate mail (130 gp)
82-83	2nd-tier spell scroll (140 gp)
84-85	*Potion of Healing* (heals 2d6 hit points) (150 gp)
86-87	3rd-tier spell scroll (200 gp)
88-89	*Potion of Flying* (200 gp)
90-91	*Potion of Giant Strength* (200 gp)
92-93	Magic wand, 3rd-tier spell (curse) (250 gp)
94-95	*Ring of Feather Falling* (250 gp)
96-97	+2 magic armor (benefit, curse) (300 gp)
98-99	*Kytherian Cog* (300 gp)
00	+2 magic weapon (benefit, curse) (500 gp)

Treasure 7-9

TREASURE 7-9

d100	Details
01	Broken glass shards (2 cp)
02-03	Pair of muddy boots (5 sp)
04-05	Rotting, leather pouch with 12 sp
06-07	Greatsword made of blued steel (15 gp)
08-09	Tall, thin mirror in a bronze frame (20 gp)
10-11	Pair of bastard swords with griffon pommels (20 gp)
12-13	Silver-and-gold statuette of an elf archer (25 gp)
14-15	Taxidermied smilodon (30 gp)
16-17	Cameo necklace of a human's profile (30 gp)
18-19	Ivory horn mug carved with drinking dwarves (35 gp)
20-21	Ironwood longbow engraved with silver leaves (35 gp)
22-23	Mahogany chess board with silver pieces (40 gp)
24-25	Mithral shield polished to a mirror-shine (45 gp)
26-27	Iridescent, spiralled unicorn horn (50 gp)
28-29	Basilisk egg in a silk bag (55 gp)
30-31	Gold holy symbol of Madeera with a large pearl (60 gp)
32-33	Red dragon mask with gold filigree (65 gp)
34-35	Gold censer with hooded, skeletal figures (70 gp)
36-37	Large, marble statue of an armored angel (70 gp)
38-39	Chainmail with several rows of gold links (75 gp)
40-41	Clutch of three green cockatrice eggs (25 gp each)
42-43	Oak lockbox filled to the brim with 80 gp
44-45	Blue, silk robe embroidered with silver moons (80 gp)

TREASURE 7-9

d100	Details
46-47	Giant, radiant pearl (80 gp)
48-49	Lantern made of intricate stained glass (80 gp)
50-53	Life-sized, jointed python of polished gold (80 gp)
54-55	Oil painting of a famous bard (85 gp)
56-57	Chunk of meteorite sculpted into a tentacled idol (85 gp)
58-59	Black, silk surcoat embroidered with a gold lion (90 gp)
60-61	Pair of lustrous pearls in a silver lockbox (90 gp)
62-63	Gilded helm plumed with roc feathers (95 gp)
64-65	Hand-drawn bestiary of rare creatures (95 gp)
66-67	Wyvern hatchling encased in amber (110 gp)
68-69	Pendant with three lambent pearls (120 gp)
70-71	Life-sized, obsidian statue of a galloping horse (120 gp)
72-73	Glittering, faceted emerald (120 gp)
74-75	*Potion of Healing* (heals 3d8 damage) (200 gp)
76-77	*Potion of Polymorph* (200 gp)
78-79	Magic wand, 3rd-tier spell (250 gp)
80-81	4th-tier spell scroll (260 gp)
82-83	*Crystal Ball* (260 gp)
84-85	Magic wand, 4th-tier spell (flaw) (300 gp)
86-87	*Immovable Rod* (300 gp)
88-89	+2 magic armor (benefit) (300 gp)
90-91	+2 mithral magic armor (benefit, virtue) (320 gp)
92-93	Scorpion idol, one Death's Sting blessing (320 gp)
94-95	Necromancy circle, one Ghostwalk blessing (350 gp)
96-97	Owl statue, one Arcane Eye blessing (350 gp)
98-99	+2 magic weapon (benefit, flaw) (500 gp)
00	+3 magic weapon (benefit, virtue) (900 gp)

Treasure 10+

TREASURE 10+

d100	Details
01	Three tarnished silver plates (5 sp each)
02-03	Soapstone statuette of Gede with crumbled head (3 gp)
04-05	Half-empty cask of dwarvish honey mead (5 gp)
06-07	Damaged chainmail in need of repair (50 gp)
08-09	Five matching, ceremonial greatswords (12 gp each)
10-11	Chipped emerald worth half its value (60 gp)
12-13	Gold ring with a large, black pearl (65 gp)
14-15	Suit of crimson chainmail with matching shield (70 gp)
16-17	Giant pearl in the mouth of a gold-dipped bat (100 gp)
18-19	Stained glass pane of St. Terragnis vs. a dragon (110 gp)
20-21	Marble throne with giant pearl in headrest (115 gp)
22-23	Dagger with emerald in the pommel (120 gp)
24-25	A trio of pearls with blue and violet hues (40 gp each)
26-27	Suit of plate mail shaped to look like a minotaur (130 gp)
28-29	Suit of blue plate mail with crashing wave motif (130 gp)
30-31	Jade sculpture of a meditating elephant-man (140 gp)
32-33	Masterwork lute by realm's most famous luthier (140 gp)
34-35	Dragonbone greataxe with a ruby in pommel (220 gp)
36-37	Gold scarab dotted with miniature emeralds (220 gp)
38-39	Chest brimming with 230 gp
40-41	Silvered staff tipped with a ruby held in a claw (220 gp)
42-43	Only existing painting of an ancient king (240 gp)
44-45	Gold pendant bearing a teardrop-cut ruby (240 gp)

TREASURE 10+

d100	Details
46-47	Giant, egg-shaped emerald (240 gp)
48-49	Silk robe with four pearls as buttons (240 gp)
50-53	Silver skull with a ruby in the eye (240 gp)
54-55	Mithral suit of elvish chainmail (240 gp)
56-57	Opalized giant conch shell with silver inlay (250 gp)
58-59	Gold sarcophagus inscribed with lost language (250 gp)
60-61	Chunk of meteorite wrapped around a ruby (250 gp)
62-63	4th-tier spell scroll (260 gp)
64-65	Velvet bag holding a lustrous sapphire (280 gp)
66-67	Taxidermied adult dragon (360 gp)
68-69	Silver torc with a sapphire and two pearls (360 gp)
70-71	Flawless, dazzling diamond (360 gp)
72-73	*Potion of Healing* (heals 4d10 damage) (360 gp)
74-75	5th-tier spell scroll (360 gp)
76-77	*Potion of Extirpation* (360 gp)
78-79	Magic wand, 5th-tier spell (virtue, flaw) (360 gp)
80-81	Giant diamond, casts *wish* once without fail (720 gp)
82-83	*Portable Hole* (720 gp)
84-85	Ruby-eyed, gold idol, 3 Demonskin blessings (840 gp)
86-87	Scroll of the Covenant, 3 Divine Halo blessings (840 gp)
88-89	*Brak's Cube of Perfection* (840 gp)
90-91	Richly woven *Flying Carpet* (840 gp)
92-93	+3 mithral magic armor (benefit, virtue) (900 gp)
94-95	+3 magic weapon (2 benefits) (900 gp)
96-97	The fearsome *Obsidian Witchknife* (1,200 gp)
98-99	The hallowed *Armor of Saint Terragnis* (1,200 gp)
00	The mighty *Staff of Ord* (1,200 gp)

Mundane Items

Mundane treasure is any item that is valuable but not magical in nature.

Luxury Items. Statues, idols, paintings, tapestries, or even taxidermy can be worth a great deal to the right buyer.

Luxury items can also include silk, ivory, rare elven wine, silver utensils, jewelery, masterwork weapons, crystal goblets, and finery that trades at a high price.

Gemstones. Gems are very valuable and easier to transport than statues or chests of coins, making them one of the most appealing types of treasure.

GEMSTONES

Gemstone	Value
Pearl	40 gp
Emerald	120 gp
Ruby	200 gp
Sapphire	280 gp
Diamond	360 gp
Giant gem	x2

UNIQUE FEATURE

d20	Details
1	Forgery
2	Misshapen
3	Poorly constructed
4	Blemished
5	Worn smooth
6	Sparkling clean
7	Bite marks
8	Burned
9	Dusty
10	Caked with dry mud
11	Rare artist mark
12	Repaired
13	Chipped
14	Specks of dried blood
15	Unusual material
16	Fragile
17	Rusted/rotted
18	Painted upon
19	Carved with initials
20	Historic/famous

LUXURY ITEMS

d20	Feature	Item
1	Golden	Life-sized humanoid figure
2	Etched-copper	1d4: **1.** tusk, **2.** horn, **3.** fang, **4.** skull
3	Dragonscaled	Altar, 1d4: **1.** Memnon, **2.** Ord, **3-4.** Madeera
4	Gilded	Statuette, 1d4: **1.** fox, **2.** cat, **3.** dog, **4.** owl
5	Bone-carved	1d4: **1.** chest, **2.** table, **3.** lockbox, **4.** chair
6	Amber-encased	Icon, 1d4: **1.** Chaos, **2.** Neutrality, **3-4.** Law
7	Painting of	Bust, 1d4: **1.** god, **2.** ruler, **3.** hero, **4.** bard
8	Silver	Egg, 1d4: **1.** dragon, **2.** basilisk, **3-4.** griffon
9	Jade	1d4: **1.** charm, **2.** amulet, **3.** locket, **4.** signet
10	Tapestry of	Mask, 1d4: **1.** crow, **2.** jester, **3.** thief, **4.** god
11	White marble	1d4: **1.** mirror, **2.** vase, **3.** pottery, **4.** ewer
12	Ivory	1d4: **1.** chalice, **2.** plate, **3.** cutlery, **4.** mug
13	Crystal	1d4: **1.** circlet, **2.** ring, **3.** chain, **4.** torc
14	Golden	Bottle, 1d4: **1.** wine, **2.** grog, **3.** mead, **4.** ale
15	Dragonbone	1d4: **1-2.** scroll case, **2.** ink pot, **3.** quill
16	Holy relic	1d4: **1.** shield, **2.** helm, **3.** bracers **4.** greaves
17	Meteorite	1d4: **1.** lute, **2.** viol, **3.** harp, **4.** flute
18	Masterwork	1d4: **1.** urn, **2.** coffin, **3.** bier, **4.** sarcophagus
19	Silk-wrapped	1d4: **1.** crown, **2.** scepter, **3.** orb, **4.** throne
20	Stained glass	1d4: **1-2.** beetle, **3**. butterfly, **4.** spider

"Copper is worth trouble. Silver, suffering. Gold? Death!"
-Jorbin, dwarf fighter, reciting a dwarven proverb

Boons

Boons are non-monetary sources of value or benefit.

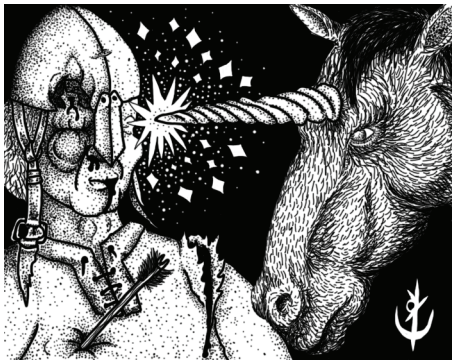
Oaths. A favor owed by a unicorn, a title granted by a baron, or the promise of safe harbor by a dryad you helped.

Secrets. The identity of a murderer, the corrupt bishop's incriminating letters, or the *True Name* of a demon.

Blessings. An enchantment from a magical fountain or a dryad's gift of the ability to speak to birds. Blessings can be temporary or permanent.

XP VALUE

A boon's XP value is based on its utility. For example, a favor promised by a member of the Thieves' Guild might be normal treasure, but a god's blessing would be legendary treasure.



OATHS

d8	Details
1	The duke will procure you an audience with the queen
2	The City Watch will pardon a crime you've committed
3	A dryad will protect you while you're in her grove
4	A Thieves' Guild member will get you into the gem vault
5	A unicorn will heal a grave wound or affliction
6	A dwarven forgemaster will make you a spectacular sword
7	A baron will grant you the title of knight or constable
8	The Circle of Mages will magically teleport you anywhere

SECRETS

d12	Detail 1	Detail 2
1	The *True Name* of	The king
2	The one manipulating	A powerful demon
3	The killer of	A legendary swordmaster
4	The impersonator of	The head of the church
5	The horrifying plan of	A mighty sorcerer
6	The secret location of	A rival adventuring party
7	The beloved of	The Thieves' Guild boss
8	Proof of the crimes by	A revered knight of St. Terragnis
9	The treasure hoard of	A famous dragon-slayer
10	The weakness of	The settlement's leadership
11	The secret identity of	A fearsome lich-queen
12	The one blackmailing	A cherished NPC

BLESSINGS

d12	Details
1	**Wraithsight.** You can see invisible and hidden creatures
2	**Nine Lives.** The next nine times you go to 0 HP, regain 1 HP
3	**Demonskin.** You are immune to damage from fire
4	**Spiderwalk.** You can crawl on walls and sheer surfaces
5	**Merfolk's Kiss.** You can breathe water as though it were air
6	**Gede's Blessing.** You can speak to and understand animals
7	**Arcane Eye.** Three times per day, advantage to cast a spell
8	**Shune's Mark.** When you kill a creature, heal 1d6 hit points
9	**Ghostwalk.** Once per day, turn incorporeal for 1d4 rounds
10	**Death's Sting.** You are immune to the effects of poison
11	**Rite of Rage.** Once per day, deal double damage
12	**Divine Halo.** Hostile spells that target you are DC 15 to cast

Magic Item Attributes

QUALITIES

A magic item can have some or all of the following qualities.

Bonus. Magic armor and weapons can have a bonus from +0 to +3. Armor with a bonus adds that amount to the AC it grants. A weapon with a bonus adds that amount to its attack and damage rolls.

+0 items are the most frequent, and +3 items are very rare.

Benefit. A supernatural benefit gifted to the item's wielder. Most magic items have at least one benefit.

Curse. A negative effect bestowed on the item's wielder. Some magic items have a curse.

Personality. A few magic items are conscious and have personalities that include virtues, flaws, a trait, and an alignment. Magic items with personalities can communicate telepathically with their wielders.

RANDOM MAGIC ITEM

TYPE

d6	Item	Page
1	Armor	pg. 284
2	Potion	pg. 286
3	Scroll	pg. 288
4	Utility	pg. 290
5	Wand	pg. 288
6	Weapon	pg. 292

QUALITIES

2d6	Benefit	Curse
2-3	-	1
4-7	1	1
8-11	1	-
12	2	-

PERSONALITY

2d6	Virtue	Flaw
2-3	-	1
4-9	-	-
10-11	1	1
12	1	-

MAGIC ITEM IDEA GENERATOR

d20	Name 1	Name 2	Name 3
1	The Crimson	Blade	of Thundering Death
2	The Ashen	Poultice	of Ages
3	Ortival's	Rite	of the Archmage
4	The Doom	Axe	of Destruction
5	The Twilight	Hammer	of Brak
6	The Astral	Wand	of Power
7	Krull's	Cape	of the Covenant
8	The Vicious	Tome	of the Wilds
9	Memnon's	Litany	of the Horde
10	The Blessed	Staff	of Blood
11	The Infernal	Scroll	of Time
12	Madeera's	Skull	of the Lich Queen
13	The Whispering	Bow	of the Elders
14	The Unholy	Sword	of Madness
15	Shune's	Shield	of Withering
16	The Lost	Dagger	of Annihilation
17	Ord's	Armor	of the Dragon
18	The Righteous	Orb	of the Risen
19	The Demonic	Eye	of Elemental Fury
20	The Primordial	Elixir	of the Spirits

CONSUMABLES

A creature must drink an entire potion or use an entire consumable item to gain its effects.

The user decides the order in which the effects take place on a consumable item.

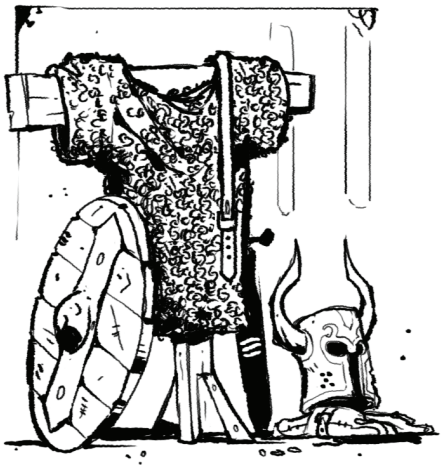
Armor

ARMOR TYPE

2d6	Type
2-5	Leather
6-7	Chainmail
8-9	Shield
10-11	Plate mail
12	Mithral + reroll

ARMOR BONUS

2d6	Bonus
2-5	+0
6-8	+1
9-11	+2
12	+3



ARMOR FEATURE

d20	Details
1	Demonic, horned face
2	Oak leaf motif
3	Studded with shark teeth
4	Dragon scales
5	Bone or metal spikes
6	Faint, arcane runes
7	Turtle shell plating
8	Made of scorpion chitin
9	Gilded metal/gold thread
10	Scorched, smells burned
11	Pearl-white fish scales
12	Oozes blood
13	Festooned with fungi
14	Distant sound of ocean
15	Set with crystals
16	Draped in holy symbols
17	Exudes tree sap
18	Blurry, indistinct edges
19	Large, golden cat eye
20	Covered in frost

ARMOR BENEFIT

d12	Details
1	Once per day, deflect a ranged attack that would hit you
2	Checks to stabilize you are easy (DC 9)
3	You cannot be knocked over while you are conscious
4	Undetected creatures do not have advantage to attack you
5	You know Diabolic and are immune to fire, lava, and magma
6	You are immune to the curses of one item you choose
7	Once per day, gain advantage on all attacks for 3 rounds
8	You have a +4 bonus to your death timers
9	Gain immunity to a poison after suffering its effects once
10	You know Celestial and can fly for 3 rounds once per day
11	Treat critical hits against you as normal hits
12	Ignore any damage dealt to you of 3 points or below

ARMOR CURSE

d12	Details
1	You take 2d10 damage if you remove this armor
2	Your party cannot add CHA bonuses to reaction checks
3	Mounts fear you and will not allow you to ride them
4	DC 15 WIS first round of combat or attack nearest creature
5	You take double damage from blunt/bludgeoning weapons
6	Armor uses 5 gear slots and is extremely loud and clunky
7	Ranged attacks against you have advantage
8	Treat a natural 1 attack roll against you as a critical hit
9	Beneficial spells that target you are hard to cast (DC 15)
10	You have disadvantage on Dexterity checks
11	There's a secret 1-in-6 chance each NPC ally will betray you
12	You take double damage from silvered weapons

Potions

POTION FEATURES

d8	Feature 1	Feature 2	Feature 3
1	Spicy	Pickled spider inside	Bubbling
2	Clear as water	Green fumes	Purple streaks
3	Deep blue	Tiny stars and moon	Flames on surface
4	Citrus smell	Gold flakes in liquid	Floral smell
5	Sulfurous	Swirling vortex	Skull on bottle
6	Fizzy	Quiet whistling	Warm
7	Chilly	Rattles and shakes	Large molar inside
8	Blood red	Eyeball inside	Pink starbursts

MIXING POTIONS

d12	Effect 1	Effect 2
1	Drinker floats 2 rounds	Fumes: DC 12 CON or 1d4 dmg
2	Gains personality: 1 virtue	Loses all curses
3	Becomes totally inert	Gains personality: 1 flaw
4	Reroll 2 new benefits	Drinker invisible 2 rounds
5	Curse effects halved	Double one benefit's effects
6	Gains 1 additional curse	Explodes: DC 12 DEX or 1d6 dmg
7	Drinker forgets 1 language	Gains personality: 1 virtue
8	Gains 1 additional benefit	Benefit effects halved
9	Gains personality: 1 flaw	Double's one curse's effects
10	All effects are inverted	Drinker DC 12 CON or 1d8 dmg
11	Lose all benefits	Drinker -1 to random stat
12	Drinker +1 to random stat	1 random effect is permanent

POTION BENEFIT

d12	Details
1	Immune 5 rounds, 1d4: **1.** fire, **2.** cold, **3.** electricity, **4.** poison
2	Heals, 1d4: **1.** 1d4, **2.** 2d6, **3**. 3d8, **4.** 4d10
3	Read the minds of all creatures within near for 1 hour
4	Fly a near distance for 5 rounds
5	For 5 rounds, move far on your turn and still take an action
6	Become invisible for 5 rounds
7	Breathe underwater and know Merran language for 1 hour
8	A stat becomes 18 (+4) for 5 rounds
9	Turn into purple, flying gas for 5 rounds
10	Cures any disease or affliction affecting drinker
11	Speak to and understand animals for 1 hour
12	You are immune to all damage for 5 rounds

POTION CURSE

d12	Details
1	DC 15 WIS check or attack nearest creature for 3 rounds
2	Turn into a 1 HP newt for 3 rounds
3	A stat becomes 3 (-4) for 1 hour
4	DC 15 CON check or take 2d10 damage
5	Forget all languages you know for 1 hour
6	Shrink to half size and disadvantage on attacks for 5 rounds
7	Sing at the top of your lungs for 3 rounds
8	You become magnetic to all metal near to you for 1 hour
9	You are compelled to jump into any pits you see for 1 hour
10	DC 15 CON check or go blind for 5 rounds
11	You are the source of an *antimagic shell* spell for 1 hour
12	Two limbs petrify for 5 rounds, 1d4: **1-2.** arms, **3-4.** legs

Scrolls and Wands

SCROLL FEATURE

d8	Details
1	Branded on leather
2	Etched on copper leaf
3	Faded papyrus
4	Stained parchment roll
5	Carved into bone
6	Chiseled on stone slats
7	Etched into glass
8	Tattooed on dragon skin

WAND FEATURE

d8	Details
1	Carved from bone
2	Blinking eye in handle
3	Sleek starmetal
4	Polished wood
5	Obsidian with ivory tips
6	Electrical sparks
7	Jagged crystal
8	Made of tiny skulls

CURSES/BENEFITS

2d6	Use Tables For...
2-6	Armor
7-8	Potion
9-11	Utility
12	Weapon

SPELL TIER

2d6	Tier
2-5	Tier 1
6-7	Tier 2
8-9	Tier 3
10-11	Tier 4
12	Tier 5

TIER 1

d12	Spell
1	*Alarm*
2	*Burning hands*
3	*Charm person*
4	*Detect magic*
5	*Feather fall*
6	*Floating disk*
7	*Hold portal*
8	*Light*
9	*Mage armor*
10	*Magic missile*
11	*Protection from evil*
12	*Sleep*

TIER 2

d12	Spell
1	*Acid arrow*
2	*Alter self*
3	*Detect thoughts*
4	*Fixed object*
5	*Hold person*
6	*Invisibility*
7	*Knock*
8	*Levitate*
9	*Mirror image*
10	*Misty step*
11	*Silence*
12	*Web*

TIER 3

d12	Spell
1	*Animate dead*
2	*Dispel magic*
3	*Fabricate*
4	*Fireball*
5	*Fly*
6	*Gaseous form*
7	*Illusion*
8	*Lightning bolt*
9	*Magic circle*
10	*Protection from energy*
11	*Sending*
12	*Speak with dead*

TIER 4

d12	Spell
1	*Arcane eye*
2	*Cloudkill*
3	*Confusion*
4	*Control water*
5	*Dimension door*
6	*Divination*
7	*Passwall*
8	*Polymorph*
9	*Resilient sphere*
10	*Stoneskin*
11	*Telekinesis*
12	*Wall of force*

TIER 5

d12	Spell
1	*Antimagic shell*
2	*Create undead*
3	*Disintegrate*
4	*Hold monster*
5	*Plane shift*
6	*Power word kill*
7	*Prismatic orb*
8	*Scrying*
9	*Shapechange*
10	*Summon extraplanar*
11	*Teleport*
12	*Wish*

Utility

UTILITY TYPE

d20	Type
1	Brooch
2	Ring
3	Boots
4	Cloak
5	Amulet
6	Flask
7	Tome
8	Circlet
9	Eyepatch
10	Gauntlets
11	Holy symbol
12	Hat
13	Goblet
14	Helm
15	Statuette
16	Goggles
17	Bag
18	Rock
19	Surcoat
20	Mask

UTILITY FEATURE

d20	Details
1	Shaped like a raven
2	Iridescent
3	Cruel spikes and spines
4	Made from a big frog
5	Gem-studded
6	Gold thread/hardware
7	Made of basilisk hide
8	Possessed by a spirit
9	Made of shaped smoke
10	Covered in small thorns
11	Made with rare feathers
12	Has tiny wings
13	Slowly changes colors
14	Shaped like a bat
15	Tarnished silver hardware
16	Made of spidersilk
17	Hums quiet, sweet tones
18	Jolt of pain at first touch
19	Throbs like a heart
20	Trails faint mist

"That rock with wings really was quite useful after all."
-Creeg, human wizard, triggering a magical trap from afar

UTILITY BENEFIT

d12	Details
1	You can't be magically scryed upon or detected
2	Connects to an interdimensional pocket with 5 gear slots
3	A stat becomes 18 (+4) while using/wearing item
4	Once per day, teleport a near distance
5	Harmful spells that target you are DC 15 to cast
6	You're immune to 1d4: **1.** fire, **2.** cold, **3.** electricity, **4.** poison
7	Sense secret doors when they're within close range
8	You can see invisible and incorporeal creatures
9	Your movement isn't hindered by any terrain
10	You can hold your breath for 1 hour
11	You do not need to eat or drink to survive
12	You can walk on non-solid surfaces for 2 rounds at a time

UTILITY CURSE

d12	Details
1	Slowly rots all other non-magical items that touch it
2	Deals 1d4 damage and leaves blisters whenever used
3	Item attracts bad weather to its location
4	You cannot be healed by magic; only by resting
5	Crashes like a gong whenever wielder slays a creature
6	Item attracts all undead within a far distance
7	Temporarily loses magic if doused in water
8	You have disadvantage on CON checks
9	You are compelled to light parchment objects on fire
10	You must drink blood once a day or take 1d8 damage
11	Item must eat 1d10 gp a day or it loses its magic until fed
12	Item has horrid smell that makes all your CHA checks hard

Weapons

WEAPON TYPE

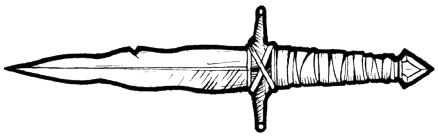
d20	Type
1	Arrows (2d6)
2-3	Bastard sword
4	Club
5	Crossbow
6	Crossbow bolts (2d6)
7-8	Dagger
9	Greataxe
10	Greatsword
11	Javelin
12	Longbow
13-14	Longsword
15	Mace
16	Shortbow
17-18	Shortsword
19	Staff
20	Warhammer

WEAPON BONUS

2d6	Bonus
2-3	+0
4-9	+1
10-11	+2
12	+3

WEAPON FEATURE

d20	Details
1	Trails sparkles
2	Starmetal
3	Rusted and chipped
4	Gem in pommel/handle
5	Drips green ichor
6	Moon motif and silvered
7	Galaxies swirl on surface
8	Ironwood
9	Rune-scribed
10	Faint, ghostly aura
11	Inlaid with gold
12	Trails incense
13	Studded with gemstones
14	Sparks dance on surface
15	Shaped like an animal
16	Carved from granite
17	Dragonbone hardware
18	Whispers in a language
19	Drips ocean water
20	Turns blood to rose petals



WEAPON BENEFIT

d12	Details
1	Cut or smash through any material
2	Once per day, ignites for 5 rounds, deals 1d4 extra damage
3	DC 15 CHA check to command a wild animal within far
4	Behead the enemy on a critical hit
5	When you hit a creature, learn its *True Name* (see pg. 319)
6	Shoot a bolt of energy near with DEX, 1d6 damage
7	Once per day, deflect a melee attack that would hit you
8	Regain 1d6 hit points when you slay a creature
9	You have advantage on initiative rolls
10	Has thrown property (pg. 37), near distance, returns to you
11	Double damage to 1d4: **1-2.** undead, **3.** demons, **4.** dragons
12	Reroll natural 1s once each when attacking with this weapon

WEAPON CURSE

d12	Details
1	You can't see 1d4: **1.** undead, **2.** demons, **3.** snakes, **4.** spiders
2	You are compelled to swallow all gemstones at first sight
3	Burn a straw doll daily or weapon temporarily loses magic
4	Any light source you hold immediately extinguishes
5	You must loudly praise a god whenever you see its symbol
6	Venomous creatures always target you with attacks
7	You turn into a rat every day at midnight for one hour
8	Your checks to swim are always extreme (DC 18)
9	You are burned by the touch of gold
10	Bathe weapon in blood daily or it temporarily loses its magic
11	You cannot wear armor while wielding this weapon
12	Weapon can possess you by winning contested CHA (+2)

Item Personality

The GM determines a conscious magic item's alignment unless otherwise noted.

A conscious item may make a contested CHA check (+2) to resist or insist on how it's used.

ITEM VIRTUE

d20	Details
1	Insists on protecting people and creatures it likes
2	Warns its wielder if it senses impending danger
3	Gladly translates Primordial for its wielder
4	Senses hiding creatures within near, but not exact place
5	Owed a favor by a 1d4: **1-2.** unicorn, **3.** dragon, **4.** noble
6	Commands the respect of the followers of a god
7	Occasionally remembers useful ancient history
8	Imparts pleasant dreams and good sleep to its wielder
9	Coaches its wielder on the right things to say in a situation
10	Sometimes provides helpful strategic advice
11	Occasionally notices important details others have missed
12	Tries to mediate disagreements between conscious items
13	Calming presence to 1d4: **1.** dogs, **2.** horses, **3.** cats, **4.** birds
14	Has an extremely acute sense of smell
15	Knows the direction of the nearest running water
16	Lawful, intimidating to chaotic creatures
17	Neutral, intimidating to lawful and chaotic creatures
18	Chaotic, intimidating to lawful creatures
19	Has legitimate prophecies but isn't sure of their meaning
20	Can undo a great 1d4: **1.** evil, **2.** lie, **3.** spell, **4.** alliance

ITEM FLAW

d20	Details
1	Afraid of 1d4: **1.** the dark, **2.** vermin, **3.** heights, **4.** water
2	Preferred a past owner and always draws comparisons
3	Chatters while wielder is trying to concentrate
4	Dislikes 1d4: **1.** elves, **2.** dwarves, **3.** humans, **4.** goblins
5	Tries to get wielder into fights so it "has something to do"
6	Does not want to be separated from wielder for any reason
7	Objects to 1d4: **1.** gambling, **2.** carousing, **3.** stealth, **4.** theft
8	Accuses everyone of lying; is correct once in a while
9	Won't harm 1d4: **1-2.** lawful, **3**. neutral, **4.** chaotic creatures
10	Believes its wielder is a pawn in its apocalyptic scheme
11	Constantly tries to escape its current wielder
12	Demands its wielder observe its god's strict rituals
13	Insists on being reunited with its creator, living or dead
14	Can't stand other conscious magic items
15	Refuses to be used for "unimportant" or "boring" tasks
16	Purposefully goes magically inert when mad at its wielder
17	Insists on being meticulously cleaned every day
18	Loves the color purple and despises all other colors
19	Objects to 1d4: **1.** negotiating, **2-3.** fighting, **4.** planning
20	Pretends to know information it doesn't know

PERSONALITY TRAIT

d4, d4	1	2	3	4
1	Imperious	Polite	Puritanical	Charming
2	Anxious	Righteous	Critical	Theatrical
3	Bossy	Noble	Greedy	Protective
4	Impulsive	Brave	Vicious	Loyal

Designing Magic Items

MAGIC ITEM QUALITIES

Unique. All magic items should be distinct from each other. Magic is mysterious, and so should be each magical dagger or spell scroll. Give them personalities, strange curses, or unique appearances.

Power Level. A magic item's benefits should each be roughly equivalent to a class talent in power and scope. Magic items can be mighty, but they should rarely eclipse what a character can contribute.

Nature of Effects. Magical effects that are passive riders (ongoing effects that always apply) are easier for players to manage than effects that need to be activated or that add a lot of additional rolls to gameplay.

Avoid effects that could easily go forgotten or bog down the pace of the game by adding frequent checks or rolls.

GAME-BREAKERS

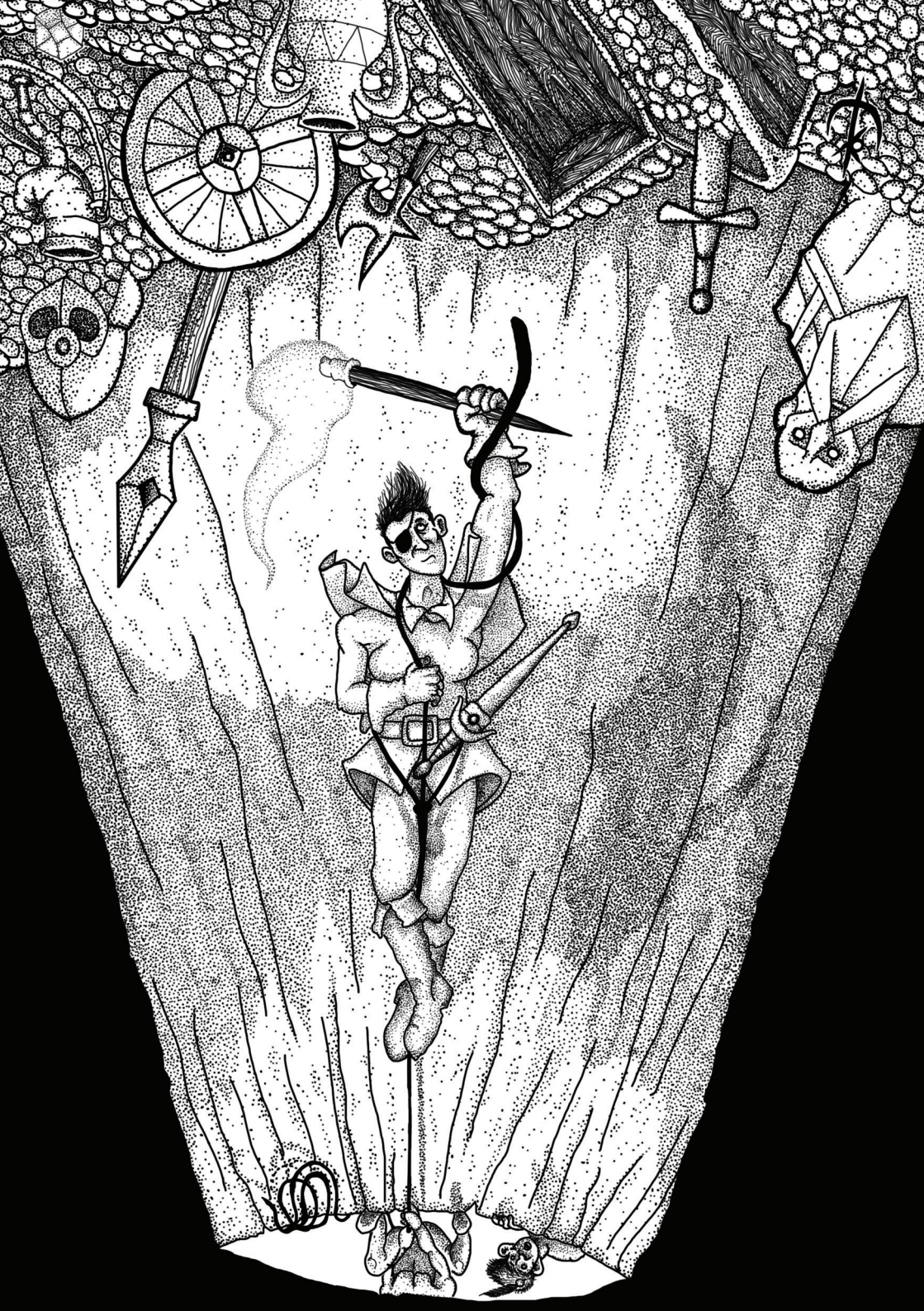
When designing magic items, there are several things to consider that can heavily impact ***Shadowdark RPG's*** core systems.

Darkvision or Light. Use extreme caution with effects that obviate the need for torches or the *light* spell. Such effects remove the time pressure and resource management of tightly limited light sources.

Magic items should not glow indefinitely or provide an unlimited way to see in the dark.

Gear Slots. The amount of gear a character can carry ties into the time pressure of light sources and the importance of careful gear selection.

Enhancing gear slots can reduce these core challenges to mere speed bumps. Access to such effects should be rare and limited.



Magic Items

ALABASTER DESTRIER

A smooth, pearly statuette of a running horse.

Benefit. Once per day, the wielder can speak the command word to turn the statuette into a pegasus that accepts neutral or lawful riders. The statuette remains in this form for 1 hour.

AMULET OF SECRECY

A heavy, flat pendant carved with a lidded eye.

Benefit. You can't be detected by divination magic such as the *scrying* spell or a *Crystal Ball* while wearing this amulet.

Curse. You constantly have the sensation of being watched.

AMULET OF VITALITY

A gold amulet with a red ruby teardrop at its center.

Benefit. Your Constitution stat becomes 18 (+4) while wearing this amulet.

ARMOR OF SAINT TERRAGNIS

Golden plate mail carved from head to toe with warrior angels.

Bonus. +3 plate mail. Only a lawful worshipper of Saint Terragnis can wear this armor.

Benefit. Hostile spells that target you are DC 18 to cast. Once per month, you can summon an Avatar of Saint Terragnis (treat as an archangel) to fight by your side for 10 rounds.

"St. Terragnis wore this armor to fight the Legion of the Ninth Circle. She triumphed that day; so will we."
-Iraga, half-orc priest

ARMOR OF THE ONI

Black plate mail of lacquered, ironwood panels. The helm's visor is the face of a snarling oni.

Bonus. +1 plate mail.

Benefit. You can speak and understand Diabolic. Your melee weapon attacks deal +1 damage.

Curse. You have disadvantage on attacks and spellcasting checks against demons.



BAG OF BADGERS

A gray, fraying sack matted with white, bristly hair.

Benefit. Once per day, you can reach inside the bag and pull out an angry badger. You can throw the badger up to a near distance. The badger attacks the nearest creature for 3 rounds before waddling away.

BAG OF DEVOURING

A worn, leather pouch with tight drawstrings.

Curse. This bag devours and destroys anything placed inside it in 1d6 rounds.

BAG OF HOLDING

A worn, leather pouch with tight drawstrings.

Benefit. This bag has an interdimensional space inside that can hold up to 10 gear slots.

Curse. Placing this item inside another *Bag of Holding* or a *Portable Hole* destroys both items and all held inside them.

BEAD OF FORCE

A marble with a blue ring of light glowing softly inside it.

Benefit. You can throw this bead at one target up to a near distance. If you hit, the target becomes caught in a *resilient sphere* spell (pg. 69).

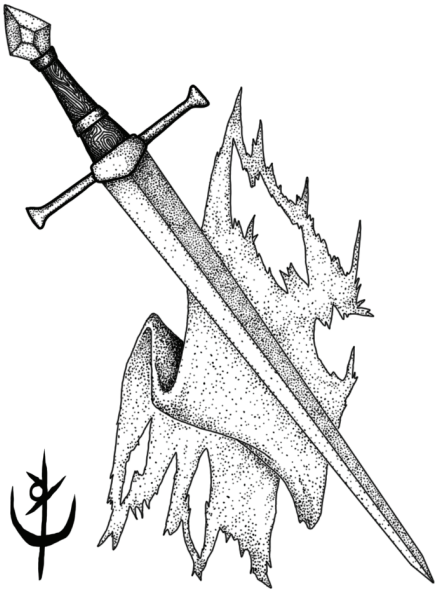
BLADE OF VENGEANCE

A gray blade with a diamond-cut ruby in the pommel. It whistles sharply with each slice.

Bonus. +2 bastard sword. Cannot be wielded by undead.

Benefit. You have advantage on attacks against undead creatures with this sword. You can use the sword to cast *turn undead* once per day (+4 bonus).

Personality. Lawful. Grim, suspicious. Forged as a failsafe against the Witch-Kings if they should fall to darkness, which they did. Demands they be slain.



BOOTS OF DANCING

Fine, supple boots of sheepskin.

Curse. As soon as you don these boots, you begin uncontrollably cavorting and dancing. You move randomly each turn and must pass a DC 15 Dexterity check to remove the boots.

BOOTS OF HOVERING

Brown, sturdy boots polished to a sheen. Small, silver wings adorn the heels.

Benefit. You can walk on an insubstantial surface for 1 turn at a time. You fall through the surface if you end your turn on it.

BOOTS OF THE CAT

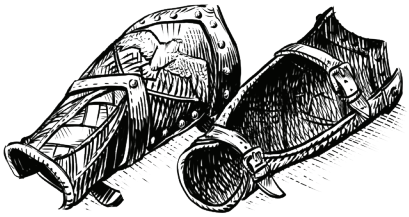
Gray, doeskin boots as thin and soft as slippers.

Benefit. You can jump up to a near distance from a standstill. Your checks to move silently are always easy (DC 9).

BRACERS OF ARCHERY

Leather bracers embossed with soaring hawks.

Benefit. You deal +1 damage with ranged weapons.



BRACERS OF DEFENSE

Steel bracers traced with dwarvish runes of protection.

Benefit. You get a +1 bonus to your armor class.

BRAK'S BOOK OF MISSPELLS

A tome bound in ratskin that bears a jagged, glowing rune.

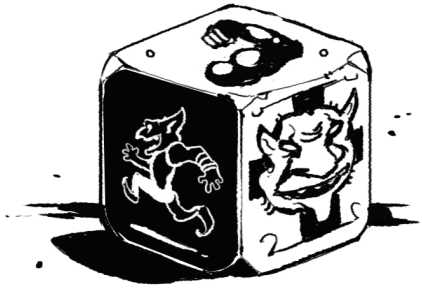
Curse. This spellbook contains one scroll each of *acid arrow* (pg. 54), *fireball* (pg. 60), and *sleep* (pg. 71). When a wizard tries to cast or learn a spell from these scrolls, the spell targets the caster on a success.

BRAK'S CUBE OF PERFECTION

A tiny cube with paintings of goblins on each face, each one depicting transcendence in a physical or mental trait.

Benefit. Roll the cube by rolling a d6. Your corresponding stat permanently increases to 18 (+4). **1.** Strength. **2.** Dexterity. **3.** Constitution. **4.** Intelligence. **5.** Wisdom. **6.** Charisma.

After being rolled, *Brak's Cube of Perfection* teleports to a random location in the multiverse.



CIRCLET OF WISDOM

A thin, silver circlet set with a shimmering, blue pearl.

Benefit. Your Wisdom stat becomes 18 (+4) while wearing this circlet.

CLOAK OF ELVENKIND

A hooded, billowing cloak that shifts colors to match its surroundings.

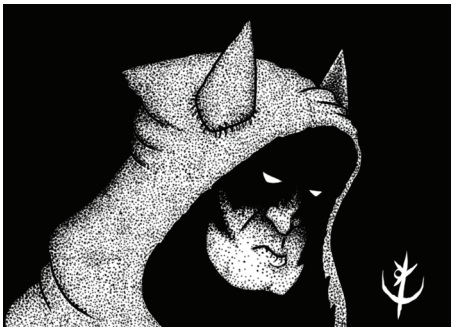
Benefit. Your checks to hide are always easy (DC 9). Once per day, you can become invisible for 5 rounds. The invisibility ends if you attack or cast a spell.

CLOAK OF THE BAT

A leathery, black cloak that has a ragged hem and a hood with pointed ears.

Benefit. You can fly a near distance as your movement while in a shadowy area.

Curse. Each time you use the cloak to fly, roll a d20. On a result of 1, you and your gear turn into a small bat for 3 rounds.



CRYSTAL BALL

A flawless glass orb with roiling images swirling inside it.

Benefit. Only wizards can use a *Crystal Ball*. You can use it to cast the *scrying* spell (pg. 70). If you fail the spellcasting check to cast *scrying*, the *Crystal Ball* ceases to function for a day.



DAGGER OF THE GOBLIN HERO

A curved dagger with a half-moon notch at the blade's base.

Bonus. +1 dagger.

Benefit. You can speak Goblin. All goblinoid creatures react to you with a friendly attitude.

EGG OF THE COCKATRICE

A blue, hard egg as big as a coconut and heavy as a stone.

Benefit. Once per week, you can speak a command word that causes a cockatrice to hatch and follow your commands for 5 rounds before flying away. The egg repairs itself over one week.

FLYING CARPET

A richly woven, red carpet with gold tassels.

Benefit. The carpet fits two riders (one is the driver). It can fly double near on the driver's turn.

Personality. Neutral. Playful, mischievous. Enjoys visiting new places and gets restless without a frequent change in location.

GAUNTLETS OF MIGHT

Heavy, bronze gauntlets with engravings of Herculean giants.

Benefit. Your Strength stat becomes 18 (+4) while wearing these gauntlets.

GENIE LAMP

A tarnished, brass oil lamp.

Benefit. Rubbing the lamp causes its resident djinni (50% chance) or efreeti (50% chance) to emerge. A djinni grants its summoner one *wish* spell (pg. 73) before disappearing. An efreeti does the same, but only after being defeated in combat.

GLOVES OF AGILITY

Thin, leather gloves that seem to meld with the wearer's hands.

Benefit. Your Dexterity stat becomes 18 (+4) while wearing these gloves.

GOBLIN BOMB

A preserved rat stuffed with an explosive charge and a fuse.

Benefit. You can light the bomb's fuse and throw it a near distance. It explodes in 1d4 rounds, dealing 2d8 damage to everything in near range.

GREATAXE OF THE HORDE

A jagged greataxe carved from a weighty dragon bone.

Bonus. +2 greataxe.

Benefit. Once per day, you can turn a regular hit with this weapon into a critical hit.

Curse. Each time you go below half your hit points, make a DC 12 Charisma check. On a failure, you enter a battle rage for 1d4 rounds and must attack the nearest creature.

HAT OF INTELLECT

A floppy, pointed hat with a wide brim.

Benefit. Your Intelligence stat becomes 18 (+4) while wearing this hat.

HAT OF THE HOUND

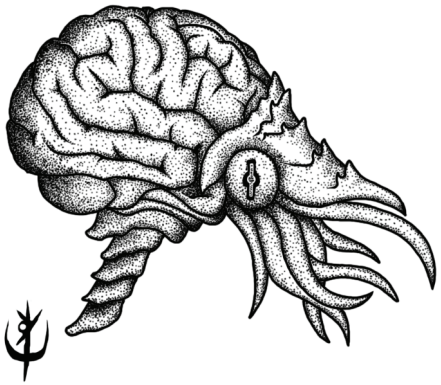
A rounded, jaunty bowler hat.

Benefit. You can transform into a mastiff each day for up to 10 rounds total. Your clothing and possessions transform with you.

HELM OF MIND READING

A helm carved with brain ridges, a spinal neck-guard, and octopus-like tentacles.

Benefit. You can cast the *detect thoughts* spell (pg. 58) three times per day (+4 bonus).



HORNED HELM OF RAMLAAT

A bloodstained helm made of a ram's skull.

Benefit. This helm grants you a +1 bonus to your armor class. You have advantage on any check you make to knock down creatures or objects.

Curse. You feel compelled to headbutt delicate objects.

HOURGLASS OF THE BLACK SANDS

An ancient hourglass running with obsidian sand.

Benefit. Once per day, you can turn the hourglass when you cast a spell. The spell's effects last 1d4 rounds longer.



IMMOVABLE ROD

A short, iron rod with a button on one end.

Benefit. When you click the button, the rod becomes fixed in space (holds 5,000 lbs). Clicking the button again ends the effect.

JEWEL OF BARBALT

A coconut-sized ruby cut with a thousand facets.

Benefit. You roll a critical success on an 18-20.

Curse. You roll a critical failure on a 1-3.

KYTHERIAN COG

A coin-sized, toothed wheel buffed to a silvery shine.

Benefit. You start every session with a luck token.

LONGBOW OF THE ELVEN KINGS

A deeply curved longbow with deer antler reinforcements.

Bonus. +1 longbow.

Benefit. You have advantage on attacks with this bow against unnatural aberrations and outsiders.

Personality. Neutral. Proud, timeless. Believes protecting the natural order is the highest calling. Demands all aberrations be found and slain.

MAGIC INK

A pot of glossy, black ink that disappears as it dries.

Benefit. The ink's writing is invisible when cool and can only be seen when warmed up by a nearby source of strong heat. There's enough for 1d4 uses.

MEMNON'S BLAZING JAVELIN

This golden javelin occasionally blinks and wavers, briefly turning into a bolt of lightning.

Bonus. +1 javelin. Can only be wielded by a chaotic being. If you also wield *Memnon's Discordant Blade* and *Memnon's Entropic Armor*, it becomes a +3 javelin.

Benefit. The javelin always returns to your hand after being thrown. Once per day, when you throw this javelin, you can turn it into lighting as per the *lightning bolt* spell (you do not have to make a spellcasting check).

MEMNON'S DISCORDANT BLADE

This barbed greatsword's red blade trails a shower of sparks when swung to strike.

Bonus. +1 greatsword. Can only be wielded by a chaotic being. If you also wield *Memnon's Entropic Armor* and *Memnon's Blazing Javelin*, it becomes a +3 greatsword.

Benefit. Once per day, you can utterly annihilate one creature of level 9 or less that you damage with this blade. The creature can pass a DC 18 Constitution check to take 3d8 damage instead.

Curse. You cannot relinquish ownership of this blade unless it is taken from you by a creature that defeats you in combat.

For each day you do not slay a LV 2 or greater creature with this sword, you lose 1d6 hit points. These are restored only when you kill a LV 2 or greater creature with the sword.





MEMNON'S ENTROPIC ARMOR

Deep blue plate mail traced with gold lightning motifs and red gems arrayed into the shape of flames.

Bonus. +1 plate mail. Can only be worn by a chaotic being. If you also wield *Memnon's Discordant Blade* and *Memnon's Blazing Javelin*, it becomes +3 plate mail.

Benefit. Once per day, you can speak the armor's command word. Until your next turn, all non-magical weapons that strike you are instantly unmade, shattering into dust. You take no damage from them.

MIRROR OF MISCHIEF

A full-length mirror polished to a gleaming shine. Grinning, silver demons grasp the mirror, their claws forming its frame.

Curse. The first time a humanoid creature looks into this mirror, the mirror creates an evil and malicious duplicate of them.

The duplicate can step from the mirror and is an exact copy of the subject (except for magical gear, which looks identical but is mundane in nature).

The evil duplicate can live indefinitely outside the mirror. It attempts to sow chaos in the life of the creature it duplicated.

MOONWROUGHT CHAINMAIL

A luminous jacket of chainmail as lightweight as a silk shirt.

Bonus. +1 mithral chainmail.

Benefit. Once per day, you can speak the armor's command word. You gain a +1 bonus to your next spellcasting check or ranged attack.

NECKLACE OF CHARM

A gold, fishbone chain that shimmers with subtle beauty.

Benefit. Your Charisma stat becomes 18 (+4) while wearing this necklace.

NECROTIC MACE OF WITHERING

A wrought iron mace tipped with a heavy, screaming skull. Black ichor runs from the skull's eyes when the mace is used to channel necrotic energy.

Bonus. +1 mace. Can only be wielded by a chaotic priest.

Benefit. While holding the mace, you can turn *cure wounds* spells you cast into harmful magic that instead inflicts the same amount of damage it would heal.

Curse. If you use the mace to cast an inverted *cure wounds* spell, you are haunted by nightmares that night. You must pass a DC 12 Wisdom check during your next rest or gain no benefit from resting.

NIGHTCLOAK ARMOR

Matte black leathers enchanted to deepen and darken shadows.

Bonus. +1 leather armor.

Benefit. Once per day, you may choose to automatically pass a Dexterity check to hide.

OBSIDIAN WITCHKNIFE

A glinting, obsidian blade that trails black smoke in thin curls.

Bonus. +2 dagger. Cannot be wielded by a lawful being.

Benefit. When you cast a spell while holding this dagger, you may wound yourself with it. Add the amount of damage you take to your spellcasting check.

ONYX DESTRIER

A polished, ebony statuette of a running horse.

Benefit. Once per day, the wielder can speak the command word to turn the statuette into a nightmare that accepts neutral or chaotic riders. The statuette remains in this form for 1 hour.

OPHIDIAN ARMOR

Glistening, smooth leather of dappled emerald scales.

Bonus. +1 leather armor.

Benefit. You have advantage on checks to avoid the effects of poison.

PEARL OF POWER

A fat, opalescent pearl glowing with an inner radiance.

Benefit. Once per day, you may regain the ability to cast a spell you have lost. This cannot restore a spell lost due to a critical spellcasting failure.

PIPE OF THE ROLLING HILLS

A long, curved pipe that smells of cloves and resin.

Benefit. Up to three times per day, regain 1d4 hit points when you smoke this pipe.

PIPES OF THE SEWERS

A set of tarnished, brass pan pipes with seven cylinders.

Benefit. Once per day, you can play these pipes to summon 2d6 giant rats. The rats obey you for d6 rounds, and then they scatter and flee.

Curse. If you stop playing while the rats are present, they turn on you and attack.

PORTABLE HOLE

A black, velvet square of cloth that unfolds into a wide circle.

Benefit. The *Portable Hole* folds open on a flat surface into a 6-foot wide, 6-foot deep hole. It has 20 gear slots of storage. The hole closes when you fold the cloth into a small square.

Curse. Placing this item inside a *Bag of Holding* or another *Portable Hole* destroys both items and all held inside them.

"There's nothing better than a cheese, a pipe, and a story."
-Ralina, halfling thief, relating a halfling saying

POTION OF EXTIRPATION

An acrid, tarry substance in an iron flask with a lead stopper.

Benefit. You can pour the potion on one object or creature filling up to a close area. The target is utterly removed from reality and cannot be returned by anything short of a *wish* spell.

Personality. Chaotic. Protests loudly while being used and never agrees that the target is the right choice for extirpation.



POTION OF FLYING

A sunny liquid with bubbles that flash and pop like tiny stars.

Benefit. You can fly a near distance for 10 rounds when you drink this potion.

POTION OF FORGETFULNESS

A pink draught that swirls with a counter-clockwise current.

Benefit. If you serve this potion to an intelligent being and that being drinks it, the imbiber permanently forgets one memory of your choosing.

POTION OF GIANT STRENGTH

A clay jar holding a stew of green, leafy sludge.

Benefit. Your Strength becomes 18 (+4) and you deal x2 damage on melee attacks for 10 rounds.

POTION OF HEALING

A glass bottle with a fizzy, lemon-vanilla liquid inside.

Benefit. The imbiber of this potion regains hit points based on its level.

LV 0-3: 1d6 hit points.

LV 4-6: 2d8 hit points.

LV 7-9: 3d10 hit points.

LV 10+: 4d12 hit points.

POTION OF INVISIBILITY

This glass vial appears to be empty, but a liquid audibly splashes around inside it.

Benefit. When you drink this potion, you become invisible for 10 rounds or until you attack or cast a spell.

POTION OF LEGENDARY DEEDS

A golden elixir that resonates with a faint, angelic chord.

Benefit. When you drink this potion, you gain one level and your XP total resets to zero.

POTION OF POLYMORPH

A pickled newt floats in this lavender flask of clear liquid.

Benefit. When you drink this potion, it casts the *polymorph* spell (pg. 67) on you with a duration of 1 hour instead of 10 rounds.

POTION OF VITALITY

A crimson elixir that gently thumps with a heartbeat.

Benefit. When you drink this potion, roll your class's hit points die. You permanently gain that many HP.

Curse. If you drink more than one *Potion of Vitality* in your lifetime, you must pass a DC 18 Constitution check each time or die instantly.



RING OF FEATHER FALLING

A pearly ring carved in the likeness of an owl feather.

Benefit. Once per day, the ring can cast *feather fall* (pg. 60) on you when you fall.

Personality. Neutral. Fearful of heights. Mentally hoots in an owl-like voice to stay away from the edge of cliffs and pits.



RING OF FIREBALLS

A bronze loop with claws holding a red marble. A fiery miasma swirls inside the glass.

Benefit. You can pluck the glass marble from the ring and throw it up to a far distance, causing a *fireball* spell (pg. 60) to bloom at the site of impact.

The glass marble regrows after you successfully complete a rest.

RING OF INVISIBILITY

A simple, gold band polished to a warm shine.

Benefit. Once per day, the ring can cast the *invisibility* spell (pg. 63) on you.

Curse. There is a cumulative 1% chance each time you rest that your sleep is ruined by apocalyptic nightmares, and you gain no benefit from resting. This resets to a 1% chance each time it triggers.

RING OF RAMLAAT

A bone-carved ring with a ram skull. Its horns twist forward and red lights glow in its eye sockets.

Benefit. Once per day, you can enter a rage where you deal double damage for 5 rounds. During the rage, you can't cast spells and enemies have advantage on melee attacks against you.

Personality. Chaotic. Aggressive, overconfident. Seeks to provoke you and your enemies into battle.

ROBE OF THE ARCHMAGE

A red silk robe with a wide, gold-hemmed mantle. Golden eyes and moons dust its sleeves.

Benefit. Only a wizard with the Archmage title can wear this robe.

Your unarmored AC becomes 15 plus your Dexterity modifier.

Choose three spells you know. Their spellcasting DC is always 11.

You have advantage on casting the *disintegrate* spell.



ROBE OF THE DRUID

A green velvet robe with a deep hood and hems embroidered with silver leaves and vines.

Benefit. Only a wizard with the Druid title can wear this robe.

Your unarmored AC becomes 15 plus your Dexterity modifier.

Twice per day, you can regain the ability to cast one lost spell.

You have advantage on casting the *shapechange* spell. When you cast it, its duration is 1 hour instead of focus.

ROBE OF THE SORCERER

A black leather robe with a shadowed cowl and clawed clasps on thin, mithral chains.

Benefit. Only a wizard with the Sorcerer title can wear this robe.

Your unarmored AC becomes 15 plus your Dexterity modifier.

When you cast a spell that deals damage, add your Intelligence modifier to the total.

You have advantage on casting the *power word kill* spell.

SCARAB OF PROTECTION

A brooch made from a horned scarab beetle dipped in gold.

Benefit. If you die, make a DC 18 Constitution check. If you succeed, you are unconscious instead of dead.

SCIMITAR OF THE ASH MOON

This wide, curved blade has a snarling efreeti head on the bronze pommel.

Bonus. +3 greatsword.

Benefit. If you roll a critical hit with this weapon, the target is beheaded. It dies instantly if decapitation would kill it.

SHIELD OF THE CRUSADER

A weighty kite shield painted with a faded, crimson cross.

Bonus. +1 shield. Can only be wielded by a lawful being.

Benefit. Once per day, you can speak a prayer to wreathe the shield in holy flames, granting +2 to your AC for 3 rounds.

SHIELD OF THE LION

This shield is carved as a roaring lion's face with a flowing mane.

Bonus. +1 shield.

Benefit. Once per day, you can command the lion to animate and bellow a ferocious roar. All hostile creatures within near range must immediately make a morale check.

SHIELD OF THE WITCH-KING

A jagged triangle of black steel with spiny, armored plates.

Bonus. +2 shield. Can only be wielded by a chaotic being.

Benefit. You take half damage from undead creatures.

Curse. If you go to 0 HP, the spirit of Ix-Natheer tries to steal your body. He blocks healing magic from affecting you. If you die, Ix-Natheer possesses you.

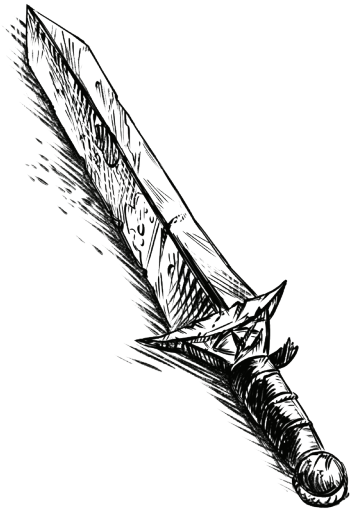
Personality. Chaotic. The spirit of the witch-king Ix-Natheer animates this shield. He pounces on opportunities to betray his wielder so he can try to take over their body and return to unlife.

SHORTSWORD OF THE THIEF

A stubby, gray blade riddled with notches and scars.

Bonus. +1 shortsword. +2 if wielded by a halfling or thief.

Benefit. Once per day, regain a luck token you just spent.



SILVER MACE OF WRATH

A tarnished, silver mace with seven flanges in the shape of crescent moons.

Bonus. +1 mace.

Benefit. This weapon deals double damage against creatures with lycanthropy.

SPHERE OF ANNIHILATION

A three-foot, spherical void of pure darkness that hovers above the ground.

Benefit. This sphere utterly destroys all matter it touches.

Intelligent beings can move the flying sphere a near distance by passing a DC 18 Intelligence check. If multiple creatures vie for control of the sphere, it is a contested Intelligence check, instead. Wizards have advantage on this check. The winner moves the sphere a near distance.

If the sphere moves into a space occupied by a creature, the being controlling the sphere makes an attack roll against that creature with a +7 bonus. On a hit, the creature is obliterated.



SPYGLASS OF TRUE SIGHT

A brass, telescoping lens with magical runes carved on it.

Benefit. When you look through the spyglass, you can see invisible creatures and objects.

Curse. The wielder feels a compulsion to look at everything through the spyglass.



STAFF OF HEALING

A knotted, oak stave with a heavy knurl on one end.

Bonus. +1 staff.

Benefit. Once per day, you can touch a creature with the staff to heal it for 1d6 hit points.

STAFF OF ORD

A tapered, mithral staff that resonates with arcane power. The tip features an upward-looking eye in a circle of runes.

Bonus. +3 staff. Can only be wielded by a wizard.

Benefit. Functions as a *wand of dimension door* (pg. 59), *fireball* (pg. 60), *sending* (pg. 70), and *telekinesis* (pg. 72).

Unlike a wand, the staff remains intact if you roll a 1 on your spellcasting checks.

Hostile spells targeting you are DC 18 to cast.



STAFF OF THE COBRA

A curved scepter tipped with a ruby-eyed, flaring cobra head.

Bonus. +1 staff.

Benefit. All snakes regard you with a friendly attitude unless you do something to upset them.

Once per day, you can throw the staff to the ground. It becomes a giant snake for 5 rounds that obeys your mental commands. If the giant snake goes to 0 HP, it reverts into a staff.

Curse. You have disadvantage on attacks and casting hostile spells targeting snakes.

SWORD OF THE ANCIENTS

A chipped and rusting blade with an oiled leather grip.

Bonus. +2 longsword.

Benefit. The sword is unbreakable and can carve through any material.

The owner can summon the sword to their hand if it's on the same plane.

THE KYTHERIAN MECHANISM

A towering, brass platform mounted with countless cogs and gears speckled in blue-green rust.

Benefit. A handle turns *The Kytherian Mechanism's* mighty wheels, but it doesn't function until its seven missing *Kytherian Cogs* are replaced.

Once functional, activating the mechanism allows the operator to undo one event of their choosing from history. Then, the seven *Kytherian Cogs* magically scatter to far-flung locations.

THE MALEDICTION INFERNAL

A black, leatherbound tome with a grinning demon face embossed on the cover.

Benefit. A chaotic being who reads this tome gains a level and learns the Diabolic language.

A non-chaotic being who reads this book must pass a DC 18 Wisdom check or lose one level.

After being read, the tome teleports to a far-flung location.

THRICE-BLESSED SWORD

A lustrous, golden-handled blade anointed with blessed tears, incense, and prayers.

Bonus. +3 longsword. Only a lawful priest who has achieved the Templar title or higher can wield this sword.

Benefit. You deal double damage against demons, devils, and undead.

Personality. Lawful. Virtuous, naive. Refuses to be wielded against worshippers of lawful gods, especially self-proclaimed converts. Demands each foe be given the chance to convert before being slain.



TOME MORDANTICUS

A hand-drawn bestiary of the multiverse's most notable creatures and people.

Benefit. When you read the tome, you learn three *True Names* (pg. 319) of three beings you choose.

Your *True Name* also appears in the book after reading it.

Personality. Neutral. Pedantic, fussy. The book constantly tries to escape its owner and can telepathically reach out a near distance to any creature.

TOME OF GEHEMNA

A sturdy, russet volume held by metal clasps. A golden eye in a circle adorns the cover.

Benefit. Each day, a random wizard spell scroll appears inside the tome, replacing the spell scroll from the prior day.

Personality. Neutral. Instructive, technical. Drones on about the obscure points of spellcasting and has an opinion on every wizard's technique.

TOME OF HADEBE

A brass-plated book with pages of etched copper leaf.

Benefit. The tome contains one each of the following scrolls: *burning hands* (pg. 56), *fireball* (pg. 60), and *prismatic orb* (pg. 67).

TRIDENT OF THE SEAS

A three-pronged, mithral harpoon studded with pearls.

Bonus. +2 spear.

Benefit. You can breathe underwater, as well as speak to and understand wild sea creatures.

Once per day, you can cast *control water* (pg. 57) with a +4 bonus.



TRUE NAME

The secret, unique name borne by a creature and documented in The Covenant. Few creatures know their own True Names.

Benefit. You have advantage on attack rolls and spellcasting checks targeting a creature whose *True Name* you utter.

WAND OF UNLIFE

The knobby bone-finger of a swamp troll steeped in acrid embalming fluid.

Benefit. This wand contains the spells *animate dead* (pg. 54) and *create undead* (pg. 58).

Curse. Each time you use the wand to cast a spell, you temporarily lose 1d4 points of Constitution until you complete a rest. If you reach 0 Constitution from this effect, you die and turn into a zombie.

WAND OF WARDING

A thin, weighty rod of dark iron inscribed with spiraling runes.

Benefit. This wand contains the spells *dispel magic* (pg. 59) and *protection from energy* (pg. 68).

Curse. Each time you fail a spellcasting check with this wand, you also lose the ability to cast a random spell you know until you complete a rest.

WAR HORN OF THE ANGELS

An opalescent ox horn capped with a golden mouthpiece.

Benefit. Only a lawful being can wield the horn. Once per day, you can blow the horn to cast *rebuke unholy* (pg. 69) with a +4 bonus.

A demon or devil who hears the horn has disadvantage on its Charisma check vs. your *rebuke unholy* spellcasting check.

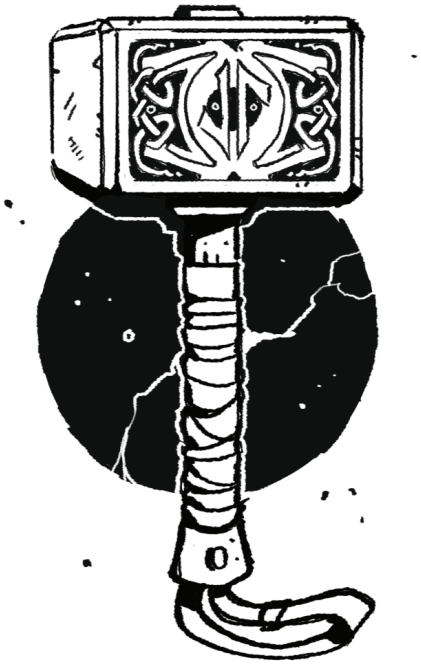
WARHAMMER OF THE DWARF LORDS

A boxy hammer with a stout handle and leather throwing strap. It hums with a baritone resonance when spun.

Bonus. +1 warhammer. +2 if wielded by a dwarf.

Benefit. This weapon has the thrown property (pg. 37) to a near distance. It always returns to your hand after being thrown.

Your attacks with this weapon deal double damage against giants.



WELL OF MANY WORLDS

A dark circle of cloth that seems to create a tunnel through the surface it lies upon.

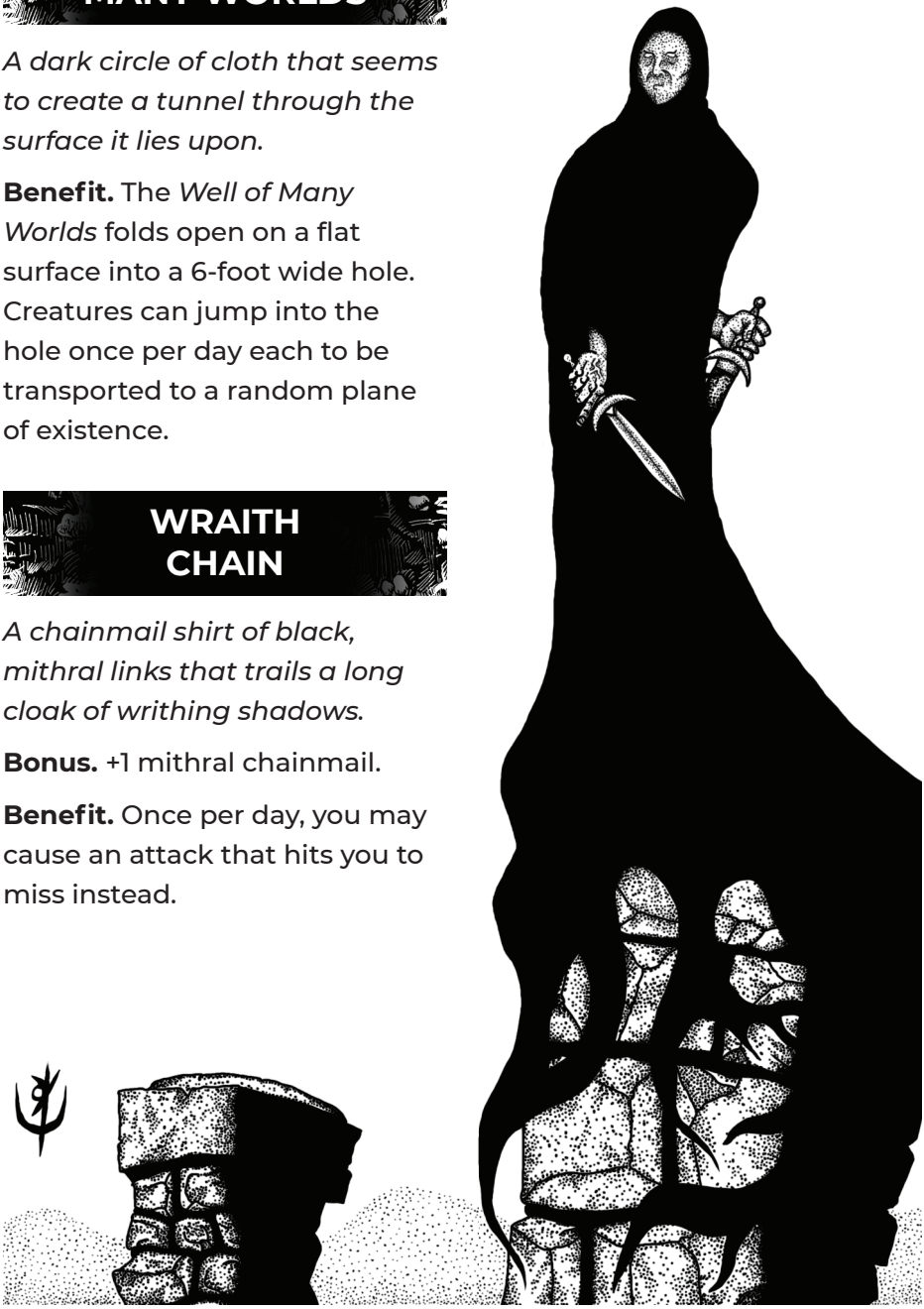
Benefit. The *Well of Many Worlds* folds open on a flat surface into a 6-foot wide hole. Creatures can jump into the hole once per day each to be transported to a random plane of existence.

WRAITH CHAIN

A chainmail shirt of black, mithral links that trails a long cloak of writhing shadows.

Bonus. +1 mithral chainmail.

Benefit. Once per day, you may cause an attack that hits you to miss instead.



ShadowDark

NAME

STR ____ / ____

INT ____ / ____

DEX ____ / ____

WIS ____ / ____

CON ____ / ____

CHA ____ / ____

ANCESTRY

CLASS

LEVEL

XP ____ / ____

HP

AC

TITLE

ALIGNMENT

BACKGROUND

DEITY

ATTACKS

TALENTS / SPELLS

GEAR

GP ____ SP ____ CP ____

1. ____
2. ____
3. ____
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19. ____
20. ____

FREE TO CARRY

Join The Dark

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Check out their excellent work on drivethrurpg.com and itch.io!

Credits

DEDICATION

To my amazing wife, Jessee, for encouraging me in all my work.

To The Arcane Library Discord arcanists for playtesting and shaping *Shadowdark RPG*.

To the stalwart Circle: Doc, Scott, Brian, Jake, Jesse, Matt, Paul, Dason.

To the wise Council: Alex, X, Joe, B.

To Lauren for being my best friend, coven-sister, and fellow adventurer.

To my shield-brother, Brandon, for bringing about a new RPG design era, sharing joy from the heart, and helping me believe in myself.

To James Mishler and the Merlin's Keep crew for being lifelong friends, mentors, and family.

To the Fairhill Four for reminding me why I love gaming: BJ, Hessick, Bennett, and Teri.

To Castle Sauvage for sharing their immense insight.

To the all hammers that were destroyed along the way.

FONTS

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Random Encounters

Roll 1d6. 1 = random encounter.

- **Unsafe.** Check every 3 rounds.
- **Risky.** Check every 2 rounds.
- **Deadly.** Check every round.

DISTANCE

d6	Starting Distance
1	Close
2-4	Near
5-6	Far

ACTIVITY

2d6	Activity
2-4	Hunting
5-6	Eating
7-8	Building/nesting
9-10	Socializing/playing
11	Guarding
12	Sleeping

REACTION

2d6 + CHA mod	Attitude
0-6	Hostile
7-8	Suspicious
9	Neutral
10-11	Curious
12+	Friendly

Characters

STATS

Stat	Modifier
1-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18+	+4

LANGUAGES

Language	Speakers
Common	Humanoids
Dwarvish	Dwarves
Elvish	Elves
Giant	Giants
Goblin	Goblinoids
Merran	Aquatic folk
Orcish	Orcs
Reptilian	Reptile folk
Sylvan	Fey folk
Thanian	Beast folk
Celestial (R)	Angels
Diabolic (R)	Demons
Draconic (R)	Dragons
Primordial (R)	Elder things

XP FOR TREASURE QUALITY

Quality	XP	Examples
Poor	0	Bag of silver, used dagger, knucklebone dice
Normal	1	Bag of gold, gem, fine armor, magic scroll
Fabulous	3	Magic sword, giant diamond, mithral chainmail
Legendary	10	The *Staff of Ord*, a djinni's *wish*, a dragon hoard

NPC NAMES BY ANCESTRY

d20	Dwarf	Elf	Goblin	Halfling	Half-Orc	Human
1	Hera	Sarenia	Kog	Myrtle	Troga	Hesta
2	Torin	Ravos	Dibbs	Robby	Boraal	Matteo
3	Ginny	Imeria	Fronk	Nora	Urgana	Rosalin
4	Gant	Farond	Irv	Percy	Zoraal	Endric
5	Olga	Isolden	Squag	Daisy	Scalga	Kiara
6	Dendor	Kieren	Mort	Jolly	Krell	Yao
7	Ygrid	Mirenel	Vig	Evelyn	Voraga	Corina
8	Pike	Riarden	Sticks	Horace	Morak	Rowan
9	Sarda	Allindra	Gorb	Willie	Draga	Hariko
10	Brigg	Arlomas	Yogg	Gertie	Sorak	Ikam
11	Zorli	Sylara	Plok	Peri	Varga	Mariel
12	Yorin	Tyr	Zrak	Carlsby	Ulgar	Jin
13	Jorgena	Rinariel	Dent	Nyx	Jala	Hana
14	Trogin	Saramir	Krik	Kellan	Kresh	Lios
15	Riga	Vedana	Mizzo	Fern	Zana	Indra
16	Barton	Elindos	Bort	Harlow	Torvash	Remy
17	Katrina	Ophelia	Nabo	Moira	Rokara	Nura
18	Egrim	Cydaros	Hink	Sage	Gartak	Vakesh
19	Elsa	Tiramel	Bree	Reenie	Iskana	Una
20	Orgo	Varond	Kreeb	Wendry	Ziraak	Nabilo

ShadowDark RPG Core Rulebook

Shadowdark RPG is the world's original fantasy roleplaying game rebuilt from scratch to run better than ever.

It's the perfect blend of modern and classic. Fast, elegant, and intuitive!

This book contains all you need to play and run games in the ShadowDark — any place where danger and darkness hold sway.

Fell monsters, mythical spells, and astonishing treasures await adventurers brave enough to seek them. Do you dare seize your destiny from the jaws of death itself?

Lift your blade, light your torch, and plunge into the unknown depths of the Shadowdark!



ShadowDark



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