

Beacon

Illuminating Fantasy RPG



Customized light rules for d20 compatible role-playing by Todd Mitchell.

Based on the most excellent Microlite d20 System.

<http://beacond20.blogspot.com>

Draft version 6

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Introduction

Welcome to the Beacon fantasy role-playing system.

Beacon started out with my desire to build a fast and fun fantasy RPG that I could play with my kids *and* my friends. In the past I played my share of RPGs and had made my share of house rules, however on returning to the hobby I wanted to simplify things. Keep the game fast and fun like it was in the olden times. I latched onto Microlite d20 for its clean and simple rules, but also for its basic compatibility with the large amount of material published for d20 systems such as 3rd edition Dungeons and Dragons. Microlite was great... but I wanted a little more under the hood.

Why call it Beacon? Well, I knew that another "Swine-men & Scimitars" wasn't going to cut it. I considered a d20 system style name or adding an M20 to something; say "Micro Pillager" or "Caverns M20", but I didn't want it to appear to be a programming language. I also wanted to invoke the feel of something 'lite', but not *micro*-lite.

Lite... Light. Hmmm, maybe "Light Quest" or "Light Spell". Maybe "Torch Bearer" (yuck). Maybe Beacon? Yea... Beacon. A shining light in the dark. A warning of trouble. I liked that a lot.

As a bonus, when I looked up Beacon, seeking existing references, there was an awesome black and white illustration called *Vardetenning* by Karl Dahl which depicted northern style warriors lighting up a beacon, *AND* the image was in the public domain! Wow. That name and that image seemed to really sum up what I thought the feel of this system should be. I think was a sign that the RPG gods were smiling on me.

What's different?

Beacon has its origins in Microlite d20 and shares some features of that system, namely;

- Magic based on a hit point based system.
- Simple and fast combat system.
- Streamlined stats and character classes.

- A simple but effective skill system that allows the players and GM to base results on how a task is described.

In addition Beacon has its own spin on things such as:

- Simple but robust class advancement;
- Spells modified for point based casting;
- A simple phased combat system;
- A critical hit/fumble mechanic for magic and combat;
- Streamlined monster statistics.
- A silver based money standard; and
- Druids are magic users and not clerics!

About D20

Beacon is a D20 based system and that means it is based on a common dice mechanism for action resolution. In short when an action requires an outcome, the player or GM will roll a 20 sided die and compare that number against a Difficulty Class number or **DC**. If the roll is equal to or higher than the **DC** value then the action succeeds – otherwise it fails. It's customary for a natural 1 (5%) to always fail and a natural 20 (5%) to always succeed. There are a lot of rules and situations that will modify the **DC** higher or lower or add modifiers to change the Player's roll, but the basic principle is always Dice Roll \geq **DC** for a success.

DC TABLE

Task is:	DC Target
A simple/easy action	DC 5
Normal difficulty	DC 10
Difficult	DC 15
Hard	DC 20
Very hard	DC 25
Fantastic or Heroic	DC 30+
Modifiers	
A favorable condition	-2
An unfavorable condition	+2

Thus climbing 5' up a rope would be **DC 5**, while climbing 20' would be **DC 10** and in a wind storm would be **DC 12**, and if the rope was coated in grease would be **DC 20**...

Characters

To make a new character roll Stats, select a Race and a Class and assign your starting skills.

Stats

There are 4 statistics, or *stats*, that describe a character's inherent traits and which do not change except through exceptional means (e.g. magic):

Strength, (STR): a character's ability to lift heavy objects, to endure pain, and to resist fatigue or disease.

Dexterity, (DEX): representing quickness of action, precision, fine motor skills, and/or surefootedness.

Mind, (MIND): the mental acuity of a character and their natural ability withstand confusion and to learn or reason.

Charisma, (CHA): a measure of personality, drive, animal magnetism, social ability and/or leadership.

To determine each character stat, roll three six sided dice (3d6) and total the result. Then apply any racial bonuses. This is old-school.

If players wish to create more "heroic" characters, have them roll 4d6, drop the lowest dice and total the remainder for each stat. If players desire to obtain a specific class of character, have them instead roll 3d6 as normal to generate their stats and then swap one of the stat numbers with another to obtain more optimal results for that class. Let them know this is not old-school but it's still O.K.

Each character stat provides a bonus which is used in conjunction with a *Skill* or other action modifiers to determine character performance.

Stat bonus = (STAT-10)/2, round down.

Skills

Skills represent a character's interests, abilities and effort in six distinct spheres. Unlike stats, skills are not rolled but start at 0 unless otherwise stated, however they can be improved with experience.

Physical skill represents a character's trained stamina, practiced body skills such as acrobatics and other maneuvers, or a tolerance for poisons and pain.

Subterfuge represents the ability to deceive or perform sneaky tasks. It is called on to test when a character wishes to hide or move without being noticed or open locks without a key. It also stands in when performing or understanding scams and swindles.

Knowledge represents study and memory. It can represent knowledge of facts but also mental training and concentration techniques.

Communication represents the ability to understand meaning, body language, and empathy. It also represents a knack for noticing details.

Survival represents the ability to interact with the natural world as well as the self, utilizing intuition or instinct, it can also represent that elusive spark of life.

Fabrication represents the ability to create, to make items or convincing stories. It also represents mechanical aptitude for building things or disabling traps.

When characters perform actions in game where there is a reasonable chance of failure, those actions are described by the player and the GM will determine which combination of skill and stat bonuses should be added to a d20 roll to determine if the action succeeds. This is called a Skill check

Skill check = d20 + skill + stat bonus + any situation modifiers >= DC

For example, forcing a door might use *Physical* + **STR** bonus, but crossing a narrow log bridge

might be *Physical* + **DEX** bonus. Finding a trap through informed searching might utilize *Subterfuge* + **MIND** bonus but disabling it's mechanism with small delicate tools might require *Fabrication* + **DEX** bonus. Tracking prey could be *Survival* + **MIND** bonus, while convincing a wood sprite to assist the party might call for *Survival* + **CHA** bonus.

Note that there are no "saving throws" in Beacon, when a reactive 'save' needs to be done just use an appropriate skill check such as *physical* + **STR** for fortitude or *physical* + **DEX** bonus for reflex type saves. Other reactive skill checks might include resisting magic (*Knowledge* + **MIND** bonus) or illusions (*Subterfuge* + **MIND** bonus) or even fear (*Survival* + **CHA**) or surprise (*Communication* + **MIND** bonus).

Characters can also work together to make a skill check if the situation makes sense. An assisting character can add either their skill *or* their stat bonus to the roll as determined by the situation. For each character assisting subtract one point for inefficiency. As always GM discretion is advised.

Races

The races that you use should be designed to fit the setting and story you wish to tell. Remember not to make one race too wonderful or to marginalize a race unless it fits with the story or theme you want. Here are outlines for some common fantasy races:

Dwarves

Shorter and stouter than humans, dwarves have a high muscle density and thus cannot swim or float. They may have improved dark sight or direction finding. Dwarves use d8 for Hit Dice and start with 8 **HP** and get +2 **STR** and 1 point in *Fabrication* which represents their skill as craftsmen.

Elves

Usually uncommon, elves are long lived and often nocturnal. Elves have excellent night vision and are immune to charm or sleep effects. Elves use **d6** for Hit Dice and start with 6 **HP**, +1 **MIND**, +1

CHA, 1 point in *Survival* and 1 point in *Knowledge*.

Halflings

The little people in your campaign, be they hobbits, gnomes or even goblins. This race is small, nimble and quick and receives a natural +1 to their armour class (AC). They use a **d6** for Hit dice and get 6 **HP** to start as well as +2 **DEX** and 1 point in *Subterfuge* and 1 point in any other chosen skill.

Humans

Generally the most common race, humans come in many cultural and physical variations. They use **d8** for Hit Dice and start with 8 **HP**. Humans are very adaptable and so choose four skills in which they can start off with 1 point to represent this

Something else?

If your campaign world needs some other race then go for it. Assign the race a Hit Die (see examples listed in the monster section) and start them out with max **HP** based on that. Then give them the appropriate skills and/or stat adjustments and any special abilities. Be very careful not to make these characters too powerful or too weak unless you have a plan to deal with it.

Classes

In addition to a race, players must choose a class for their character. The class determines how characters will progress in Skill development as they gain levels and any special abilities they receive such a special attack or the types of spells they can use. Class should not affect how a character acts or chooses to use their skills – both a fighter and a rogue may try to pick a lock or open a door; their success will be determined by how they describe the attempt and resolved using their skills and stats.

The Cleric

Clerics are characters able to sense and channel the spiritual powers of higher beings. They cast *Divine* spells and start with 3 points in the *Communication skill*. They get +1 to *Communication* every 4 levels (4, 8, 12). Their **Attack Bonus** increases by +1 every second level.

The Druid

Druids are mages who specialize in the study of the forces of the natural world. They cast Druid spells (*Arcane*) and start with 1 point in *Knowledge* and 2 in the *Survival* skill. They get +1 to either *Knowledge* or *Survival* every 4 levels (4, 8, 12). They gain +1 to their **Attack Bonus** every third level.

The Enchanter

Enchanters are mages who specialize in mental disruption and trickery. They can cast Enchanter (*Arcane*) spells and start with 1 point in *Communication* and 2 points in *Subterfuge*. They get +1 to either *Communication* or *Subterfuge* every 4 levels (4, 8, 12). They gain +1 to their **Attack Bonus** every third level.

The Fighter

Fighters are characters who specialize in combat and physical prowess. They start with 3 points in the *Physical* skill and add +1 to all attack and damage rolls. Their **Attack Bonus** increases by +1 every level and they also get +1 on their **HP** roll when they gain a level. Fighters gain +1 to their *Physical* skill and a +1 damage bonus every three levels (so at 3, 6, 9, 12).

The Mage

Mages study magical forces and are specialists in research and history. They can cast *Arcane* spells, and start with 3 points in the *Knowledge* skill. They get +1 to *Knowledge* every 4 levels (4, 8, 12). Their **Attack Bonus** increases by +1 every third level.

The Rogue

Rogues specialize in stealth and cunning. They start with 3 points to allocate between the *Subterfuge* and *Survival* skills. They may allocate an additional point to one of these skills every 3 levels (3, 6, 9, 12). Their **Attack Bonus** increases by +1 every second level. Rogues can choose to use **DEX** instead of **STR** as the bonus attribute when using *light weapons* in melee combat.

In combat a Rogue may attempt to perform a 'surprise attack' by rolling two d20 for their initial attack. If one die roll is successful then they succeed in their attack as normal, but if the second

is also successful, they may either add their *Subterfuge* skill to the damage of their melee attack or perform an additional strike with a ranged weapon (provided they have an additional one available).

The Savant

Savants are characters who have chosen to pursue skills rather than magic or combat. They start with 4 points to allocate to *at least two* skills as they desire. They also allocate an additional skill point to a chosen skill every second level (2, 4, 6, 8...). Their **Attack Bonus** increases by +1 every second level. Because of this, a Savant can play many different adventuring roles such as professional scholars, expert trackers, travelling acrobats and/or scheming merchants.

Character Levels & XP

Starting out

Characters just starting out begin at Level 1 with 0 experience (**XP**) and 2d6 x 10 silver pennies. This is farmhand or apprentice level play. If you wish to have characters start out a little more robust you can start them out at level 3 (veterans) or higher (heroes) by giving them the level advancements below and add 1d6 gold for each level (they drank the rest or gave it to their mom).

Level Advancements

In addition to their special class advancements, each level a character gains adds:

- Roll an additional Hit Die and add to Hit Points;
- +1 to any chosen skill.

Gaining Levels

Add up the **XP** of every encounter you take part in. When a characters total **XP** = 1000 times your current level, you've advanced to the next level. Reset the total to 0 after advancing (yes, yes, if it's not exact carry over the remaining **XP**) so you are always counting up to the next level.

The amount of **XP** given for combat in a scenario should be roughly (10 x **HD** Type) x **HD** level of defeated monsters or 100 x the encounter level (**EL**) of traps or situations. **XP** should also be

granted for any role playing or character advancement at the discretion of the DM.

Example:

Two 1st level adventurers have just completed a dungeon adventure, and defeated 12 goblins (1 **d6** or 60xp ea.), 6 hobgoblins (2 **d6** or 120xp ea.), two **EL2** traps (200xp ea.) and a bugbear (3 **d8** or 240xp). That's a total of 2080xp or 1040xp each, so they will advance to level 2. They'll each need another 1960xp to reach Level 3.

The way you hand out **XP** will likely impact the way your game evolves. Focus on combat and the players will learn to seek it out. Hand out generous **XP** rewards for completing quests and personal goals and they will start seeking those. Some good ideas are to give **XP** points for players choosing actions that are detrimental but appropriate for their character, or having players tell stories about their character's past. Reward the kind of play you want to see.

However, try not to be arbitrary in rewarding **XP** as this may seem to the players that they are pawns in some twisted game. In order to avoid this realization, announce the sort of **XP** rewards you will give for these types of quests or character development moments early on, and stick to these numbers.

Treasure & XP

An additional method of gaining **XP** is giving **XP** for treasure spent. Consider allowing players to gain **XP** at a rate of 1sp for 1 **XP**. This rewards more approaches to acquiring treasure in novel ways than just combat and is a good way to remove excess wealth from the game. This money should be considered life experience or 'training costs' and an associated period of time in a town 'to train and do research'* is implied when it is spent. Tying this spending to a time period also avoids abusive situations such as characters leveling up in a dungeon treasure room or having a rogue breaking into a bank, handing the cash over to a hobo and walking out of town a level higher. The money must also be expended or properly tithed specifically for the purposes of **XP**; characters cannot simply buy items or throw the money into a ditch or set up an **XP** Ponzi scheme. Remember to have this money cause in game repercussions like local inflation, crime and political attention. The GM might also decide to place limits on the amount of **XP** rewarded this way. Gaining multiple levels at once should not be allowed. Naturally, the sp:xp ratio should be adjusted in a campaign depending on the setting and availability of treasure.

**or draw up a carousing table.*

SKILL PROGRESSION BY CLASS

Class - Skill	Starts with	+1 at Level
Cleric - Communication	3 Communication	4/8/12
Druid - Knowledge or Survival	1 Knowledge, 2 Survival	4/8/12
Enchanter - Knowledge or Subterfuge	1 Knowledge, 2 Subterfuge	4/8/12
Fighter - Physical	3 Physical	3/6/9/12
Mage - Knowledge	3 Knowledge	4/8/12
Rogue - Subterfuge or Survival	3 between Subterfuge and Survival	3/6/9/12
Savant - Any Skill	4 in any two skills	2/4/6/8/10/12

ATTACK BONUS PROGRESSION BY CLASS

	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10	L11	L12
Cleric	0	+1	+1	+2	+2	+3	+3	+4	+4	+5*	+5	+6
Druid	0	0	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4
Enchanter	0	0	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4
Fighter	+1	+2	+3	+4	+5*	+6	+7	+8	+9	+10*	+11	+12
Mage	0	0	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4
Rogue	0	+1	+1	+2	+2	+3	+3	+4	+4	+5*	+5	+6
Savant	0	+1	+1	+2	+2	+3	+3	+4	+4	+5*	+5	+6

*Indicates an additional attack gained

Combat

Hit Points

Hit Points (**HP**) are a measure of the character's life force, luck, energy and/or fatigue, and are used by players to avoid having their characters take actual damage. When a character is in a situation where they are going to take damage (from a weapon hit or any other non-specific damage) they can choose to instead spend HP to avoid taking some or all of that damage. HP can reduce the damage taken on a point for point basis. Some damage cannot be avoided this way - for example poisons or spells and effects that target specific stats directly cannot be soaked with HP. As HP are recovered much faster than damage, using HP to avoid damage is usually a good idea. However there are some considerations that might cause a player to not want to spend HP.

- Players with less **HP** than their current level are fatigued and have -1 to all reaction rolls and can only move half their normal speed.
- If a character's **HP** reaches 0, they are unconscious and unable to stay awake if roused.

Hit Points are restored fully after a solid rest, usually 6-8 hours of uninterrupted sleep and meditation in comfortable surroundings. **HP** recovery in other conditions should be determined by the circumstances. For example, a character trying to rest in a cold dank cave or while hiding in a forest with no shelter may gain back only half their expended **HP** while a character lodging in an expensive inn with a soft bed, a hot meal and a bath, would only require 5 hours rest for full recovery. If the GM desires, partial recovery for shorter 'rests' can be allowed, but should not exceed 2-3 **HP** per hour.

Damage

Damage is applied against a character's stat values, usually **STR** (which represents physical damage).

Characters with any stat that has fallen to 0 are in an unresponsive coma and if a character's **STR** reaches 0, they are dead.

Stat damage can be recovered at the rate of 1 per day per point below the character's natural score (unmodified by magic). A player recovering 1 **STR** point in damage could recover it in one day, while a player recovering 3 **STR** below their natural total would take 3+2+1 or 6 days to recover their full **STR** back. This rate can be sped or hindered by the quality of rest and care (say, if they were to be under care of a healing order or in a hospital healing could be twice as fast or more) at the GM's discretion.

Stat damage can be recovered in parallel; characters can regain points in **STR**, **DEX**, **MIND** and **CHA** at appropriate rates concurrently during the same convalescence period.

Also note that even after it has been fully recovered significant amounts of damage should leave the character with some scars, be they physical or mental.

The Combat Turn

Turns

A *turn* is the amount of time it takes for the players and their opponents to complete a basic round of actions in a tense or combat situation. This time is somewhere around 1 minute, however may be much quicker or a little longer depending on the situation.

Surprise

If a group is surprised they will not get to act during the first turn of combat, but their opponents will. Surprise can be determined by rolling 1 or 2 on a d6. That roll can be modified or even dispensed with outright if it makes sense in the situation. A party arguing with each other in a dark passage or one that forgets to post a night watch is a prime candidate to be surprised. Conversely, a careful and watchful group might only be surprised on a 1, or not at all.

Initiative

Initiative is a determination of who acts when in a combat situation. The GM decides how many distinct groups, or sides, are participating in the combat and then determines their initiative order at the start of each turn of combat. Initiative is rolled on a d6, and the order is highest to lowest.

Combat Phases

A combat turn is made up of two combat phases, *ranged phase* and *melee phase*. Each actor on each side can do *one of the following in each phase* in their initiative order:

Missile Phase:

- Declare preparing to cast a spell
- Missile attack(s)
- Move
- Ready a heavy weapon
- Reload, change out or recover a weapon
- Other action, e.g. grab item, close door, etc...

Melee Phase:

- Cast or Counter a spell
- Melee attacks(s)
- Move
- Ready a heavy weapon
- Reload, change out or recover a weapon
- Other action, e.g. grab item, close door, etc...

Example:

Two groups meet, each consisting of a mage, a rogue and a fighter. The GM determines there is no surprise and we will assume they had their weapons all out and were ready for combat.

Round 1: Group A wins initiative.

Ranged Phase:

1. Rogue A fires two arrows at Fighter B (misses, hits);
2. Mage A declares she's casting a spell;
3. Fighter A closes with Rogue B;
4. Mage B declares he's casting a spell;
5. Rogue B throws 2 daggers at Mage A (miss, miss); and
6. Fighter B closes with Fighter A.

Melee phase:

1. Fighter A attacks Rogue B (hit);
2. Mage A does counter spell but fails;
3. Fighter B attacks Fighter A (hit);
4. Mage B's declares he's casting Web and succeeds, tangling up Fighter A.
5. Rogue B switches to short sword.

And so on.

Movement

Humanoid creatures generally move at a rate up to 60 ft. per move action, or 120' per turn if taking two moves. Non-humanoid creatures adjust as required. When unencumbered and solely running, most creatures can move at triple this rate, or 60/120 *yards* per turn. Unencumbered, in this case, meaning no weighty armour (**minSTR** > 10) or heavy pack and dropping any large held items.

If using miniatures a good combat scale is 1" = 5 ft.

Attacking

To hit, add the character's attack bonus and the appropriate stat bonus to a d20 roll. If the result is higher than your opponent's Armour Class (**AC**) then it's a hit.

Melee attack = STR (or DEX bonus) + attack bonus >= Target AC

Missile attack = DEX bonus + attack bonus >= Target AC

The Attack Bonus & Additional Attacks

The Attack bonus is the number that represents a character's class based attacking skill and any intrinsic weapon or magical modifiers. If the characters total attack bonus is +5 or more a second attack can be made with a -5 penalty. If the total bonus is +10 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2. Stat bonuses and any situational or environmental bonuses to an attack are not considered part of the attack bonus.

Critical Hits

A natural 20 automatically hits, a natural 1 is automatically a fumble. Check the appropriate Critical hit/Fumble tables to resolve effects (or make up something appropriate).

Unarmed Combat

Punching/hitting is a Melee attack where the damage is 1 + **STR** bonus. Using hand weights such as a piece of iron or brass knuckles would do 2 + **STR** bonus as would most improvised weapons like chairs or branches. The **STR** bonus would not apply to improvised thrown items (things like torches or rocks).

Grappling/holding/throwing is a Melee attack where the **DC** is equal to either 10 or defender's **HP** – (attacker's **STR** + physical skill), whichever is greater. If the attacker is successful the defender is either held or thrown and damage is 1 + **STR** bonus. The same rules apply to break a hold on the defender's turn with the roles reversed. A held opponent that is still struggling is -6 **AC** if attacked.

Engagement

Once engaged, leaving combat or attempting to attack a different opponent without also attacking the current one will grant that opponent a free attack. A fleeing opponent is considered to be surprised (-2 **AC**) if attacked.

Defense

Attack rolls are rolled against a special form of **DC** called the target's Armour Class which is an abstraction of how hard it is to get past the target's defenses.

AC = 10 + DEX bonus + armour bonus.

If a character/creature is targeted by multiple assailants in one round, their **AC** is -1/attack for each assailant beyond the 1st.

Armour

Armour also has a Minimum Strength (**minSTR**) requirement representing how bulky and heavy it is to wear. The **minSTR** value for armor can affect the character's effective **DEX**, depending

on their strength. The formula is: **DEX** = (**STR** - **minSTR**) or **DEX**, whichever is lower.

Example: A character has **STR** of 12, and is using full plate which has a **minSTR** requirement of 15; their **DEX** is reduced by 3. That means they may be easier to hit than they should be for that armour type since their **DEX** bonus may go down and they may also have a harder time shooting a bow, jumping a stream or climbing walls. Fortunately however, they now receive an **AC** bonus of +8 against all physical attacks.

Armour also makes arcane casters incur additional fatigue when casting spells. Wearing armour will add the armour **AC** bonus to the **HP** cost per spell. For example a mage wearing leather armour (+2 **AC**) every spell they cast would cost 2 additional **HP**. Ouch.

Shields

Shields grant an **AC** bonus based on their size. Because shields constrain an arm, it is impossible to cast arcane spells with a shield equipped. Another important aspect of shields is that they can be splintered or sundered. A character may choose to take the damage of an attack on the shield and have the shield destroyed instead of taking the damage themselves.

Blocking

Instead of attacking in a turn, a character may try to block an attack. When blocking, apply a character's **STR** bonus + Shield bonus to their **AC**. A *block* can only happen if you have a shield or a suitable melee weapon equipped (primary or an offhand weapon) and you are actively blocking.

Weapons

Damage

All *Light Weapons* do base 1d6 damage and all *Heavy Weapons* do base 1d8 damage. Two handed melee weapons do an additional +1 damage when used with both hands. Strength also figures heavily on melee weapon damage. Add half **STR** bonus (round down) to melee damage and full **STR** bonus for 2 handed weapons wielded with 2 hands.

Minimum Strength

Light Weapons have a minimum strength (**minSTR**) requirement of 6 and *Heavy Weapons* have one of 12.

For each point of **STR** below the weapon's minimum strength requirement there is a -1 penalty for attacks made with it.

Wielding a 2 handed weapon with one hand adds +3 to its **minSTR** requirement and you only receive half the **STR** damage bonus since you are not using two hands. When wielding two weapons the character must average together the strength requirement of *both* weapons and add 6 (**minSTR**+**minSTR**/2)+6 to calculate a melee penalty.

For example Gummer the dwarf has a **STR** of 16 and wants to duel wield a battle ax and a heavy pick. The **minSTR** for these two weapons is (24/2)+6, or 18 so Gummer would have a -2 penalty. However if he wanted to dual wield two dwarven axes (with a +3 requirement for one handed use) the formula would be ((15+15)/2)+6 or **minSTR** 21 and he would have a melee penalty of -5 (and he'd lose half the **STR** based damage bonus).

Pole arms

Pole arm weapons allow attacks on non-adjacent targets (5 - 10 feet away). However, with the exception of the short spear, pole arm weapons suffer a -4 penalty when used at point blank range. All pole arm type weapons (glaive-gisarme, halberd, lance, spear and pike) get a free attack in any phase when readied against an onrushing attacker.

Readying Weapons

Light weapons do not need time to be prepared or made ready before use. Heavy weapons do need to be readied and this takes one combat phase.

Dual Weapons

Characters can simultaneously wield two one-handed weapons and gain an additional attack in a round *if they take a -2 penalty on all attack rolls that round*. The offhand weapon can also be used for blocking and defending, giving +1 AC bonus. Characters can decide *each round* if they will defend or attack with the offhand weapon,

however using an offhand weapon to defend will still incur the -2 penalty to hit with the main weapon. If the character has additional attacks beyond this initial extra attack, they can choose which weapon to deploy for each additional attack.

Arcane magic users who duel wield cannot cast arcane spells without at least one hand free.

Range & Terrain

Range and terrain both have an effect on combat. Weapons that do combat at range come in two types, projectiles and projectile throwers. Projectiles are things like daggers, rocks and throwing hammers. Projectile throwers are things that use other things as a projectile like bows, and slings. The weapon stats will include a range increment and for each range increment there is a -2 penalty on the attack roll. Projectiles can be used at up to five range increments distance while projectile throwers can be used on targets up to ten range increments away. For example a dagger, with range of 10 ft. can be thrown at a target 30 feet away with a -4 penalty.

COMBAT MODIFIERS

Situation	Modifier
Attack Modifiers (to hit)	
Blinded	-6
High Ground	+1
Fatigued, dazzled, distracted	-1
Encumbered, poor footing	-1
Mounted (melee)*	-1
Mounted (ranged)	-2
Ranged attack	-2/increment
Defense Modifiers (AC)	
Held (struggling)	-6
Full Cover	+4
Partial Cover	+2
Fatigued, dazzled, distracted	-1
Poor footing, encumbered	-1
Surprised	-2
# of attackers > 1	-x
Blocking	+STR bonus

*High ground may apply against non-mounted targets

Magic

There are two types of Magic available for spell casting; Arcane magic and Divine magic.

Arcane magic comes from using natural forces and deep study and requires the use of gestures and incantations. Arcane magic must be learned on a per spell basis and can be made into scrolls readable by its practitioners. To learn new spells the caster must write the spell into their “spell book”, aka their collection of spells so they can refresh their knowledge of it – they must frequently study their spell books in order to reacquire the spells in them. A caster can only cast spells he has studied in the last few weeks so the loss of spell books is a large concern.

Arcane magic requires the caster be audible and mobile, and have at least one arm free for gesturing, and so is greatly affected by the use of armour and shields.

Divine magic is based on channeling the power of spirits and gods through concentration and rituals. All the spells available to casters of divine magic are known to the caster and divine spells cannot be written to scrolls. Divine magic requires concentration but no physical or audible requirements unless specifically stated, so divine casters can usually cast spells even while bound or silenced. Divine magic is not affected by the casters use of armour and shields.

Both types of magic require the expenditure of physical energy and this energy cannot be replenished through normal healing. Spells, items and potions which replenish hit points generally *do not* replenish hit points used by spell casting unless it's specifically stated that they do.

Spell listings for the Beacon style of play are provided at the end of this document and are listed by type and level. Naturally GMs have the option of using any spell lists they like, the standard Microlite d20 lists or any D20 spells from supplements or the SRD should also work well.

Casting

Spell casters can cast any spell with a spell level to equal or below $\frac{1}{2}$ their class level, rounded up.

Arcane casters at level 1 start out knowing 5 0-level spells and 3 1st level spells. More spells can be gleaned from scrolls, spell books or teachers.

Spell Level	HP Cost	Cast at level
0	1	-
1	3	1
2	5	3
3	7	5
4	9	7
5	11	9
6	13	11

Casting spells costs energy in the form of Hit Points. The cost is 1 + double the level of the spell being cast. This loss cannot be healed normally but is recovered fully after 8 hours of comfortable rest. See rules for regaining **HP**.

There is no need to memorize spells in advance; casters can cast any spell that they have learned and have enough **HP** to cast.

Casting a spell is not an automatic success; spell casting requires a roll against a Difficulty Class (**DC**) of $10 + 1 \text{ per spell level}$. In addition spells can use the rules for critical hits.

Magic Attack = MIND bonus + caster level >= DC + spell level

For spells that require a physical hit on an opponent, roll instead the Magic attack bonus vs. the targets **AC** (shields may or may not apply).

For spells that allow a save the target must match the Difficulty Class (**DC**) of $15 + \text{Caster Level}$.

Disrupting spells

Interference

Spells take time to prepare and cast, and a lot can happen in that time. If a caster has prepared a spell, but is distracted or attacked before they get a chance to cast it the **DC** is increased for the casting roll. Being distracted sets base to difficult

(**DC** 15) while being attacked would set it to hard (**DC** 20) or possibly even higher if for example, a caster was knocked down some stairs or tossed out a window.

Counter Spell

Arcane spell casters have the ability to disrupt other arcane casters by attempting to counter their spells. Arcane casters can attempt to counter any type of arcane spell, however get a -1 penalty when countering spells from other schools. For resource purposes, Counter Spell is considered a cantrip or level 0 spell.

In order to succeed, the countering caster must roll a magic attack at a **DC** 20 + (the initial caster's level). Before rolling they may choose to use their magical energy (in the form of **HP**) to improve their chances of success: for each **HP** invested by doing so, this save roll gains +1 bonus. This loss of **HP** is only healed by resting, as per normal magic rules.

Example: a 3rd level mage and a 1st level mage face each other on a magic duel. The 3rd level mage casts a Magic Missile. The 1st level mage needs a **DC** 23 to counter it. Before the roll, the target decides to invest 3 **HP**, receiving a +3 bonus on his roll. If he's successful, the magic is countered and fizzles.

Potions

Divine Magic spells can be made into potions. The potion must be of a spell known to the caster and it must be created in a well stocked alchemist laboratory. It takes a day per spell level to prepare the ingredients. Once the potion is finished it requires an **HP** expenditure of 5x the spell cost to infuse the potion with the magic. Potions are applied topically or ingested as appropriate. Suggested ingredients for potions are rare and expensive monster parts, precious stones or herbs. Costs should average 100gp/spell level.

Spell books & Scrolls

Arcane magic, being the magic of symbols, can be transcribed into spell books or made into scrolls.

Scrolls can be cast through use of a Read Magic spell. Scrolls disintegrate once they are cast, but can be transcribed without activating their spell. Generally the type of spell (and other errata) is indicated on the scroll allowing it to be determined prior to casting- but this does not always have to be the case. Arcane casters can only create scrolls of known spells from their own school of magic, but they can with difficulty activate scrolls for spells they do not know or even from other magic schools. Casting an unknown spell or spell of a higher level than the caster is familiar with will add +1/level to cast, and to properly cast a scroll from a different school of magic adds a base **DC** modifier of +5.

Costs and time for transcribing spells AND for writing scrolls should be comparable with the costs of potions (100gp/day and 1day per spell level). The transcriber must have a high enough level to cast the spell in order to create a scroll or copy it to their spell book. In addition to the writing requirements, to make a scroll capable of being cast as a magic spell (as opposed to being written into a spell book) requires the caster to invest magical energy into it at a cost of 5x the **HP** of the original spell.

Magic items

Permanent magical items in Beacon should be fairly rare or unusual objects and not the sort of thing found for sale in 'magic shops' or by NPCs except for very rare cases (or by accident!). If you are running adventures written for other systems you may find you need to drastically reduce the amount or the power of magic items described in the adventure to fit with the balance of Beacon.

Examples of magic items might be:

- An iron tipped spear that always points to the nearest elf when spun in a circle
- A black tallow candle that makes the holder invisible as long as it is lit.
- A hand axe that returns to the owners hand when thrown, but will always miss when used as a melee weapon.

Other Hazards

Falling Damage

A falling character takes 1d6 damage per 10 feet fallen. If the character makes a successful *phys*+**DEX** roll, he takes only half damage. The **DC** for the *phys*+**DEX** roll is equal to the depth fallen in feet.

In the event that the fall ends in an area laden with spikes or jagged rocks, add +1 damage to falling damage per 10' fallen (with a maximum of +10).

Extreme Heat & Cold

If not wearing suitable protection, *Phys*+**STR** save once every 10 turns (**DC** 15, +1 per previous check), taking 1d6 damage on each failed save.

Disease

Diseases have various symptoms and are spread through a number of ways. Several typical diseases are summarized in the Diseases Table.

The entries for diseases include the following information: Name, Type, **DC**, incubation, damage. Type lists the disease's method of delivery (contact, inhaled, or injury). **DC** lists the *phys*+**STR** check **DC** needed to prevent infection. Two successful **DC** checks in a row will indicate the disease has been cured and stat damage will heal normally (see rules for HP recovery) unless otherwise indicated. Incubation lists the time before damage begins. Damage lists the ability damage the character takes after incubation and each day afterward. Diseases that prevent or hinder rest will impact normal full **HP** recovery through rest and in extreme cases prevent all **HP** recovery.

Poison

Characters can possibly take damage from a weapon that has been poisoned (injury), be attacked by a creature whose natural attacks feature poison (injury/contact), consume poison hidden in food or drink (ingested), or be poisoned in some other way (inhale).

The **DC** of a poison attack equals 10 + the HD level of the monster unless otherwise indicated.

The save roll to avoid the effects of poison is *phys*+**STR** with success seeing the poison having no effect on the character.

A roll of a natural 1 on the initial save **DOUBLES** the effects of the poison.

The exact effect of failure depends on **HOW MUCH** the save roll is failed by. This figure determines:

- How much general damage is taken in addition to the listed *specific effect* the poison inflicts each round. An additional save is allowed per round to avoid this.
- How many rounds the poison will be in effect for.

EXAMPLE - Jones is a 2nd level **FIGHTER** (+4 *physical*) with **STR** 16 (+3). A level 5 monster bites him and injects poison (**DC** 15). He rolls a 3 on his save for a total of 10. This is 5 short of what is required so Jones takes 5 points of damage straight away and if he fails a save roll at the start of each of the next 4 rounds, will take 5 points of damage each time. The specific effect is the initial effect or damage, taken immediately upon failing the *phys*+**STR** check against the poison. Damage targeting stats specifically cannot be absorbed by **HP**.

Price lists will have the *estimated* cost for one dose of the poison. It can usually only be obtained through less-than-reputable sources, as the possession of poisons are commonly illegal or at least a cause of great concern to the local population.

Travel

While not exactly a hazard in itself, going from point A to point B can be dangerous. Travel can be narrated, or it can be played out for random encounters. The further from civilization, the more rowdy and weird the encounters should get.

A handy travel table is included below for timekeeping some common travel situations. Characters with the Survival skill or active imaginations may find ways to adjust these numbers.

POISONS TABLE

Name	DC	Specific Effect	Est. Cost
Arsenic: Ingested	13	-1 STR/MIND/DEX	~12 gp
Blue Whinnis: Injury	14	-1 STR/sleep	~12 gp
Burnt Othur Fumes: Inhaled	18	-1 STR†	~210 gp
Deathblade: Injury	20	-1d6 STR†	~180 gp
Dataura: Ingested	13	-1 MIND	~5 gp
Insanity Mist: Inhaled	15	-1d4 MIND	-
Lethe vapours: Inhaled	15	sleep	~75 sp
Malys Root Paste: Contact	16	-1 DEX	~50 gp
Monstrous Scorpion Venom(tiny): Injury	12	-1 STR	~5 gp
Monst. Scorpion Venom(small): Injury	12	-1d2 STR	~10 gp
Monst. Scorpion Venom (large): Injury	14	-1d4 STR	~20 gp
Monst. Scorpion Venom (huge): Injury	18	-1d6 STR	~40 gp
Monst. Spider Venom (tiny): Injury	10	-1d2 STR	~8-9 gp
Monst. Spider Venom (small): Injury	10	-1d3 STR	~12 gp
Monst. Spider Venom (large): Injury	13	-1d6 STR	~25 gp
Monst. Spider Venom (huge): Injury	16	-1d8 STR	~50 gp
Pixie tears: Ingested	15	-1d2 MIND	-
Pog water: Contact	13	-1d4 CHA	~65 gp
Sassone Leaf Residue: Contact	16	-2d12 damage	~30 gp
Sleep Poison: Injury	13	sleep	~25 sp
Snake Venom (viper): Injury	11	-1d6 damage	~12 gp
Snake Venom (large viper): Injury	11	-1d6 damage	~12 gp
Snake Venom (huge viper): Injury	14	-1d6 damage	~25 gp
Wyvern Venom: Injury	17	-2d6 STR/DEX	~300 gp

Ability damage can be recovered over time unless marked with a dagger (†), in which case the loss is permanent.

Sleep effects lasts 1d3 hours.

DISEASE TABLE

Name	Type	DC	Incubation	Damage	Vector
Blinding Sickness	Contact	16	1d3 days	1d4 STR + save vs. blind.	Tainted water
Cackle Fever	Inhaled	16	1 day	1d6 MIND	Unknown
Cold	Contact	10	1-2 days	1 DEX	NPCs
Filth Fever	Injury	12	1d3 days	1d3 DEX and 1d3 STR	Vermin
Flu	Contact	10	1d3 days	1 STR and 1 MIND	NPCs
Flux	Ingested	12	1 day	Cannot recover HP	Tainted water
Mindfire	Inhaled	12	1 day	1d4 MIND	Unknown
Mummy Rot	Contact	20	1 day	1d6 STR *	Mummies
Plague	Contact	12**	1-3 days	1 STR and 1 CHA	NPCs
Red Ache	Injury	15	1d3 days	1d6 STR	Unknown
Shakes	Contact	13	1 day	1d8 DEX	Unknown
Slimy Doom	Contact	14	1 day	1d4 STR *	Slimy Doom

*can only be healed by magic

Add **DC 1 each day

CRITICAL HIT TABLE

Roll 2d10	Combat Critical*	Magic Critical	Combat Fumble	Magic Fumble
2-3	Heroic strike! Triple max weapon damage. Target AC -3	Astounding! Triple spell effect, target is -5 on save	Shatter! Attacker's weapon breaks	Explosion! Spell does max damage/effect to 10ft radius/level
4-5	Skillful blow! Double max weapon damage. Target AC -2	Amazing! Double spell effect, target is -3 on save	Attacker's weapon damaged, now does half damage	Mana Burn! Caster drops to 1 hp
6-7	Nimble attack! Attacker gets +1 attack bonus 1d6 rounds.	Harmful! Max spell effect and Target loses 1 CHA	Pulled a muscle! Attacker is -2 AC and to hit for rest of fight	Psychic Burn! Caster loses 1 CHA
8-9	Powerful hit! Max weapon damage. Target AC -1	Effective! Max spell effect, target is -2 on save.	Clumsy! Attacker drops weapon	Backfire! Caster stunned 1d4 turns
10-13	Target Stunned 1 turn		Attacker stunned 1 turn.	Caster stunned 1 turn
14-15	Disarm! Opponent loses weapon or similar effect.	Caster gets +1 magic rolls and saves for d6 rounds.	Attacker takes half the damage.	Silenced! Caster is mute for 1d4 rounds
16-17	Scarred! Target disarmed and -1 CHA.	Easy! Spell uses half HP.	Attacker takes the full damage.	Miscast! Cannot cast this spell for d4 hours
18-19	Blow to the head! Target stunned and -1 MIND.	Effortless! Spell uses no HP.	Wipeout! Attacker falls and drops to 0hp - unconscious	Backfire! Spell targets the wrong thing, GM choice.
20	Mighty blow! Disable opponent's limb. -1d4 DEX.	Sublime! Caster can cast spell as +1 Level (permanent).	Disabled! Arm or Hand. -1d6 DEX.	Brain Burn! Caster loses 1d6 MIND.

Critical Hits always do the maximum damage for the weapon type used in addition to other effects unless otherwise stated. Treat all stat loss as you would STR damage (see section on HP) for purposes of recovery.

For critical hits that do AC damage treat this as permanent damage to the targets armour or some temporary incapacitation to the target if they have no armour. Armour damaged this way can be repaired by the appropriate tradesmen for fractional value of the original cost – generally 10-20% per point of AC.

OVERLAND TRAVEL TABLE

Base daily travel speed:		20 miles	
Terrain Type or Activity	Modifier	Terrain Type or Activity	Modifier
Bad weather (storms)	-10	Mounted	+10
Dark	-15	Off-road dense forest	-10
Encumbered	-5	Off-road rough (hills/desert/scrub)	-5
Foraging/Hunting	-10	Off-road light forest	-5
Fresh mounts*	+5	Off-road swamp	-15
Good road (hard surface, smooth)	+5	Poor weather (rain/wind/snow)	-5
Hiding/sneaking	-10	Trained/Organized	+5
Hurrying/forced travel	+5	Very encumbered	-10
Mountains	-10	Wagon**	-5

*adds +5 each time fresh mounts are used, up to 3 times per day – think pony express

**a wagon moves slow but will reduce encumbrance. Not suitable for hiding or travelling off -road.

Equipment

Weapons

Here is the format for weapon entries (given as column headings on the table below).

Cost: This value is the price for purchasing the weapon. The cost includes miscellaneous gear that goes with the weapon.

Range (Increments): Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of 5 range increments. A projectile weapon can shoot out to 10 range increments.

MinSTR: Light Weapons have **MinSTR** of 6 while, Heavy Weapons have a **MinSTR** of 12 to use the weapon *without penalty* (see Combat).

Armour & Shields

Here is the format for armour entries (given as column headings on the table below).

Cost: This value is the price for purchasing the armour.

AC: The column gives the Armour Class bonus provided by the armour.

DEX Mod: The amount that the shield modifies your **DEX** stat (and associated bonus).

MinSTR: The minimum **STR** required to use the armour *without penalty* (see Combat).

Coinage

Since economics is very integral to the campaign setting, coinage and item prices can vary widely between different locations and any prices listed should be flexible based on circumstances and supply. The exchange rates* for the most common coins is as follows:

- 10 copper pieces (cp) = 1 silver piece (sp)
- 10 silver pieces = 1 gold piece (gp)
- 10 gold pieces = 1 platinum piece (pp)

The standard weight of a coin is 1/3 of an ounce so 50 coins will weigh 1 pound.

*Remember money exchange is a service and not a right; be sure to have merchants charge a small percentage when players convert coins in bulk.

LIGHT WEAPONS

Weapon (1d6 dam)	Cost	Range
Cestus	25 sp	
Chain	3 sp	10 ft.
Club	—	
Dagger	3 sp	10 ft.
Dart	1 sp	20 ft.
Hammer, light	2 sp	20 ft.
Hand axe	6 sp	10 ft.
Javelin	1 sp	30 ft.
Mace, light	5 sp	
Pick, light	4 sp	
Quarterstaff†	2 sp	
Rapier	50 sp	
Sap	1 sp	
Scimitar	15 sp	
Scythe†	2 sp	
Short Spear†‡	2 sp	20 ft.
Short Sword	20 sp	
Whip	2 sp	
<i>Projectile Weapons:</i>		
Sling	5 cp	50 ft.
Short bow†	15 sp	60 ft.

† Used two-handed

‡ Pole Arm

HEAVY WEAPONS

Weapon (1d8 dam)	Cost	Range
Battle axe	25 sp	
Falchion	75 sp	
Flail	8 sp	
Glaive-gisarme†‡	18 sp	
Halberd†‡	10 sp	
Mace, heavy	12 sp	
Maul†	6 sp	
Morningstar	8 sp	
Pick, heavy†	8 sp	
Spear/Pike†‡	2 sp	
Sword, bastard	55 sp	
Sword, long	35 sp	
Sword, two-handed†	80 sp	
Trident	15 sp	10 ft.
War axe, dwarven axe†	45 sp	
War hammer	12 sp	
<i>Projectile Weapons:</i>		
Crossbow*†	35 sp	120 ft.
Longbow†	25 sp	100 ft.

* Max two shots per turn

† Used two-handed

‡ Pole Arm

ARMOUR

<i>Armour</i>	<i>Cost</i>	<i>MinSTR</i>	<i>AC bonus</i>
Light			
Padded	5 sp	-	+1
Leather	20 sp	6	+2
Studded Leather	40 sp	8	+3
Medium			
Scale mail	200 sp	10	+4
Splint mail	800 sp	10	+5
Chain mail	350 sp	12	+5
Heavy			
Banded mail	1200 sp	14	+6
Half plate	1800 sp	14	+7
Full plate	3000 sp	15	+8

SHIELDS

<i>Armour</i>	<i>Cost</i>	<i>MinSTR</i>	<i>AC bonus</i>
Buckler	15 sp	-	-
Shield, small steel	12 sp	6	+1
Shield, small wooden	2 sp	8	+1
Shield, large	25 sp	12	+2
Shield, tower	35 sp	14	+2*

*can be used as cover instead of as shield

TRADE GOODS

<i>Cost</i>	<i>Item</i>
1-2 cp	1lb flour/1 beer
5 cp	1lb iron /1 chicken
1-2 sp	1lb spice /1 goat
3-4 sp	1 yard linen/ 1 pig or sheep
5 sp	1lb tobacco/1lb copper
1 gp	1lb salt /1 cow, 1 cask of beer
5 gp	1 yard silk /1lb silver
1 pp	1 good light riding horse
5 pp	1lb gold

HIRELINGS

<i>Est. Daily Cost*</i>	<i>Specialist</i>
3 cp	Porter, Torch Bearer
5 cp	Guide, Cook, Minstrel
7 cp	Driver, Animal Handler
1 sp	Unskilled Man-at Arms
3 sp	Scout, Translator
5 sp	Sage, Researcher
1 gp/level	Trained Man at Arms

*Employers must also provide food and transport

MOUNTS & TRANSPORT

Barding, medium creature	armour price x2	Barding, large creature	armour price x4
Bit and Bridle	2 sp	Dog, guard	25 sp
Dog, war	75 sp	Donkey or Mule	8 sp
Feed (per day)	5 cp	Horse, heavy	20 gp
Horse, light	10 gp	Pony	3 gp
Saddle, military	2 gp	Saddle, pack	5 sp
Saddle, riding	1 gp	Saddlebags	4 sp
Stabling (per day)	5 cp	Warhorse, heavy*	140 gp
Warhorse, light*	75 gp	War pony*	90 gp
Cart	15 sp	Wagon	15 gp
Carriage	50 gp	Rowboat	5 gp
Keelboat	300 gp	Longboat	600 gp
Scow	1000 gp	Galley	3000 gp

*war animals add 2 HD

CLOTHING

Artisan's Outfit	1 sp	Cleric's Vestments	5 sp
Cold Weather Outfit (coats)	8 sp	Courtier's Outfit	3 gp
Entertainer Outfit	3 sp	Explorer's Outfit	1 gp
Monk's Outfit	5 sp	Noble's Outfit	75 sp
Peasant's Outfit	2 cp	Royal Outfit	20 gp
Scholar's Outfit	5 sp	Traveler's Outfit	1 sp
Various hats	2-12 cp	Custom work	+50%
Hidden pockets/sheathes			+2 gp ea

GENERAL EQUIPMENT

Acid (flask)	15 sp	Fishing net (25 sq. ft.)	4 sp	Manacles	5 sp	Sewing Needle	1 cp
Alchemist tools	50 gp	Firewood (per day)	2 cp	Mirror, small steel	10 sp	Signal Whistle	8 cp
Antitoxin (vial)	5 gp*	Flint and Steel	15 cp	Musical Instrument	5 gp	Signet Ring	5 gp
Artisan's Tools	5 gp	Grappling Hook	1 sp	Oil, lamp	1 sp	Silver Dagger	9 gp
Bedroll	2 cp	Holy Symbol, wooden	1 sp	Oil, leather	4 cp	Sledge	1 sp
Bell	2 sp	Holy Symbol, silver	7 gp	Paper (sheet)	1 sp	Soap (per lb.)	5 cp
Blanket, winter	5 cp	Hourglass	5 gp	Parchment (sheet)	3 cp	Spyglass	50 gp
Block and Tackle	15 cp	Ink (1 oz. Vial)	8 sp	Pick, miner's	3 sp	Spade or Shovel	6 cp
Caltrops (5)	1 sp	Ink pen	1 cp	Piton	1 cp	Spell book (blank)	15 gp
Candle	1 cp	Ladder, 10 ft.	5 sp	Pole, 10 ft.	2 cp	Spike	2 cp
Canvas (sq. yd.)	1 cp	Lamp, common	1 sp	Pot, iron	5 cp	Tarp	6 cp
Chain (10 ft.)	7 cp	Lantern, bull's-eye	12 sp	Ram, portable	5 cp	Tarp, oiled	1 sp
Chalk, 1 piece	1 cp	Lantern, hooded	7 sp	Rope, hempen (50 ft.)	1 cp	Tent, small	1 gp
Craftsman's Tools	5 gp	Lock, simple	2 gp	Rope, silk (50 ft.)	9 sp	Tent, large	3 gp
Crowbar	2 cp	Lock, average	4 gp	Saw	9 cp	Thieves' Tools	3 gp
Disguise Kit	5 gp	Lock, good	8 gp	Scale	2 sp	Torch	1 cp
Fishhooks (5)	1 cp	Magnifying Glass	9 gp	Sealing Wax	2 cp	Whetstone	1 cp
Ammo							
Arrows (20)	1 sp	Bolts (10)	1 sp	Steel shot (10)	1 cp	Darts (5)	5 sp
Silver Arrows (20)	2 gp	Silver Bolts (10)	1 gp	Silver shot (10)	7 sp	Silver darts (5)	2 gp
Containers							
Amphora	3 cp	Bottle, glass	8 cp	Flask, glass	8 cp	Quiver (leather)	1sp
Backpack	8 sp	Bucket	5 cp	Flask, steel	3 sp	Sack (2)	1 cp
Barrel	1 sp	Case, scroll	5 sp	Jug/pitcher, clay	3 cp	Satchel	1 sp
Basket	1 cp	Chest, wood	2 gp	Mug, clay	1 cp	Vial, silver	1 gp
Cask	8 sp	Chest, metal	5 sp	Purse	2 cp	Waist Pouch	2 sp
Bottle, clay	1 cp	Flask, clay	3 cp	Quiver** (reed)	2 cp	Water skin	1 sp
Food and Drink							
Beer, mug	1 cp	Whisky, glass	1 cp	Tavern meal (sops/stew)	2 cp	Bread	2 cp
Beer, cask	1 gp	Whisky, bottle	3 sp	Porridge	1 cp	Produce	3 cp
Wine, glass	2 cp	Whisky, cask	3 gp	Decent meal	2 sp	Rations, bulk (per day)	2 cp
Wine, cask	2 gp	Cheese	1 cp	Fine Meal	6 sp	Rations, trail (per day)	5 cp

*prices are for common toxin antidotes, e.g. monstrous spider or common snake venom.

** quivers hold 20 arrows or bolts

Mage Spells

Mages specialize in spells that draw upon the raw magics of the universe. Aside from a few initial spells they must seek out new magic spells and copy them into their spell books.

Mage Cantrips:

Alarm:

Range: Touch.

Duration: 2 hours /level.

Description: Alert caster of intrusion (10ft area/level) or of an item such as a door or chest.

Arcane Mark:

Range: Touch.

Duration: Permanent.

Description: Inscribes a personal rune (visible or hidden).

Create Fire:

Range: 1 ft.

Duration: Instant.

Description: Ignite flammable object.

Detect Magic:

Range: 60 ft.

Duration: Concentration, up to 1 turn /level.

Description: Detect spells and magic items along line of sight.

Ghost Sounds:

Range: 30 ft.

Duration: 1 turn /level or concentration.

Description: Project minor or distracting sounds.

Light:

Range: Touch.

Duration: 10 min. /level.

Description: Object shines like a torch.

Mage Hand:

Range: 10 ft.

Duration: Concentration.

Description: Slow telekinesis up to 5-pounds.

Prestidigitation:

Range: 10 ft.

Duration: Concentration.

Description: Performs minor magical tricks with smoke and fog. Caster can make shapes suggest themselves, change the colour or direction of smoke and fogs.

Read Magic:

Range: Personal.

Duration: 10 min. /level.

Description: Read magic writing, scrolls and spell books.

1st Level Mage Spells:

Feather Fall:

Range: 25 ft. + 5 ft. /level.

Duration: 1 turn/level

Description: Objects or creatures fall slowly for 1 turn /level.

Floating Disk:

Range: 25 ft. + 5 ft. /level.

Duration: 1 hour/level.

Description: Creates 3-ft.-diameter horizontal disk that holds 100 lb. /level.

Grease:

Range: 25 ft. + 5 ft. /level.

Duration: 1 turn / level.

Description: Makes 10ft area or item slippery. Creatures in area make DEX check -5 to remain standing.

Hold Portal:

Range: 10 ft. /level.

Duration: Concentration.

Description: Holds door shut as if locked. Adds **DC** +1/caster level to all attempts to force open.

Identify:

Range: Touch.

Duration: Instant.

Description: Determines properties of magic items. **DC** = 11+ (target item level - caster level).

Mage Armor:

Range: Touch.

Duration: 10 min. /level.

Description: Gives subject +4 **AC** bonus.

Magic Missile:

Range: Sight.

Duration: Instant.

Description: Caster launches missile that follows target and does 4+1d4 damage.

Ray of Frost:

Range: 25 ft. + 5 ft. /level.

Duration: Instant.

Description: Cold radiates from casters hand which can freeze small objects such as a bucket of water or small puddles. Ray deals 1d6 cold damage to living creatures.

Shocking Grasp:

Range: Touch.

Duration: Instant.

Description: Touch delivers 2d6 electricity damage.

2nd Level Mage Spells:

Arcane Lock:

Range: Touch.

Duration: Permanent.

Description: Magically locks door or chest to any but caster.

Chill Wind:

Range: 10 ft. /level

Duration: 1 turn /level.

Description: Icy wind emanates from caster and knocks down smaller creatures and/or disrupts light missiles, does 1d6 cold damage per turn.

Decipher:

Range: Sight.

Duration: 10 min. /level.

Description: You can understand any natural (non-magical, un-encoded) written language. Coded messages *might* be understood with a DC added to the casting roll.

Knock:

Range: Sight.

Duration: Instant.

Description: Opens locked or magically sealed chests or doors.

Levitate:

Range: Touch.

Duration: 1 turn /level.

Description: Subject moves up and down at your direction.

Mage Sight:

Range: Personal.

Duration: 10 min. /level.

Description: Caster is able to see in the dark for up to 60'. Can also see invisible or ethereal objects. Does not enable caster to see through illusions or see normally hidden objects.

Protection from Missiles:

Range: Personal.

Duration: 10 min. /level or until all damage is absorbed.

Description: Creates an invisible shield which has damage resistance of 10 +1 point / caster level against ranged weapons.

Spider Climb:

Range: Touch.

Duration: 10 min. /level.

Description: Grants ability to walk on walls and ceilings.

Web:

Range: 5 ft. /level.

Duration: 1 turn /level.

Description: Creates sticky net 20ft sq. to entangle creatures.

3rd Level Mage Spells:

Arcane Sight:

Range: Sight.

Duration: 1 turn /level.

Description: Magical auras and effects become visible to caster.

Dispel Magic:

Range: 100 ft. + 10 ft. / level.

Duration: Instant or 10 min / level.

Description: Cancels magical spells and effects. Works against non permanent spells **DC** = 11+ (target spell - caster level). **DC** + 2 when used against spells from different magic schools. Can also be used to suppress the effects of permanent magic spells for the duration of the spell.

Fireball:

Range: Up to 300 ft. +20 ft. /level.

Duration: Instant.

Description: Ball of fire materializes at desired range and deals 3d6 +1/level damage to everything in a 20-ft. radius. Will ignite flammable items.

Fly:

Range: Touch.

Duration: 1 turn /level.

Description: Subject can fly up to 60 ft/turn

Gaseous Form:

Range: Touch.

Duration: 1 turn /level.

Description: Subject becomes insubstantial and can float slowly.

Haste:

Range: 10 ft. /level.

Duration: 1 turn /level.

Description: Target moves faster (2 action turns every turn).

Lightning Bolt:

Range: 150 ft.

Duration: N/A.

Description: Electricity arcs from caster and deals 3d6 +1/level damage to target.

Slow:

Range: 10 ft. /level.

Duration: 1 turn /level.

Description: Target moves slower (1 action turns per 2 turns).

Vampiric Touch:

Range: Touch.

Duration: Instant.

Description: Touch deals 1d8 +1/level damage; caster can use this damage to restore their physical **HP** but not magic fatigue.

4th Level Mage Spells:

Animate Dead:

Range: Touch.

Duration: Permanent.

Description: Creates 2 **HD**/ level of undead skeletons or zombies. Can control up to 4 **HD** of undead created per level.

Arcane Eye:

Range: N/A.

Duration: 1 turn /level.

Description: Small floating eye moves 30 ft. /turn
Can be used to cast spells.

Black Tentacles:

Range: 60 ft. +10 ft. /level.

Duration: 1 turn /level.

Description: 10 ft. long rubbery tentacles grapple all within 20 ft. **DC** 8 + caster level to escape/avoid being held. While held, creatures take 1d6+4 points damage.

Dimension Door:

Range: 400 ft. + 50 ft. /level.

Duration: 1 turn /level.

Description: Opens a magic portal which teleports users a short distance visualized or in a chosen direction. If there is no open space in the target location then the portal targets a nearby location. If there are no nearby locations (e.g. inside a rock) then the spell fails and caster takes 1d6 damage.

Geas, Lesser:

Range: Sight and hearing.

Duration: 1 day/level or until task completed.

Description: Places a magical command on target subject of 7 **HD** or less. Geas cannot be used to command creatures to kill themselves or place themselves in known peril of death.

Polymorph, lesser:

Range: Touch.

Duration: 1 turn /level.

Description: Gives one willing subject a new form, subject gains all non-spell like abilities of form (e.g. flying, water breathing). Damage taken in the new form reverts to a proportional damage when target resumes its original form.

Shout:

Range: 30 ft cone.

Duration: Instant.

Description: Deafens all within cone for 2d6 turns and deals 5d6 sonic damage. Crystalline/glass items in range take 1d6 points of damage per caster level.

Wall of Fire:

Range: 100 ft. +10 ft. /level.

Duration: Concentration +1 turn /level.

Description: Opaque curtain of fire length and height of 20ft. per level. Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through the wall deals 2d6 damage +1/level.

Wall of Ice:

Range: 100 ft. +10 ft. /level.

Duration: Until it melts.

Description: Creates ice wall or hemisphere up to 10 x 10 ft. per caster level and 1 inch per level thick. Wall takes 15 +1 **HP**/level, creatures trapped inside take 1d6 cold damage.

5th Level Mage Spells:

Cloudkill:

Range: 100 ft. +10 ft. /level.

Duration: 1 turn /level.

Description: Kills creatures of 3 **HD** or less; creatures of 4-6 **HD** must save vs. **STR** or die, creatures with 6+ **HD** take 1d4 **STR** damage.

Cone of Cold:

Range: 60 ft. cone.

Duration: Instant.

Description: Ice blast does 1d6/level cold damage (max 15d6).

Grow/Shrink Creature:

Range: 30 ft. + 5 ft. /level.

Duration: 1 turn /level.

Description: Target creature doubles or halves in size. Targets doubled in size have double **STR** and half **DEX** and take half damage from attacks; creatures half sized have double **DEX** and half **STR** and take double damage from attacks.

Hold:

Range: 100 ft. +10 ft. /level.

Duration: 1 turn / level.

Description: Immobilizes creatures equal to 1 **HD**/level while concentrating. Creatures get a chance to break the hold. **DC** 10+ caster's level each round.

Missile Shield:

Range: Dome 5 ft. + 5ft. / level.

Duration: 10 min. /level.

Description: A clear dome that deflects non-magical missiles and minor falling objects (e.g. rocks, branches, arrows and other items smaller than 2ft across).

Magic Resistance, lesser:

Range: Touch.

Duration: 10 min. /level.

Description: Confers +5 spell resistances (damage and saves) to target.

Telekinesis:

Range: 400 ft. + 40 ft. /level.

Duration: 1 turn /level with concentration.

Description: Caster can move objects with their mind up to 25 pounds /level up to 20 ft. /turn.

Teleport:

Range: 100 miles / level.

Duration: Instant.

Description: Instantly transports you as far as 100 miles/level.

Wall of Stone:

Range: 100 ft. + 10 ft. /level

Duration: Permanent.

Description: Creates a stone wall of desired shape and with a volume of 5ft sq/ level.

6th Level Mage Spells:

Analyze Dweomer:

Range: Sight.

Duration: Concentration.

Description: Reveals magical aspects of subject.

Antimagic Field:

Range: 10ft radius.

Duration: 10 min. /level.

Description: Suppresses the effects of magic brought into or cast in the field. Spell effects may resume when field is dispelled.

Chain Lightning:

Range: 400 ft. + 40 ft. /level.

Duration: Instant.

Description: 1d6/level damage; 1 secondary bolt/level each deals half damage.

Contingency:

Range: N/A

Duration: 1day / level or discharged.

Description: Sets trigger condition for another spell.

Destroy Undead:

Range: A radius of 5 ft. /level.

Duration: Instant.

Description: The spell destroys 1d4 HD per caster level worth of undead creatures in area (maximum 20d4).

Disintegrate:

Range: 100 ft. + 10 ft. /level

Duration: Instant.

Description: Destroys one creature or object.

Flight:

Range: Personal.

Duration: 1 hour /level

Description: Fly up to 704 ft per turn or 8 mph.

Geas:

Range: Sight and hearing.

Duration: Until discharged or removed.

Description: Commands any creature, binding it to a specific task. Subject takes 3d6 points of damage each day it does not attempt to follow the geas. A geas cannot be used to command creatures to kill themselves or place themselves in known peril of death.

Protection Sphere:

Range: 10ft radius.

Duration: 10 min. /level.

Description: Confers a 20 +1/level resistance to any physical, mental or magical damage. The damage is absorbed by the sphere or negated. Only one sphere per caster can be in effect on a target at any time.

Enchanter Spells

Enchanters specialize in spells that misdirect or confuse the mind.

Enchanter Cantrips:

Arcane Mark:

Range: Touch.

Duration: Permanent.

Description: Inscribes a personal rune (visible or hidden).

Confusion:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn.

Description: In their next combat action, target has +5% chance of a critical fumble per every 2 caster levels, up to a maximum of 50%.

Dancing Lights:

Range: 100 ft. + 10 ft. /level

Duration: 1 turn.

Description: Creates floating lights (up to one per level) which may resemble torches or coloured lights.

Daze:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn.

Description: Clouds mind of the target. Intelligent creature (4 **HD** or less) loses next action if not resisted.

Decorate:

Range: 10 ft.

Duration: 1 hour

Description: Performs minor visual tricks such as colour changes to smoke, clothing, eyes and hair, sparkling effects or other very minor illusions.

Detect Magic:

Range: 60 ft.

Duration: Concentration, up to 1 min. /level.

Description: Detect magical auras from spells and magic items.

Ghost Sound:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: Create fragments of sounds such as indistinct talking, squeaks or creaking.

Message:

Range: 100 ft. + 10 ft. /level

Duration: 1 turn /level.

Description: Whisper to a target at a distance.

Read Magic:

Range: Personal.

Duration: 10 min. /level.

Description: Read magic writing, scrolls and spell books.

1st Level Enchanter Spells:

Charm Person:

Range: 25 ft. + 5 ft. /2 levels

Duration: 1 hour/level

Description: Makes one humanoid your friend. Hostile targets receive +5 to resist.

Color Spray:

Range: 15 ft.

Duration: Instant.

Description: Vivid burst of colored light as a 15' cone. Sighted creatures who fail to resist are blinded and stunned for 2d4 minutes.

Detect Illusion:

Range: 60 ft.

Duration: Concentration, up to 1 turn /level.

Description: Caster can detect visual illusions along line of sight or discern audible illusions.

Disguise Self:

Range: Personal.

Duration: 10 min. /level.

Description: Changes your appearance within limits of basic body type. Can appear to be shorter, taller, stouter or otherwise clothed or armoured. Caster can assume the appearance of a person of the same race if familiar. Does not change mannerisms or voice.

Fright:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1d4 turns.

Description: One creature (5 **HD** or less) flees in terror.

Mesmerize:

Range: 25 ft. + 5 ft. /2 levels + Sight and hearing.

Duration: 2d4 turns.

Description: Fascinates 2d4 **HD** of creatures causing them to stop and stare. Hostile targets gain +2 resist.

Silent Image:

Range: 400ft. + 40ft. /level.

Duration: Concentration.

Description: Creates a visual only illusion of your design up to 5 cubic feet/level in size.

Sleep:

Range: 50 ft. + 10 ft. /level.

Duration: 1 turn /level.

Description: Puts 4 **HD** of creatures into magical slumber. Creatures can be woken with difficulty.

Ventriloquism:

Range: 25 ft. + 5 ft. /2 levels

Duration: 1 turn /level.

Description: Throws voice for 1 turn per level.

2nd Level Enchanter Spells:**Blindness/Deafness:**

Range: 100 ft. + 10 ft. /level.

Duration: Permanent.

Description: Makes subject blinded or deafened **DC** 8+ caster level to save.

Blur:

Range: Touch.

Duration: 1 turn /level.

Description: Target appears to shift and blur and gains +4 to **AC**, cannot be Sneak Attacked.

Darkness:

Range: Touch.

Duration: 10 min. /level.

Description: Touched object radiates 20-ft. sphere of supernatural shadow.

Hideous Laughter:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: Subject undergoes fits of laughter, loses actions.

Hypnotic Pattern:

Range: 100 ft. + 10 ft. /level.

Duration: Concentration + 2 turns.

Description: Fascinates up to 2d4+level **HD** of creatures.

Invisibility:

Range: Touch.

Duration: 1 turn /level.

Description: Subject is invisible for until it attacks. Does not mask sounds or scent.

Magic Mouth:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Permanent until discharged.

Description: Magical image of mouth speaks short phrase once when triggered.

Minor Image:

Range: 400ft. + 40ft. /level.

Duration: Concentration +2 turns.

Description: Creates a visual and audible illusion of your design up to 5 cubic feet/level in size.

Mirror Image:

Range: Personal.

Duration: 1 turn /level.

Description: Creates 1d4+1 decoys all within 5 feet of each other which shift around. Chance that attacker hits image is determined by random roll (except for area effects).

3rd Level Enchanter Spells:**Clairaudience/Clairvoyance:**

Range: 400 ft. + 40 ft. /level.

Duration: 1 turn /level

Description: Hear or see at a distance (cannot use for ranged casting.)

Daylight:

Range: Touch

Duration: 10 min. /level.

Description: Target emits 60' radius sphere of light as strong as full daylight.

Lesser Seeming:

Range: Touch.

Duration: 1 hour.

Description: Visual and audible illusion changes appearance of 1 creature to another creature of at least 50% similar size and shape. Does not provide any tactile, mobile or ability effects to recipient.

Illusory Script:

Range: Touch (writing).

Duration: One day/level.

Description: Embed hidden message in writing or write a secret message. Only the intended reader can decipher.

Invisibility Sphere:

Range: Touch.

Duration: 1 turn /level.

Description: Makes everyone within 10' of object invisible.

Major Image:

Range: 400ft. + 40ft. /level.

Duration: Concentration +2 turns.

Description: As *minor image*, creates an illusion of your design up to 5 cubic feet/level in size plus sound, smell, and thermal effects.

Nondetection:

Range: Touch

Duration: 1 hour/level.

Description: Hides subject from magical detection devices or spells such as divination or scrying.

Stinking Cloud:

Range: 100 ft. + 10 ft. /level.

Duration: 1 turn /level.

Description: Creates a cloud of nauseating vapors.

Nauseated creatures must save (**DC** 10 + caster level) or take no actions except movement.

Nausea lasts 1d4+1 turns after cloud dissipates.

Suggestion:

Range: 25 ft. + 5 ft. /2 levels (requires hearing).

Duration: 1 hour/level or until completed.

Description: Compels subject to follow stated course of action. Suggestion can also be triggered by an event. Suggestion is broken if it involves obvious harm to subject.

4th Level Enchanter Spells:**Animate Shadow:**

Range: 25 ft. + 5 ft. /2 levels.

Duration: Concentration + 1 turn /level.

Description: Turns *an existing shadow* of any type into a shadow of a creature or creatures with total HD equal to the casters level. Shadow creatures are mostly insubstantial and do 1d6 damage and have an AC of 15.

Charm Monster:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 day/level.

Description: Make one living creature believe it is your ally.

Crushing Despair:

Range: 30 ft cone.

Duration: 1 turn /level.

Description: Subjects in area take -2 on attack rolls, damage rolls, saves, and checks.

Fear:

Range: 30 ft cone.

Duration: 1 turn /level.

Description: Subjects within cone save or flee in terror.

Hallucinatory Terrain:

Range: 30ft. /level.

Duration: 2 hours /level.

Description: Makes one type of terrain appear like another (field into forest, or the like).

Illusory Wall:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Permanent.

Description: Permanent wall, floor, or ceiling looks real, but anything can pass through.

Invisibility, Greater:

Range: Touch.

Duration: 1 turn /level.

Description: As invisibility, but subject can attack and stay invisible. Cannot be detected by mage sight.

Phantasmal:

Range: 100 ft. + 10 ft. /level.

Duration: Instant.

Description: Fearsome illusion deals 1d6 damage/level + insanity check **DC** 5.

Rainbow Pattern:

Range: 100 ft. + 10 ft. /level

Duration: Concentration + 1 turn /level.

Description: 20 ft. sphere of rainbow lights fascinate up to 24 **HD** of (sighted) creatures within it.

5th Level Enchanter Spells:**Break Enchantment:**

Range: 25 ft. + 5 ft. /2 levels.

Duration: Instant.

Description: Frees subjects (Up to one creature per level, all within 30 ft. of each other) from enchantments, alterations, curses, and petrification.

Dream/Nightmare:

Range: Unlimited.

Duration: N/A.

Description: Sends a dream message to anyone sleeping or a nightmare that ends with dealing 1d10 **HP** and preventing their rest. Must be able to see the target or have an item of theirs.

Dominate Person:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 day/level.

Description: Subject will follow orders of the caster and can be directly controlled telepathically. Caster will be generally aware of the subjects actions even when they are not nearby and can concentrate fully to access the subjects sensory input. Any commands given that are contrary to the subject's nature or interests allow them to make a save with +2 bonus.

Feebleminded:

Range: Sight

Duration: Permanent.

Description: Subject's **MIND** score drops to 1.

Persistent Image:

Range: 400ft. + 40ft. /level.

Duration: 1 turn /level.

Description: As *major image*, creates an illusion up to 5 cubic feet/level in size plus sound, smell, and thermal effects. Image can follow a script so no concentration is required to maintain it.

Seeming:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 12 hours.

Description: As Lesser Seeming but changes the appearance of up to 1 creature per 2 levels of caster.

Symbol of Pain:

Range: Touch.

Duration: Until triggered.

Description: Glowing rune wracks creatures with pain (triggered by proximity or sight). -4 to actions for 10 min/casters level.

Symbol of Sleep:

Range: Touch.

Duration: Until triggered.

Description: Glowing rune causes creatures to fall into a catatonic sleep (triggered by proximity or sight). Cannot be woken for 10 min/casters level.

Visions of Insanity:

Range: Sight.

Duration: 1day/level.

Description: Caster creates images in the target's mind that are so horrible that they become insane. Save is **DC** 5+ 1/caster level.

6th Level Enchanter Spells:**Mislead:**

Range: 25 ft. + 5 ft. /2 levels

Duration: 1 turn/level and concentration + 3 turns

Description: Turns you invisible (as Greater invisibility) for the specified time and creates an illusory double which can be controlled by concentration and which will last 3 turns afterwards.

Phantasmal Killer:

Range: 100 ft. + 10 ft. /level.

Duration: Instant.

Description: Fearsome illusion deals 2d6 damage/level + insanity check **DC** 10.

Permanent Image:

Range: 400ft. + 40ft. /level.

Duration: Permanent.

Description: Caster creates a permanent illusion with sight, sound, and smell.

Programmed Image:

Range: 400ft. + 40ft. /level.

Duration: Permanent until triggered, then 1 turn/level

Description: As persistent image but triggered by specific event.

Shadow Walk:

Range: Touch.

Duration: 1 hour /level.

Description: Step into a shadow and travel rapidly; 50mph for duration. Caster can take creatures along as long as all remain touching. Creatures who wander off or lose touch while journeying have a 50% chance of becoming lost in the shadow realm, otherwise will appear somewhere in the world emerging from a shadow.

Suggestion, Mass:

Range: 100 ft. + 10 ft. /level.

Duration: 1 hour/level or until completed

Description: As *suggestion*, plus one subject per level.

Symbol of Fear:

Range: Sight.

Duration: 10 turns /level once triggered.

Description: Triggered rune panics (drop items and flee) nearby creatures for 1 turn per level.

Symbol of Persuasion:

Range: Sight.

Duration: 10 turns /level once triggered.

Description: Triggered rune charms nearby creatures for 1 hour/level.

True Seeing:

Range: Sight.

Duration: 1 turn /level.

Description: Lets you see through all darkness, enchantments and illusions (including shape-changed or ethereal objects) and all things as they really are.

Druid Spells

Druids specialize in the study of spells that influence the natural world and it's creatures.

Druid Cantrips:

Calm Animals:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: Soothes and quiets up to 2d4 + caster level HD of ordinary animals. Intelligent or magical creatures are not affected (and may even become more hostile if they suspect they are being manipulated).

Clean Water:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Instant.

Description: Makes up to 2 gallons/level of water drinkable and parasite free.

Detect Magic:

Range: 60 ft.

Duration: 1 turn /level or concentration.

Description: Detect spells and magic items.

Detect Poison:

Range: 25 ft. + 5 ft. /2 levels

Duration: Instant.

Description: Detects poison in one creature or object. Can determine the Poison type with KNOW check at DC 20.

Know Direction:

Range: Personal.

Duration: Instant.

Description: Discern the compass directions.

Mending:

Range: Touch.

Duration: Instant.

Description: Repairs small breaks, cracks or tears in objects.

Pass without Trace:

Range: Touch.

Duration: 1 hour/level.

Description: One subject leaves no tracks or scent as they travel.

Read Magic:

Range: Personal.

Duration: 10 min. /level.

Description: Read magic writing, scrolls and spell books.

Resist Glamour:

Range: Touch.

Duration: 1 hour/level.

Description: +1/level to resist charm and sleep effects of woodland creatures.

1st Level Druid Spells:

Entangle:

Range: 400 ft. + 40 ft. /level

Duration: 1 turn/level.

Description: Plants in area entangle everyone in a 40' radius.

Faerie Fire:

Range: 400 ft. + 40 ft. /level

Duration: 1 turn /level.

Description: Outlines all subjects within a 5 ft. radius of target in a light equal to a candle, cancels *blur*, *invisibility*, etc.

Goodberry:

Range: Touch.

Duration: 1 day.

Description: When cast on a handful of berries they become wholesome and, if immediately eaten can restore up to 2d4 **HP** (max 8 **HP** per person in a 24 hour period). Eating additional berries, or berries which are stored provide sustenance but no healing. Any original effects of the berries are replaced (e.g. poison, intoxication).

Hide from Animals:

Range: Touch.

Duration: 10 min. /level

Description: Animals cannot see, hear, or smell the target. If a subject touches or attacks an animal the spell ends.

Obscuring Mist:

Range: Personal.

Duration: 1 turn /level.

Description: Fog surrounds you in a 5 ft radius, providing concealment and obscuring all vision beyond 5 ft. Can be dissipated by strong winds.

Produce Flame:

Range: Touch.

Duration: 1 turn /level.

Description: Torch-like flames appear from casters hand. Can be used to light objects, burn opponents or can be thrown. Fire does 1d6 damage +1/level to others.

Restful Glade:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 8 hours.

Description: Enchants an area, providing a comfortable rest in the wilderness (see **HP** recovery).

Speak with Animals:

Range: Personal.

Duration: 1 turn /level.

Description: You can communicate with animals.

Watcher:

Range: Touch.

Duration: 1 day/level.

Description: Plant can be spelled to raise alarm to the caster if (simple) trigger condition is observed.

2nd Level Druid Spells:

Barkskin:

Range: Touch.

Duration: 10 min. /level.

Description: Target's skin becomes tough like bark but remains flexible. Grants a +2 **AC** bonus.

This bonus does not stack with other natural armour bonuses that affect skin or hides.

Bull's Strength:

Range: Touch.

Duration: 1 turn /level.

Description: Subject gains +4 to **STR**.

Cat's Grace:

Range: Touch.

Duration: 1 turn /level.

Description: Subject gains +4 to **DEX**.

Fog Cloud:

Range: 100 ft. + 10 ft. level

Duration: 10 min/level.

Description: Fog billows out from target in a 20 ft. radius and spreading 1 ft per turn in all directions and obscuring vision beyond 5ft. Fog dissipates in sunlight after an hour. A moderate wind will disperse it in 4 turns, a strong wind in 1 turn.

Gust of Wind:

Range: 60 ft one direction.

Duration: 1 turn.

Description: Strong wind rushes out from caster, blows out torches, knocks down missiles or smaller objects and creatures.

Heat/Chill Metal:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: Makes metal so hot or cold that it damages those who touch it for 1d4 **HP** /turn.

Summon Swarm:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Concentration + 2 turns.

Description: Summons swarm of bats, rats, spiders (or other small creatures) which will attack all creatures in an area or defend an area for the length of the spell. The caster has no control over the swarm once summoned.

Tree Shape:

Range: Personal.

Duration: 1 hour/level.

Description: You can assume the form of a tree or shrub.

Wood Shape:

Range: Touch.

Duration: Instant.

Description: Bends and rearranges wood (10 cu. ft. + 1ft. / level) into any shape. Fine detail is not possible.

3rd Level Druid Spells:

Call Lightning:

Range: 100 ft. + 10 ft. /level.

Duration: 1 turn /level

Description: Calls down a 3d6-damage lightning bolt from the sky once per turn.

Dominate Animal:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 10 min/level.

Description: Non-intelligent/non magical animal will follow simple orders of the caster and can be directly controlled telepathically. Caster will be generally aware of the subjects actions even when they are not nearby and can concentrate fully to access the subjects sensory input. Any commands given that are contrary to the subject's nature or safety allow them to make a save with +2 bonus.

Influence Plant Growth:

Range: Up to 400 feet + 40 feet per level.

Duration: 1 turn

Description: Causes all plants within the area of effect to increase in size (and yield if applicable) or to be stunted as desired. The effect on terrain is to slow travel by half or clear an overgrown area to allow normal travel. The effect on yields is to double or half the normal yield. When cast on a single plant can cause it to increase or decrease up to 4 times its original size.

Poison/Neutralize Poison:

Range: Touch.

Duration: Instant.

Description: Touch deals damage equal to a poison of **DC** 8+casters level (caster's choice) or neutralizes an existing poison. It does not reverse damage effects of poisons already incurred.

Protection from Energy:

Range: Touch.

Duration: 10 min/level or exhausted.

Description: Target can resist 5 points/level of damage from specified kind of energy (cold, fire, electricity...).

Speak with Plants:

Range: Personal.

Duration: 1 turn /level.

Description: You can talk to normal plants and plant creatures.

Spike Growth:

Range: 100 ft. + 10 ft. /level.

Duration: 1 hour/level.

Description: Causes all ground cover and vegetation in an area up to 20 ft. /level to become thorny and sharp. Creatures in the area take d4 damage per 5' movement, and may be slowed.

Stone Shape:

Range: Touch.

Duration: Instant.

Description: Sculpts stone (10 cu. ft. + 1ft. / level) into any shape. Fine detail is not possible.

Water Breathing:

Range: Touch.

Duration: 10 min. /level.

Description: Subject can breathe water for 10 min. /level.

4th Level Druid Spells:

Animal Form:

Range: Personal.

Duration: 1 hour /level.

Description: Caster is able to assume any natural animal form. They assume the statistics of the form and can use any natural abilities of the animal (e.g. dig, fly, smell) however they retain their original **HP** and the ability to speak and cast spells.

Dispel Magic:

Range: 100 ft. + 10 ft. /level.

Duration: Instant or 10 min. /level.

Description: Cancels magical spells and effects.

Works against non permanent spells **DC** = 11+ (target spell - caster level). **DC** + 2 when used against spells from different magic schools. Can also be used to suppress the effects of permanent magic spells for the duration of the spell.

Hidden Glade:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 2 hours /level.

Description: Creates a hidden (**DC** 15 +caster level to detect) and restful area out of any natural space providing minimal cover. No activity (sound, smells smoke... in the area will be detectable from the outside).

Ice Storm:

Range: 400 ft. + 40 ft. /level.

Duration: 5 turns.

Description: Summons up strong roaring winds and hail which does 1d6 damage per turn to all creatures in its path (a cylinder 20 ft. radius and 40 ft. high). In the storms area of effect concentration requires a **MIND** check each round and all movement is at half speed.

Locate Creature:

Range: N/a.

Duration: 10 min. /level.

Description: Locate a specific creature known to the caster or the closest type of a creature. The spell will indicate the direction, the targets rough distance, speed and direction of travel.

Rusting Grasp:

Range: Touch.

Duration: Instant.

Description: Your touch corrodes iron and alloys, causes wood and paper to burst into flame or water to evaporate. Rusting can effect up to a 3 ft. x 3 ft. area.

Static Charge:

Range: Touch.

Duration: Instant.

Description: Adds 4d6 +1 /level of lightning damage to an object which is discharged when next touched.

Stone Skin:

Range: Touch.

Duration: 10 min. /level.

Description: Target's skin becomes tough like bark but remains flexible. It is also resistant to normal scratches and abrasion or minor damage up to 1hp. Grants a +4 **AC** bonus. This bonus does not stack with other natural armour bonuses that affect skin or hides.

Summon Nature's Ally:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: Summons non-intelligent, non-magical animal(s) totaling 6 **HD** who fight or otherwise act on behalf of the caster for example a 6 **HD** lion, or three 2 **HD** wolves or a dozen rats or ravens with ½ **HD** each. The creatures immediately vanish when killed or when the spell ends.

5th Level Druid Spells:

Animal Growth:

Range: 100 ft. + 10 ft. /level.

Duration: 1 turn /level.

Description: Non-intelligent and non magical animals are made to grow to twice their normal size. Targets doubled in size have double **STR** and half **DEX** and take half damage from attacks.

Animal Shrink:

Range: 100 ft. + 10 ft. /level.

Duration: 1 turn /level.

Description: Non-intelligent and non magical animals are made to shrink to half size. Animals half sized have double **DEX** and half **STR** and take double damage from attacks.

Animate Plants:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: 1 large plant for every 3 caster levels becomes animate and fights for the caster.

Call Lightning Storm:

Range: 400 ft. + 40 ft. /level

Duration: 1 turn /level.

Description: Summons up strong roaring winds and caster can call down one bolt of lightning per round which does 5d6 damage (a cylinder 20 ft. radius and 40 ft. high). In the storms area of effect concentration requires a **MIND** check each round and all movement is at half speed.

Summon Elemental:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 10 min. /level.

Description: Summons a large elemental which will obey the caster. The appropriate element must be present e.g. a fire is burning in range to summon a fire elemental.

Move Earth:

Range: 400 ft. + 40 ft. /level.

Duration: 1 turn.

Description: Digs trenches and builds hills, in an area up to 750' square and 10' deep.

Transmute Rock to Mud/Mud to Rock:

Range: 100 ft. + 10 ft. /level.

Duration: Permanent.

Description: Transforms up to 2 10 ft. cubes per level from rock to mud or mud to rock.

Tree Stride:

Range: Personal.

Duration: 1 hour/level or until expended.

Description: The caster can walk through trees, stepping from one tree to another up to 1000 ft. away.

Wall of Thorns:

Range: 100 ft. + 10 ft. /level.

Duration: 10 min. /level.

Description: 10 cu. ft. /level of thorns damage (25 - **AC**) anyone who tries to pass.

6th Level Druid Spells:

Baleful Polymorph:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Permanent.

Description: Transforms subject into harmless animal of no more than 1**HD**.

Bull's Strength, Mass:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn / level

Description: As bull's strength, targets gain +4 to **STR**, Affects one subject/level.

Cat's Grace, Mass:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: As cat's grace, Targets gain +4 to **DEX**. Affects one subject/level.

Circle of Life/Unlife:

Range: 10ft. +1 ft. /level radius from caster.

Duration: 10 min. /level.

Description: Kills 1d4 /level **HD** of either living *or* undead creatures within area of effect. The type of effect is determined when the spell is cast and cannot change.

Find the Path:

Range: Touch.

Duration: 10 min. /level.

Description: Recipient of the spell can sense the shortest and best path to a specified destination.

Obstacles and traps are avoided or made known.

Fire Seeds:

Range: Touch.

Duration: 10 min. /level or until used.

Description: Creates Acorn Grenades (1d6 fire damage/level divided among up to 4 seeds) that explode in a 10' radius and ignite combustibles.

Ironwood:

Range: Touch.

Duration: 1 day /level.

Description: Converts up to 5lb/level of wood to magic wood that is strong as steel.

Transport via Plants:

Range: Touch.

Duration: 10 turns.

Description: Move instantly from one plant to another of its type anywhere up to 100 miles/level.

Wall of Stone:

Range: 100 ft. + 10 ft. /level.

Duration: Instant.

Description: Creates a shaped wall of stone up to 5 ft. /level area.

Cleric Spells

Clerics automatically know spells appropriate to their level; they gain them through spiritual growth and guidance – not through research. In addition to spells, each divine spell level also has a ritual which generally takes longer to cast or requires special preparation than a spell. Feel free to create new spells and/or rituals for clerics of specific faiths.

Some divine spell effects, those marked with an asterisk (*), are either positive or negative based on caster's religious orientation; they generally cannot choose to use either effect but must use the effect most aligned with their beliefs. Clerics must be very careful not to misuse such spells or face repercussions from both gods and their fellow believers.

Cleric Orisons:

***Ease/Turmoil:**

Range: Touch.

Duration: 1 turn /level.

Description: Laying hands to remove/cause pain and anxiety.

Endure Elements:

Range: N/A.

Duration: 24 hours.

Description: Exist comfortably in inhospitable environments (hot/cold/damp/dry climates).

Favor:

Range: Personal.

Duration: 1 turn.

Description: You gain +1 on attack and damage rolls for 1 turn.

Guidance:

Range: Touch.

Duration: 1 turn or until discharged.

Description: Target gets +1 on one attack roll, saving throw, or skill check.

***Purify/putrefy Food and Drink:**

Range: Touch.

Duration: Instant.

Description: Purifies or spoils 1 cu. ft. /level of food or water.

Detect Poison:

Range: 25 ft. + 5 ft. /2 levels

Duration: Instant.

Description: Detects poison in one creature or object.

Detect Undead:

Range: 60 ft.

Duration: Concentration, up to 1 turn / level.

Description: Reveals the presence of undead to the caster and their approximate strength.

1st Level Cleric Spells:

***Bless/Bane:**

Range: 50 ft. radius.

Duration: 1 turn /level.

Description: Bless causes allies in range to gain +1 on attack rolls and checks against fear. Bane causes all enemies within range to be -1 on attack and fear rolls.

***Bless/Curse Water or oil:**

Range: Touch.

Duration: Instant.

Description: Makes holy or unholy waters and oils which are used in religious rituals. Holy waters and oils can cause damage (generally 1d6) to creatures of opposing natures or faiths.

Comprehend Languages:

Range: Personal.

Duration: 10 min. /level.

Description: You understand all spoken and written languages.

***Cure/Cause Light Wounds:**

Range: Touch.

Duration: Instant.

Description: Cures/causes 4+1d4 damage.

***Turn Undead/Cause Fear:**

Range: 25 ft. + 5 ft. /level.

Duration: 1 turn /level.

Description: For the spell duration, 2 **HD** of undead per caster level are sent fleeing (or are subdued and cannot approach the caster if unable to flee). Cause Fear acts in a similar manner against the living.

Shield of Faith:

Range: Touch.

Duration: 1 turn /level.

Description: Shimmering aura grants +2 **AC** bonus to target. This bonus does not stack.

***Light/Dark:**

Range: Touch.

Duration: 10 min. /level.

Description: Object touched shines like a torch or absorbs all light for in a 20ft radius.

Ritual - Liturgy:

Range: Sight and hearing.

Duration: 1 day.

Description: The Liturgy is a religious service performed by an initiated cleric in which blessing and instructions are conferred upon the faithful. For every 30 minutes spent preaching (max 3 hours) people present at a liturgy will respond favorably to the caster as if he had +1 charisma. It may also confer the effects of a Bless spell for its duration and an equal length of time afterwards.

2nd Level Cleric Spells:**Bless/Curse Weapon:**

Range: Touch.

Duration: 10 min/level.

Description: Caster gives weapon an enhancement bonus of +1 to hit and damage. The obverse of the spell will curse a weapon with -1 to hit and damage. In either case, the weapon is considered magical.

Delay Poison:

Range: Touch.

Duration: 1 hour/level.

Description: Stops poison from harming subject but does not cure the poison or damage already incurred.

Detect Spirits:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Concentration.

Description: Reveals to the caster the presence of unseen spirits or ghosts and an impression of their nature/intent. This spell can be used to determine if a creature or object is possessed. It cannot be used to detect the presence of normal creatures that are hidden or invisible.

***Gentle/Hideous Repose:**

Range: Touch.

Duration: 1 day / level (or instant).

Description: Preserves one corpse (fouls one corpse preventing resurrection).

Hold Person:

Range: 100 ft. + 10 ft. /level

Duration: 1 turn /level.

Description: Sentient target creature of **HD** up to caster level is immobilized, unable to move or act. Target may attempt to resist each round it is held.

Paralyzing Touch/Remove Paralysis:

Range: Touch.

Duration: 1d6+2 min. (or instant).

Description: Causes creature touched to be paralyzed or frees one or more creatures from paralysis or slow effects.

Zone of Truth:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 turn /level.

Description: Subjects in 20 ft. radius cannot lie.

Ritual – Anoint:

Range: Touch.

Duration: Permanent.

Description: Anoint is a 30 minute ritual that allows a divine caster to mark a person as a follower of the faith. This ritual is used to invest new clerics to the religion as well as protect (or maybe harvest) the souls of the dying. Anointing will grant an additional save at +2 against the death effects caused by certain undead or the effects of lycanthropy (or an additional chance for the subject to be effected). Anointing requires a suitable substance such as holy/unholy water or oil to perform.

3rd Level Cleric Spells:**Create Food and Water:**

Range: 25 ft. + 5 ft. /2 levels.

Duration: 8 hours.

Description: Feeds three humans (or one horse)/ 3 levels. The food and water if not consumed vanishes within 8 hours.

***Cure/Cause Blindness/Deafness:**

Range: Touch.

Duration: Permanent.

Description: Cures or causes blindness or deafness.

***Cure/Cause Serious Wounds:**

Range: Touch.

Duration: Instant.

Description: Cures/causes 8+2d8 damage.

***Remove/Cause Disease:**

Range: Touch.

Duration: Instant.

Description: Cures all diseases affecting subject (or inflicts a disease **DC** 8 + level severity).

***Restoration/Drain, Lesser:**

Range: Touch.

Duration: Instant.

Description: Dispels magical penalties to abilities or cures (causes) 1d4 ability damage.

***Searing Light/Freezing Dark:**

Range: 100 ft. + 10 ft. /level.

Duration: Instant.

Description: Ray of light (or dark) deals 1d8 damage for every 2 levels (up to 5d8). Searing Light does double damage against the undead.

Speak with Dead:

Range: 10 ft.

Duration: 1 turn /level.

Description: Corpse answers one question per two levels of caster. Does not work on undead.

Ritual - Consecration:

Range: Touch and/or area 100 ft. + 10 ft. /level.

Duration: Permanent.

Description: The Consecration ritual allows a caster to dedicate a building or altar fit to be used in rituals of the faith. Consecrated areas act as Cause Fear to beings of opposing faiths and also make it difficult (**DC** +5) for them to cast spells, or resist spells of the consecrated faith. Consecrated areas are also immune to some arcane effects such as scrying and area effect spells such as Restful Glade or Hallucinatory Terrain. A consecration ceremony takes at least a full week of uninterrupted prayer and fasting. An area already consecrated by a rival faith must first be cleansed both physically (by removing offending materials) and spiritually before it can be consecrated in the casters faith - a process that can be time consuming and expensive.

4th Level Cleric Spells:

Circle of Protection:

Range: Up to 20ft. radius.

Duration: 1 turn /level.

Description: Caster draws a circle and proclaims a type of energy (heat, cold, electricity, sound...)

and those within the circle are protected against 3d6 +2/level damage from that type of energy.

Control Vermin:

Range: 400 ft. + 40 ft./level.

Duration: 1 turn / level.

Description: Caster can summon and direct the emotions or reactions of swarms of small creatures such as ants, locusts, rats, spiders, etc. These creatures can be made to attack a target, occupy an area or flee in terror, but cannot be made to perform complex actions such as opening doors or fetching unseen items.

Ethereal Ward:

Range: Radius 25 ft. + 5 ft. /2 levels.

Duration: 10 min/level.

Description: Area is impassable to ethereal creatures and effects (including spells such as invisibility and Mage Sight, but not greater invisibility). When the spell is cast, ethereal creatures already in the area are ejected and Ethereal based spells stop working.

Hold Creatures:

Range: 100 ft. + 10 ft. /level

Duration: 10 min/level.

Description: Works as Hold Person but longer and on multiple subjects within a 30ft area (total combined targets **HD** up to 2x caster level) immobilized.

Manifest:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Concentration + 1 round.

Description: Causes spirits, or other incorporeal beings of **HD** lower than the casters level to be made corporeal. Entities possessing objects or creatures will be forced out of them and stunned for 1 round.

***Neutralize Poison/Poison:**

Range: Touch.

Duration: Instant.

Description: Immunizes subject against poison for 10 min. /level, detoxifies venom in or on subject.

***Restoration/Drain:**

Range: Touch

Duration: Instant.

Description: Restores level and ability score drains (or drains 1 level and 1d4 ability from target touched).

Ritual – Remove Curse:

Range: Touch

Duration: Special.

Description: The remove curse ritual takes one hour. This ritual will remove or block the effects of curses (and blessings or other like enchantments) on the subject. It will allow minor cursed objects to be cleansed or destroyed and major cursed objects to be safely removed or interred. Materials required for this spell should be in the 500-1000 sp. range. Exceptional enchanted items may require additional materials or conditions to be met (or repeated castings of the ritual).

5th Level Cleric Spells:

***Cure/Cause Light Wounds, Mass:**

Range: 25 ft. + 5 ft. /2 levels.

Duration: Instant.

Description: Cures/causes 4 +1d4 damage for one creature/ level.

Divine Strike:

Range: 100 ft. + 10 ft. /level.

Duration: Instant.

Description: Smite foes with divine energy 10-ft. radius, 40 ft. high for 5d6 +1/level damage).

Plane Shift:

Range: Touch.

Duration: Instant.

Description: Caster and up to 8 other creatures and their worn equipment are projected to another plane of existence. Their material bodies will remain in a suspended state until their souls can (return or are destroyed).

***Raise Dead/Create Undead:**

Range: Touch.

Duration: Instant.

Description: Brings creature back from the dead. Creature cannot have been dead for longer than 1 day /level and the body must have been preserved from rot or spoilage. The raised creature has HP equal to their level or **HD**. All their stats are at half value. This can also be used to create undead such as zombies, mummies, ghouls or wights of a total HD equal to the casters level divided among the number spoiled bodies or where the soul(s) have been destroyed.

Righteous Might:

Range: Personal.

Duration: 1 turn /level.

Description: Causes caster and equipment to grow up to double in size, double in STR, and take half damage from attacks while enlarged. Unlike a growth spell, the casters DEX and AC remains the same.

Spell Resistance:

Range: Touch.

Duration: 1 turn /level.

Description: Subject gains +10 to resist spell effects and/or damage resistance of 10 + level to spell effects.

True Seeing:

Range: Touch.

Duration: 1 turn /level.

Description: Lets you see all things as they really are for up to 120 feet. Subject can see invisible objects, discern illusions, even the true form of altered objects - but not hidden or concealed creatures or objects.

Ritual - Communion:

Range: Personal.

Duration: N/A.

Description: When attempting the Commune ritual, the caster enters a trance like dream state for a number of hours and consults with their deity or agents of their deity on a question or state of affairs they wish guidance on, the greater the question, the greater the length of the meditation. The more powerful the caster the more clear and informative the consultation will be, although the communion will never be direct, but symbolic in nature. At lower levels the communion will give general impressions and feelings about the issues in question, but at higher levels the caster will have receive more definite images and impressions or even verbal answers and prophecy.

6th Level Cleric Spells:

Animate Objects:

Range: 100 ft. + 10 ft. /level.

Duration: 1 turn /level.

Description: Any non-living non-magical object becomes animated and can be set to attack or interact as caster designates.

Banishment:

Range: 25 ft. + 5 ft. /2 levels.

Duration: Instant.

Description: Banishes 2 **HD**/level of extra-planar creatures from casters Plane.

***Heal/Harm:**

Range: Touch.

Duration: Instant.

Description: Cures/causes 10 points/level of damage, Can also restore or cause stat loss at 1 point/level or cure/cause diseases and mental conditions.

Minor Summoning:

Range: 25 ft. + 5 ft. /2 levels

Duration: 10 min. /level or until task is completed.

Description: Summons extra-planar creature of up to 6 **HD** to assist in one task.

Quest:

Range: 25 ft. + 5 ft. /2 levels.

Duration: 1 day /level or discharged.

Description: Commands any creature, binding it to a specific task as spoken by the caster. Target cannot be forced to harm self.

Voice of God:

Range: Hearing.

Duration: Instant.

Description: The caster speaks the true language of their god(s) which causes all who hear it to take 2d6 damage and be deaf for 2d6 rounds. In addition, creatures and entities opposed to the casters religion (e.g. undead, spirits, minor devils, lawful clerics...) suffer the effects of Turn Undead/Cause Fear. Opposed creatures of less than 2 **HD** must make a save or be destroyed and opposed creatures of higher **HD** but still less than the caster's level must save or take 4d6 +1/ caster's level damage.

Word of Recall:

Range: Unlimited.

Duration: Instant.

Description: Upon speaking this word, the caster + 25lb/level of weight are returned to a location previously prepared.

***Ritual - Resurrection:**

Range: Touch.

Duration: Permanent.

Description: This ritual requires at least 3 clerics of the same faith to perform and takes one day

to perform for every 10 years since the subject's death. The subject returns to life fully restored and with full stats and HP, which are supplied from among the casters. Some piece of the body must be used to restore it and the target creature must have a soul that is not trapped or otherwise destroyed (or may have a soul provided for them...). The material cost of this ceremony is very great (> 100,000 sp.) and usually not payable in cash due to the toll it takes on the casters - only the most worthy (or heinous) applicants would be considered.

Monsters

Monsters are out there; ready to provide challenges, loot and death for unwary adventurers. As a game master, it is your duty to make these creatures interesting and memorable opponents. Monsters should be dangerous and not simply a source of experience and loot – the adventure will be more satisfying if it is hard won.

It is also probably best to have your monsters behave appropriate to their nature and not burst into coins and XP on their demise. A scheming vampire may not only be carrying a valuable magic item, it will use it in battle. A dumb beast is not likely to drop gold and treasures when killed, but their body may be valuable in it itself. Orcs do not generally roam around with pockets full of coins, however their leader may be carrying their loot, or know where it is hidden.

It is also important to maintain a tone of fear and wonder of dealing with monsters, and a good way to do this is by keeping them unknown and the situations unpredictable. Try not to name the monsters when describing them to your players, instead let the players determine what foes they face based on your descriptions. Have them track the beasts or nervously hear the sounds of their passage rather than calmly remarking “you see three orcs standing under the tree.” Even a lowly hobgoblin can be mysterious if it is presented as the snapping of a branch or the soft footfall around the corner.

As Beacon is mostly compatible with other d20 games you should be able to use monsters from them with little adjustment. However a bestiary of creatures is here provided using the following conventions to simplify monster statistics:

Monster stat blocks

Hit Dice: The prime attribute of monsters is their Hit Dice (**HD**), this is important to note for both the die type and number of dice.

HP/damage: The Hit Dice (**HD**) type determines dice to use to determine the number of **HP** a creature has and the damage a creature will do when it hits (**HD** type + number). For example

creature with **HD 2 d6** will have between 2-12 hp and roll 1d6+2 damage. Rule of thumb for HD type is **d1–d4** for small creatures, **d6** for small humanoids and medium sized animals, **d8** for large humanoids, **d10–d12** for huge creatures or undead, and **d20** for gigantic creatures like Dragons. **HP** values are given here for median and maximum based on the number of HD and the type. For quick encounters use the median and roll and additional couple **HD** to generate hp.

Attacks and special abilities: Since monster damage is determined by HD, most attacks are flavour, e.g. slam, bite, pointy stick. Multiple attacks or optional attacks will be noted. Special attacks like poison or stat drains will have a **DC** listed to resist them if applicable. Non attack special abilities like flying or invisibility are listed at the end of the block.

Skills: All creatures have a bonus to all skills (*Phys, Subt, Know, Comm, Survival, Fab*) equal to their number of **HD**. If the creature is intelligent, add +3 to one or more skills. Add stat bonuses to suit and as logic dictates. This is intentionally kept vague – if you need a sneaky bugbear, assign the +3 bonus to *Subterfuge*; if a warrior, give +3 to *Physical*.

Monster Advancement: To make a more dangerous monster, add more Hit Dice; each additional **HD** adds one to their skill and combat bonuses. If a creature is simply larger or tougher than normal increase the **HD** type. Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

Armour Class: For creatures who commonly use armour, **AC** is based on the *usual* armour type they would be wearing – adjust to suit. **AC** indicated with an * means that the creature resists *all damage* except for special cases e.g. silver, magic, angel feathers or fire.

Create your own: Assign **HD** type based desired on size/toughness and damage. Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter add +3 bonus to one skill. Add stat bonuses, armour or special effects to suit.

Animals

Ape: HD 4 d10 (22-40 hp), AC 14, slam + bite

Bat, Dire: HD 4 d6 (14-24 hp), AC 20, bite; blind sight.

Bear:

Black: HD 3 d10 (17-30 hp), AC 13, claw + bite.

Brown/Polar: HD 6 d12 (39-72 hp), AC 15, claw or grapple + bite.

Dire: HD 12 d12 (78-144 hp), AC 17, claw (x2) or grapple + bite.

Beetle, Giant: HD 1 d6 (4-6 hp), AC 16, bite.

Boar: HD 3 d6 (11-18 hp), AC 16, gore + kick

Cat: HD 1 d1 (1 hp), AC 14, claw + bite.

Centipede: HD 1 d1 (1 hp), AC 14, bite; poison (DC 11, 1 DEX)

Centipede, giant: HD 3 d4 (8-12 hp), AC 14, bite; poison (DC 16, 1d4 DEX).

Crocodile: HD 3 d10 (17-30 hp), AC 16, bite or tail slap.

Crocodile, giant: HD 6 d12 (39-72 hp), AC 16, bite or tail slap.

Dog: HD 2 d4 (5-8 hp), AC 15, bite.

Eagle: HD 1 d4 (3-4 hp), AC 14, claw + bite; flying.

Horse (light): HD 2 d10 (11-20 hp), AC 13, kick or bite.

Horse (heavy): HD 2 d12 (13-24 hp), AC 12, kick or bite.

Lion: HD 6 d12 (39-72 hp), AC 15, claw (x2) + bite.

Mule or Pony: HD 2 d8 (9-16 hp), AC 13, kick or bite.

Rat: HD 1 (1 hp), AC 14, bite.

Rat, Dire: HD 1 d8 (5-8 hp), AC 15, bite; disease.

Scorpion:

Tiny: HD 1 (1 hp), AC 14, sting; poison (DC 12, 1 STR).

Small: HD 1 d4 (3-4 hp), AC 14, claw + sting; poison (DC 12, 1 STR).

Large: HD 5 d8 (23-40 hp), AC 17, claw + sting; poison (DC 13, 1d6 STR).

Huge: HD 7 d12 (45-84 hp), AC 20, claw + sting; poison (DC 16, 1d8 STR).

Snake

Constrictor: HD 3 d8 (14-24 hp), AC 15, bite, constrict.

Giant constrictor: HD 8 d12 (52-96 hp), AC 15, bite, constrict.

Small viper: HD 2 d1 (2 hp), AC 17, bite; poison (DC 11, 1 STR).

Large viper: HD 3 d4 (8-12 hp), AC 15, bite; poison (DC 11, 1d6 STR)

Huge viper: HD 6 d8 (27-48 HP), AC 15, bite; poison (DC 14, 1d6 STR)

Spider:

Tiny: HD 1 d1 (1 hp), AC 14, bite; poison (DC 10, 1d2 STR).

Small: HD 1 d4 (3-4 hp), AC 14, bite; poison (DC 10, 1d3 STR).

Large: HD 4 d6 (14-24 hp), AC 14, bite; poison (DC 13, 1d6 STR).

Huge: HD 8 d8 (36-64 hp), AC 16, bite; poison (DC 16, 1d8 STR).

Wolf: HD 2 d6 (7-12 hp), AC 14, claw + bite

Wolf, Dire: HD 6 d8 (27-48 hp), AC 14, claw + bite

Creatures

Animated Object (sword, hat-rack, etc):

Small: HD 2 d4 (5-8 hp), AC 14, slam.

Medium: HD 3 d6 (11-18 hp), AC 14, slam.

Large: HD 4 d8 (18-32 hp), AC 14, slam.

Assassin Vine: HD 4 d8 (18-32 hp), AC 15, slam or constrict.

Behemoth: HD 7 d12 (46-84 hp), AC 20, tusks + slam; poison (DC 14, 1d6 STR).

Bugbear: HD 3 d8 (14-24 hp), AC 17 (chain), mace, club or javelin.

Carrion Crawler: HD 3 d8 (14-24 hp), AC 17, tentacles (x8), bite; paralysis (DC13); scent

Choker: HD 4 d6 (14-24 hp), AC 17, tentacle choke, or slam (x2); climbing.

Cockatrice: HD 6 d6 (21-36 hp), AC 14, bite + stare; petrification (DC 12); flying

Dryad: HD 2 d6 (7-12 hp), AC 12; spells as 5th level Enchanter

Elemental (large)

Air: HD 8 d8 (36-64 hp), AC 20, whirlwind (x2); flying.

Earth: HD 8 d12 (52-96 hp), AC 18, Slam (x2).

Fire: HD 8 d8 (36-64 hp), AC 18, Burn (x2).

Water: HD 8 d8 (36-64 hp), AC 20, Slam (x2).

Elemental (small)

Air: HD 4 d6 (14-24 hp), AC 17, whirlwind; flying.

Earth: HD 4 d8 (18-32 hp), AC 17, slam.

Fire: HD 4 d6 (14-24 hp), AC 15, burn.

Water: HD 4 d6 (14-24 hp), AC 17, slam.

Ettin: HD 7 d10 (39-70 hp) AC 18, great clubs (x2).

Gargoyle: HD 4 d10 (22-40 hp), AC 16, Claw (x2); flying.

Gelatinous Cube: HD 5 d10 (23-50 hp), AC 4, slam, engulf; paralysis (DC 20); acid.

Grey Ooze: HD 3 d10 (17-30 hp), AC 5, slam, constrict; acid.

Giant

Hill: HD 12 d12 (78-144 hp), AC 20, great-club or rock.

Stone: HD 8 d20 (84-160 hp), AC 25, tree or boulder.

Storm: HD 12 d20 (126-240 hp), AC 27, huge swords and bows; spells control weather, call lightning.

Golem:

Flesh: HD 7 d10 (37-70 hp), AC 18, slam.

Iron: HD 12 d12 (78-144 hp), AC 30, slam.

Stick: HD 4 d6 (14-24 hp), AC 14, slam.

Stone: HD 14 d12 (46-84 hp), AC 26, slam.

Great Worm: HD 16 d20 (168-320 HP) AC 19, slam, bite; (poison DC 24), digest.

Griffon: HD 7 d12 (46-84 hp), AC 17, bite, claw (x2); flying.

Hellhound: HD 4 d8 (18-32 hp), AC 16, bite + burning touch.

Hydra: HD 3 d10 +1 d10/head (17-30+x hp), AC 15, 1 bite/head or spit acid.

Magma Man: HD 4 d10 (22-40 hp), AC 14, slam, burn.

Manticore: HD 6 d10 (33-60), AC 17, bite, claw (x2), shooting spines (x6); flying.

Mud Man: HD 3 d10 (17-30 hp), AC 14, slam, suffocate.

Shadow: HD 5 d6 (18-30 hp), AC 13* (silver or magic), incorporeal touch.

Shambling Mound: HD 8 d8 (36-64 hp), AC 20, slam (x2), constrict.

Stirge: HD 1 d4 (3-4 hp), AC 16, bite (attach DC 15 to remove); flying.

Treant: HD 7 d12 (46-84 hp), AC 20, slam (x2).

Werewolf: HD 4 d8 (18-32 hp), AC 17* (silver, wolfsbane); wolf control; Human form: long sword or dagger; wolf form: claw + bite; Hybrid form: claw (x2) + bite; (lycanthropy DC 15).

Wyvern: HD 7 d12 (45-84 hp), AC 18, sting or talons and bite; sting poison (DC 17 1d6 STR); flying.

Demons & Devils

Demon:

Least: HD 2 d8 (9-16 hp) AC 15, claws (x2); darkness, curse, cause light wounds as 4th level cleric.

Minor: HD 4 d8 (18-32 hp) AC 19, claws (x2); darkness, curse, cause light/moderate wounds, paralysis as 8th level cleric.

Demon: HD 7 d8 (32-56 hp) AC 22* (magic/blessed), claws (x2) + tail; darkness, curse wounds, paralysis ...etc as 12th level cleric.

Greater: HD 12 d8 (54-96 hp) AC 26* (magic/blessed), claws (x4) + tail; darkness, curse, cause wounds, paralysis ...etc as 16th level cleric.

Lord: HD 20 d8 (90-160 hp) AC 35* (magic/blessed), claws (x6) +tail; darkness, curse, cause wounds, paralysis ...etc as 24th level cleric.

Devil:

Imp: HD 3 d8 (13-24 hp), AC 18, claw +tail sting; poison (DC 13 1d4/2d4 DEX)

Minor Devil: HD 6 d8 (27-48 hp), AC 20, claw (x2) + tail sting; poison (DC 14 1d4/1d4 STR), spell effects as 6th level mage.

Barbed: HD 13 d12 (84-156 HP), AC 30, claws (x2) + tail sting; poison (DC 21 1d4/2d4 STR + disease), spell effects as 13th level mage.

Pit Fiend: HD 20 d12 (130-240 hp), AC 30, claws (x2), tail sting; poison (DC 27 1d4/2d4 STR + disease), spell effects as 20th level mage.

Dragons

Young: HD 10 d20 (105-200 hp), AC 20, bite + claw + tail + breath (DC 15 to dodge for half); flying; arcane spells

Young Adult: HD 15 d20 (157-300 hp), AC 25, bite + claw + tail + breath (DC 20 to dodge for half); flying; arcane spells

Adult: HD 20 d20 (210-400 hp), AC 30, bite + claw + tail + breath (DC 25 to dodge for half); flying; arcane spells

Very Old: HD 30 d20 (315-600 hp), AC 35, bite + claw + tail + breath (DC 35 to dodge for half); flying; arcane spells

Humanoids

Dwarf: HD 2 d8 (9-16 hp), AC 16 (chain), war axe or light crossbow.

Elf common: HD 1 d6 (4-6 hp), AC 12 (leather), short sword or longbow.

Elf wild: HD 3 d6 (11-18 hp), AC 15 (scale), long sword or longbow.

Gnoll: HD 2 d8 (9-16 hp), AC 15 (chain), battle-axe or longbow and bite.

Goblin: HD 1 d6 (4-6 hp), AC 14 (leather), club or pointed stick.

Goblin chief: HD 3 d6 (11-18 hp), AC 14 (Leather), mace, sword or short spear.

Halfling: HD 1 d6 (4-6 hp), AC 16 (leather), short sword or short bow.

Hobgoblin: HD 2 d6 (7-12 hp), AC 15 (chain), sword, axe or javelin.

Hobgoblin, shaman: HD 3 d6 (11-18 hp), AC 12 (rags), staff; spells as 2nd level cleric.

Human, commoner: HD 1 d8 (5-8 hp), AC 10, Dagger or sling.

Human, ruffian: HD 2 d8 (9-16 hp), AC 12 (leather), Dagger, short sword or sling.

Kobold: HD 1 d4 (3-4 hp), AC 15 (padded), javelin or bite or sling.

Kobold skirmisher: HD 2 d4 (5-8 hp), AC 15 (leather), axe, short spear, sling or bite.

Lizard folk: HD 2 d8 (9-16 hp), AC 15, claw, club or trident.

Minotaur: HD 6 d8 (27-48 hp), AC 14 (leather), great axe (x2), or gore.

Ogre: HD 4 d10 (22-40 hp), AC 16 (splint), great club or spear.

Ogre Mage: HD 6 d10 (33-60 hp), AC 18 (Splint), great club (x2); spells as level 3 mage.

Orc: HD 2 d8 (9-16 hp), AC 13 (chain), falchion or spear.

Orc captain: HD 3 d8 (14-24 hp), AC 13 (chain), falchion or spear.

Ratling: HD 1 d4 (3-4 hp), AC 17, pointy stick, knife or bite.

Troll, rock: HD 8 d12 (39-72 hp), AC 21, branch, rock, claw (x2).

Troll, swamp: HD 6 d10 (33-60 hp), AC 18, claw (x2); regenerate 2 per turn.

The Undead

Banshee: HD 7 d12 (46-84 HP), AC 19, claws (x2), scream (DC 15 vs. *phys*+CHA or fear for 1d6+4 turns)

Ghoul: HD 2 d12 (13-24 HP), AC 14, bite or claws; paralysis (DC 15).

Mummy: HD 5 d12 (33-60 hp), AC 17, fists; rot (DC 20 *Phys*+STR, 1d4 STR/day); Cause fear as 5th level cleric.

Skeleton:

medium: HD 1 d12 (7-12 hp), AC 13, Scimitar or claw(s).

large: HD 2 d12 (13-24 hp), AC 13, club or claw(s).

Skeleton Mage: HD 6 d8 (27-48 hp), AC 14, fireball, lightning bolt, web as level 5 mage.

Vampire:

Young: HD 4 d12 (26-48 hp), AC 15* (silver, magic, light), Slam; plus energy drain -1 level, (DC 14 *survival*+CHA to negate) or bite; blood drain (-1d4 STR); regenerate 2 per turn; speed; level 1 Enchanter spells

Elder: HD 8 d12 (52-96 hp), AC 25* (silver, magic, light), Slam; energy drain -1 level, (DC 24 *survival*+CHA) or bite; blood drain (-1d4 STR), regenerate 4 per turn; speed; level 5 Enchanter spells.

Wight: HD 4 d12 (26-48 hp), AC 15, slam; energy drain (-1 level DC 14 *survival*+CHA).

Wraith: HD 5 d12 (33-60 hp), AC 15* (silver, magic, light), slam; incorporeal touch (-1d6 CHA, DC 14 *phys*+CHA to negate).

Wraith, dread: HD 16 d12 (104-192 hp), AC 25* (silver, magic, light), slam; incorporeal touch (-1d6 CHA&STR, DC 25 *phys*+CHA to negate).

Zombie,

medium: HD 2 d12 (13-24 hp), AC 11, slam, bite.

large: HD 4 d12 (26-48 hp), AC 11, slam, bite.

Play Testers

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