Challenges & Champions

Revised Rules Guide

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The Revised Rules Guide to the Challenges & Champions Role Playing Game, a middle ground in terms of "rules heavy-ness" between Microlite20 and Primary Fantasy SRD rules.

Introduction

What is Challenges & Champions?

Challenges & Champions is a semi-rules-light role-playing game based on the Microlite20 system and the D20 Primary Fantasy System Reference Document, and attempts to find a middle ground between the two systems.

What is this document?

This is the Challenges & Champions Rules Guide. It contains all the rules necessary to create and play a character in Challenges & Champions.

A note about fractions…

Unless otherwise noted, all fractions should be rounded down even if they are greater than one half. Hit points and damage are the exceptions to this; rolls for such are always at least one.

A note about pronouns…

The masculine forms of third person pronouns are used exclusively throughout this text. This is done solely for ease of use. It is not meant to imply that women cannot play Challenges & Champions or that men are somehow better than women.

Chapter 1: Attributes

Attributes

There are four attributes in Challenges & Champions: Might, Agility, Intellect, and Spirit.

Might: Might is the measure of a character's physical power and heartiness.

Agility: Agility is the measure of a character's physical grace and fine motor skills.

Intellect: Intellect is the measure of a character's mental capacity and critical thinking skills.

Spirit: Spirit is the measure of a character's attentiveness and force of personality.

You have 4 points to divide among your character's attributes, which all start at 0. Each point put into an attribute raises it by 1. You cannot put more than 4 points into a single attribute, even with bonus points (though attributes can go higher than +4 through other factors). If you choose to have a negative value in an attribute, you gain bonus points to assign to your other attributes. For example, if you give your character a Might of -1, you have 1 more point to assign to another attribute (such as Intellect). If your character has a Might of -2, you have 2 bonus points. Heroes cannot lower any attribute below -2 in this way.

At every level that divides evenly by three (3rd, 6th, 9th, 12th, etc.) a character permanently gains +1 to the attribute of his choice. However, no attribute may be raised in this way so that it is more than 7 points higher than another. So if your character has a +5 Might, and a -2 Spirit, you may not raise his Might until his Spirit is raised to at least -1.

Chapter 1: Races

There are eight player character races in Challenges & Champions: Human, Drow, Dwarf, Elf, Gnome, Half-Elf, Half-Orc, and Halfling. Note that any modifiers to attributes are applied AFTER base attribute scores are generated.

Humans

Humans are a very adaptable race that can be found just about anywhere.

- Humans gain +1 to all skill checks.
- Humans speak Common and 1 other language of their choice (in addition to any bonus languages for a high Intellect).

Drow

Physically, drow are very similar to elves, but have dark purple to black skin with white or silvery hair, and they are often found in cities hidden underground. Their society emphasizes physical and mental grace, but at the cost of physical power.

- Drow lose -1 from their Might.
- Drow gain +1 to their Agility.
- Drow gain +1 to their Intellect.
- Drow speak Drowish and Common.

Dwarves

Dwarves are a thick, stout race who make their homes mostly in mountainous regions and have developed a noticeable hardiness because of it.

- Dwarves gain +1 to their Might.
- Dwarves speak Dwarven and Common.

Elves

Elves are widely hailed as the fairest race, and are most commonly found in forests and other wooded areas. Because of their extensive experience navigating thought thick foliage, elves are notably more graceful than other races.

- Elves gain +1 to their Agility
- Elves speak Elven and Common.

Gnomes

Gnomes are a short, portly race who can be found in hilly areas. Gnomes tend to be very curious and investigative, which allows them to think about problems laterally with relative ease.

- Gnomes gain +1 to their Intellect.
- Gnomes cannot use large weapons and must use medium weapons with two hands
- Gnomes speak Gnomish and Common.

Half-Elves

Half-elves are the offspring of human and elven parents, and can have characteristics of both.

- Half-Elves gain EITHER +1 to their Agility OR +1 to all checks made involving any two skills of their choice (chosen at 1st level)
- Half-Elves speak Elven and Common.

Half-Orcs

Half-Orcs are the unfortunate result of a human mating with an orc. They gain the strength of their orcish blood, but also some of its negative aspects.

- Half-Orcs gain +2 to their Might.
- Half-Orcs lose -1 from their Intellect.
- Half-Orcs lose -1 from their Spirit.
- Half-Orcs speak Orcish and Common.

Halflings

Halflings are the smallest race, standing roughly half the height of humans with similar proportions. Halflings tend to be very light-hearted and jovial, and are very hard to demoralize.

- Halflings gain +1 to their Spirit.
- Halflings cannot use large weapons and must use medium weapons with two hands.
- Halflings speak Common.

Languages

Each character can speak and read one or more languages. A character knows his racial language as well as the Common tongue (Common is the racial language of humans and halflings). A character also knows a number of bonus languages equal to his Intellect; though a negative Intellect does not reduce the number of languages he knows (Common and his racial language do NOT count toward this total).

Chapter 2: Classes & Levels

There are 7 classes in Challenges & Champions: Bard, Cleric, Fighter, Paladin, Ranger, Rogue, and Wizard. All classes are proficient with all weapons.

Bard

Bards are story tellers and Jacks-of-All-Trades.
- Skill Bonus: +1 Communication, Knowledge, and Subterfuge
- Primary Skill: Communication
- Wear light armor and use bucklers
- **Bardic Knowledge:** A bard adds his class level to skill checks involving the Knowledge skill.
- **Counter Song:** At 1st level, a bard can counter sound-based effects within 30'. To do this he either sings, chants, or plays a musical instrument. He can maintain the counter song so long as he does nothing but sing/chant/play. This ability cannot be used to disrupt the casting of a spell.
- **Bardic Music:** At 1st level, a bard may inspire himself and allies within earshot, or hinder enemies within 30'. He sings a song that grants a bonus or penalty equal to his Sprit (if positive) to attack and damage rolls, skill checks, or saving throws. He may use this ability a number of times per day equal to 2 + Class Level + Sprit (if positive). He may maintain the song while performing other actions (such as attacking) so long as they do not prevent him from singing. The effect lasts until he stops singing.
- **Linguistics:** At 4th level, a bard has become proficient in Linguistics. He may make a Com + Intellect check (vs DC 20) to speak and understand simple words and phrases in any language he does not already know.
- **Bard Spells:** At 6st level, a bard is able to cast spells. See **Chapter 7: Magic & Spells**.
- **Sublime Performance:** At 20th level, a bard may put on a Sublime Performance. By sacrificing a use of his Bardic Music ability, a bard plays a song that either creates an effect equivalent to a Mass Cure Critical Wounds spell or kills one enemy within 30' (DC = 10 + Class Level + Sprit, Fort negates).

Cleric

Clerics are priests who strive to carry out the tenants of their faith and to do the work of whichever deity they worship.
- Skill Bonus: +3 Communication
- Primary Skill: Communication
- Wear light or medium armor and use most shields (not tower shields)
- **Divine Spells:** At 1st level, a cleric casts divine spells. See **Chapter 7: Magic & Spells**.
- **Turn Undead:** At 1st level, a cleric can Turn Undead. The cleric makes a Magic Attack vs. DC = the current Hit Points (HP) of the Undead. For multiple undead, the cleric makes only one attack roll and compares it to each undead's HP. If the check is successful (roll ≥ DC), the undead flees the cleric as fast as possible (or cowers if unable to flee, losing any positive Agility modifier to AC) for ten rounds. If the roll ≥ DC + 10, the undead is destroyed. This can be used a number of times per day equal to 2 + Class Level + Sprit (if positive).
- **Divine Savant:** At 20th Level, a cleric has become a Divine Savant. By sacrificing a use of his Turn Undead ability, a cleric emits a burst of light that heals him, and all allies within 20', for 300 points of damage.
- **Code of Conduct:** A cleric who behaves in a manner contradicting his deity's ethos too strongly or too often (GM's fiat) loses all his class special abilities and may not gain new levels as a cleric until he repents and atones for his misdeeds.

Fighter

Fighters are true warriors, masters of weapons and (if they are clever) strategy and tactics.
- Skill Bonus: +3 Physical
- Primary Skill: Physical
- Wear any armor and use all shields (including tower shields)
- **Weapon Training:** At 1st level, a fighter has Weapon Training. He adds +1 to attack and damage rolls with all weapons. This bonus increases by +1 at 5th level and every five

levels thereafter (+1 at 1st level, +2 at 5th, +3 at 10th, +4 at 15th, +5 at 20th).

- **Power Attack:** At 1st level, a fighter can Power Attack. Before making attack rolls for a round, a fighter may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the fighter's Class Level. The penalty on attacks and bonus on damage apply until his next turn.
- **Cleave:** At 4th level, a fighter can Cleave. Once per round, if he slays a foe with a melee attack, the fighter may immediately make one extra melee attack against an adjacent foe at the same attack bonus.
- **Combat Reflexes:** At 8th level, a fighter has developed Combat Reflexes, which grant him a +2 bonus to all Reflex saving throws.
- **Iron Will:** At 12th level, a fighter has developed an Iron Will, which grants him a +2 bonus to all Will saving throws.
- **Focused Strike:** At 16th level, a fighter can make a Focused Strike. Twice per day, when he attacks, the fighter may ignore his target's armor and shield bonuses to AC for one attack. The fighter must declare he is using this ability before the attack roll is made.
- **Weapon Mastery:** At level 20, a fighter has attained Weapon Mastery. All incoming weapon damage dealt to him is reduced by 5; and whenever he scores a critical hit, the damage is multiplied by x3 instead of x2.

The Paladins' Code

Protect the weak and defenseless
Live by honor and for glory
Tithe to the church of thy deity
Fight for the welfare of all
Obey those placed in authority
Guard the honor of fellow knights
Keep faith
At all times speak the truth
Persevere to the end in any enterprise begun
Respect the honor of women
Never refuse a challenge from an equal
Never turn thy back to a foe

Paladin

Paladins are holy crusaders who strive to help those in need and to rid the world of evil.

- Skill Bonus: +2 Communication, +1 Physical
- Primary Skill: Communication
- Wear any armor and use most shields (not tower shields)
- **Holy Bulwark:** At 1st level, a paladin has a Holy Bulwark. He adds +1 to all saving throws. This bonus increases by +1 at 5th level and every five levels thereafter (+1 at 1st level, +2 at 5th, +3 at 10th, +4 at 15th, +5 at 20th).
- **Lay on Hands:** At 1st level, a Paladin can Lay on Hands, allowing him to heal himself or another for an amount equal to his Class Level x Sprit (if positive). This amount can be divided among multiple targets and need not be used all at once.
- **Paladin Immunities:** At 4th level, a paladin becomes immune to fear effects and all diseases. Certain afflictions, like Mummy Rot, Lycanthropy, and Vampirism are not diseases, but are curses.
- **Smite:** At 8th level a paladin can Smite his enemies. Once per day, a paladin may add his Class Level to one attack roll and its corresponding damage roll. The Smite must be declared before the attack roll. If the attack misses, the Smite is wasted.
- **Righteous Aura:** At 12th level, a paladin may emit a Righteous Aura, granting him and all allies within 10' a bonus to all saving throws equal to the paladin's Sprit (if positive). This ability can be used once per day and lasts a number of rounds equal to the paladin's class level.
- **Extra Smite:** At 16th level, a paladin can use his Smite ability twice per day instead of just once.
- **Holy Vessel:** At 20th level, a paladin has become a Holy Vessel. All weapons used by the paladin, in addition to any other effects they possess, are treated as Holy Burst (+2d6 Holy damage, and an additional +1d10 Holy damage on critical hits).

- **Code of Conduct:** Paladins must follow the Paladins' Code. A paladin who strays from the code too far or too often (GM's fiat) loses all his class special abilities and may not gain new levels as a paladin until he repents and atones for his misdeeds.

Rangers

Rangers are woodsmen and trackers who live by their sword, bow, and wits.

- Skill Bonus: +3 Survival
- Primary Skill: Survival
- Wear light or medium armor and use most shields (not tower shields)
- **Ranged Weapon Training:** At 1st level, a ranger has Ranged Weapon Training. He adds +1 to hit and damage with ranged weapons. This bonus increases by +1 at 5th level and every five levels thereafter (+1 at 1st level, +2 at 5th, +3 at 10th, +4 at 15th, +5 at 20th).
- **Ambidexterity:** At 1st level, a ranger is Ambidextrous. When using the Akimbo Fighting Style, a ranger's penalties to attack rolls are reduced by 1.
- **Rapid Shot:** At 4th level, a ranger can make a Rapid Shot. When making a Full Attack with a ranged weapon, he may make one extra ranged attack at his highest ranged attack bonus if he takes a -2 penalty on all ranged attacks that round.
- **Improved Akimbo Fighting:** At 8th level, a ranger has developed Improved Akimbo Fighting skills. While using the Akimbo Fighting Style, he may make a second extra attack (with the second weapon). This attack is made immediately after the first attack with the second weapon and suffers a -5 penalty in addition to any other penalties suffered by using two weapons.
- **Evasion:** At 12th level, a ranger has become proficient in Evasion. If he would take half damage for succeeding a Reflex save, he instead takes no damage.
- **Greater Akimbo Fighting:** At 16th level, a ranger has developed Greater Akimbo Fighting skills. When using the Akimbo Fighting Style, his penalties to attack rolls are reduced by 1. This ability stacks with his Ambidexterity ability.
- **Ranged Weapon Mastery:** At 20th level, a ranger has attained Ranged Weapon Mastery. All incoming ranged weapon damage dealt to him is reduced by 5; he adds his Might (if positive) to damage rolls made with any ranged weapon; when using his Rapid Shot ability, he may make a second extra attack (which is at an additional -5 penalty); and whenever he scores a critical hit with a ranged weapon, the damage is multiplied by x3 instead of x2.

Rogue

Rogues are masters of stealth and espionage, and can be anything from common pick-pockets to deadly assassins.

- Skill Bonus: +3 Subterfuge
- Primary Skill: Subterfuge
- Wear light armor and use bucklers
- Rogues are the only class that can pick locks and find/disarm traps.
- **Sneak Attack:** At 1st level, a rogue can perform a Sneak Attack with a melee weapon. A rogue may only perform a Sneak Attack if he successfully sneaks up on a foe (usually Sub + Agility vs. Sub + Spirit) or if the target is already engaged in melee. A successful Sneak Attack does +2d6 points of damage at 1st level. This increases by +2d6 at 5th level and every five levels thereafter (+2d6 at 1st level, +4d6 at 5th, +6d6 at 10th, +8d6 at 15th, +10d6 at 20th).
- **Evasion:** At 1st level, a rogue is proficient in Evasion. If he would take half damage for succeeding a Reflex save, he instead takes no damage.
- **Lightning Reflexes:** At 4th level, a rogue has developed Lightning Reflexes, which grant him a +2 bonus to all Reflex saving throws.
- **1st Skill Focus:** At 8th level, a rogue has developed a 1st Skill Focus, which grants him a permanent +2 bonus in a skill of his choice.
- **Improved Evasion:** At 12th level, a rogue has become proficient in Improved Evasion. If he

would take damage for failing a Reflex save, he instead takes half damage.

- **2nd Skill Focus:** At 16th level, a Rogue has developed a 2nd Skill Focus, which grants him a permanent +2 bonus in another skill of his choice. This cannot be the skill he chose for his First Skill Focus.
- **Masterful Strike:** At 20th level, a rogue can make a Masterful Strike. After a successful sneak attack, a rogue may choose one of the following three effects to inflict upon his target. The target makes a Fortitude save vs. Rogue Level + Intellect (if positive) to avoid this effect.
  - Sleep for 1d4 hours
  - Paralyzed for 2d6 rounds
  - Death

Wizard

Wizards are masters of the arcane, who manipulate the very fabric of reality.

- Skill Bonus: +3 Knowledge
- Primary Skill: Knowledge
- Wear no armor and use no shields
- **Arcane Spells:** At 1st level, a wizard casts Arcane spells. **See Chapter 7: Magic & Spells**.
- **Mana Reserve:** At 1st level, a wizard can tap into a Mana Reserve. Once per day, a wizard may regain lost Mana Points (MP) equal to 2 + Class Level + Intellect (if positive).
- **Arcane Savant:** At 20th level, a wizard has become an Arcane Savant. He casts all of his 1st through 9th level arcane spells as if they were signature spells.

Level Advancement

In Challenges & Champions, characters advance to higher levels by gaining Encounter Levels (EL's). Encounter Levels (EL's) are awarded to characters that defeat monsters and perform certain skill checks (such as disarming a trap) successfully.

Generally, a defeated monster is worth as many EL's as it has Hit Dice. The EL value for a trap is determined by the GM.

When your character has accrued 10 x your current level in Encounter Levels, you have advanced to the next level. Once you have advanced to the next level, reset your EL total back to 0. When you gain a new level you gain:

- Increased Maximum Hit Points
- Increased Skill Ranks
- Increased Attack Bonuses
- Possible increased Save Bonuses
- Possible special abilities based on your class
- If your new character level divides evenly by 3 (3rd, 6th, 9th, etc.), add +1 to the attribute of your choice.

Chapter 4: Skills

There are five skills in Notsolite20: Communication (Com), Knowledge (Know), Physical (Phys), Subterfuge (Sub), and Survival (Surv).

Communication (Com): Communication is used for interacting with the Game Master's characters or monsters when you are trying to be diplomatic, convincing or proving a point.

Knowledge (Know): Knowledge is broad, covering everything from geography and history to obscure arcane rituals and can be used to identify monsters, recognize religious symbols or heal someone.

Physical (Phys): Physical covers any activity where the body plays a part in deciding the outcome such as jumping, bashing, swimming, etc.

Subterfuge (Sub): Subterfuge is used for anything requiring stealth, deception, or thievery such as hiding, moving silently or picking a lock.

Survival (Surv): Survival is used for tracking, foraging (in the woods or a city), hunting, determining direction or anything that helps a character to survive in their surroundings.

Training

How adept a character is in a given skill is determined by his race, class, and how he's chosen to train.

Class Skill Bonus

Every class has a Skill Bonus listed in its class description. This bonus is only applied if the class was a character's first class.

Ranks

Every level (including 1st) a character gets 1 rank in the primary skill for his class. He then gets 2 ranks to spend however he likes, including on his primary skill. No skill can receive more than 2 ranks per level. Any skill with 10 or more total ranks can only be raised by 1 per level. This reflects the greater difficulty in training.

Skill Checks

Make a skill check whenever you try to accomplish something that has a chance of failure. For example, a character would not (usually) have trouble jumping up and down in place (no check needed), but he might not be able to jump across a pit in a dungeon (a Phys + Might check would be appropriate). Roll ≥ DC to succeed the skill check.

Skill Check = 1d20 + Total Ranks + Class and/or Racial Modifiers + Relevant Attribute + Situational Modifiers

Some examples of situations where skill checks would be needed would be: climbing a wall, spotting a hidden enemy, or disabling a trap.

Difficulty Class

Most checks are made against a Difficulty Class (DC). The DC is a number that you must equal or exceed with your skill check in order to succeed.

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

D20 Fantasy SRD Skills and Their *Challenges & Champions* Equivalents

D20 Fantasy SRD Skill	Challenges & Champions	D20 Fantasy SRD Skill	Challenges & Champions
Appraise	Com + Intellect	Knowledge	Know + Intellect
Balance	Phys + Agility	Listen	Sub + Spirit
Bluff	Sub + Spirit	Move Silently	Sub + Agility
Climb	Phys + Might/Agility	Open Lock	Sub + Agility
Concentration	N/A; GM's fiat	Perform	Com + Agility/Spirit
Craft	Know + Agility	Profession	Com + Intellect
Decipher Script	Com/Know + Intellect	Ride	Com + Agility
Diplomacy	Com + Spirit	Search	Sub + Intellect
Disable Device	Sub + Intellect	Sense Motive	Com + Spirit
Disguise	Sub + Intellect/Spirit	Sleight of Hand	Sub + Agility
Escape Artist	Sub + Agility	Speak Language	N/A
Forgery	Sub + Agility/Intellect	Spellcraft	Intellect only
Gather Information	Com + Intellect/Spirit	Spot	Sub + Spirit
Handle Animal	Com/Surv + Might/Intellect	Survival	Surv + Intellect
Heal	Know/Surv + Intellect	Swim	Phys + Might
Hide	Sub + Agility	Tumble	Phys + Agility
Intimidate	Com/Phys + Spirit	Use Magic Device	N/A; GM's fiat
Jump	Phys + Might	Use Rope	Phys + Agility

Chapter 5: Equipment & Wealth

The most common coin is the gold piece (gp). Each gold piece is worth 10 silver pieces (sp), and each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold pieces, there are also platinum pieces (pp), which are worth 10gp each. Every character begins play with a certain amount of accumulated wealth, determined by his character class. The character uses this accumulated wealth to purchase his initial weapons, armor, and adventuring equipment using the prices shown on the tables below.

Exchange	CP	SP	GP	PP
CP	1	1/10	1/100	1/1000
SP	10/1	1	1/10	1/100
GP	100/1	10/1	1	1/10
PP	1000/1	100/1	10/1	1

Starting Wealth

Class	Starting Wealth
Bard or Rogue	125
Cleric	120
Fighter or Paladin	150
Wizard	75

Fast Packs

Fast packs are pre-compiled and pre-calculated equipment packages, designed to help new players get started quickly. These packs provide a way for a player to quickly equip his PC or for a GM to equip an NPC or hireling on the fly. Additionally, these optional kits can be used to give a starting point from which to customize new characters. Simply choose a pack or roll 1d6 to select one randomly. Each costs 50gp.

Weapons

Weapon: This is the name of the weapon.
Cost: This value is the price for purchasing the weapon, including miscellaneous gear that goes with the weapon.
Dmg: This column gives the damage dealt by the weapon on a successful hit.
Range: 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 (indicated by superscript "TH") has a maximum range of five range increments. A projectile weapon (indicated by superscript "PROJ") can shoot out to ten range increments.

Armor & Shields

Armor: This is the name of the armor or shield.
Cost: This value is the price for purchasing the armor.
AC: Indicates the Armor Class (AC) bonus provided by the armor.

Adventuring Equipment

Name: This is the name of the piece of equipment.
Cost: This value is the price for purchasing the piece of equipment.

Fast Pack A (1 or 2 on d6)
Backpack, Belt Pouch, Bedroll, Lantern (hooded), 10 Oil Flasks, Flint & Steel, Shovel, 2 sets of Caltrops, Signal Whistle, Waterskin, Rations (4 days)

Fast Pack B (3 or 4 on d6)
Backpack, Belt Pouch, Bedroll, 10 Torches, 4 Oil Flasks, Flint & Steel, 10 pieces of chalk, 10' Pole, Mirror, Crowbar, Waterskin, Rations (4 days)

Fast Pack C (5 or 6 on d6)
Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & Steel, 50' Rope, Grappling Hook, 10' Pole, Waterskin, Rations (4 days)

Small Weapons

Weapon	Cost	Dmg	Range	Weapon	Cost	Dmg	Range
Crossbow, Hand	100gp	1d4	30ft.	Pick, Light	4gp	1d4	—
Dagger[TH]	2gp	1d4	10ft.	Sap	1gp	1d6	—
Dart[TH]	5sp	1d4	20ft.	Sickle	6gp	1d6	—
Hammer, Light[TH]	1gp	1d6	20ft.	Sling[PROJ]	—	1d4	50ft.
Handaxe[TH]	6gp	1d6	10ft.	Sword, Short	10gp	1d6	—
Mace, Light	5gp	1d6	—	Unarmed Strike	—	1d3	—

Medium Weapons

Weapon	Cost	Dmg	Range	Weapon	Cost	Dmg	Range
Battleaxe	10gp	1d8	—	Rapier	20gp	1d6	—
Club[TH]	—	1d6	10ft.	Scimitar	15gp	1d6	—
Crossbow, Light[PROJ]	35gp	1d8	80ft.	Shortbow[PROJ]	30gp	1d6	60ft.
Flail	8gp	1d8	—	Shortspear[TH]	1gp	1d6	20ft.
Javelin[TH]	1gp	1d6	30ft.	Sword, Bastard	35gp	1d10	—
Longsword	15gp	1d8	—	Trident	15gp	1d8	—
Mace, Heavy	12gp	1d8	—	Waraxe, Dwarven	30gp	1d10	—
Morningstar	8gp	1d8	—	Warhammer	12gp	1d8	—
Net[TH]	—	—	10ft.	Whip	1gp	1d3	—
Pick, Heavy	8gp	1d6	—				

Large Weapons

Weapon	Cost	Dmg	Range	Weapon	Cost	Dmg	Range
Chain, spiked	25gp	2d4	—	Halberd	10gp	1d10	—
Crossbow, Heavy[PROJ]	50gp	1d10	120ft.	Lance	10gp	1d8	—
Falchion	75gp	2d4	—	Longbow[PROJ]	75gp	1d8	100ft.
Flail, heavy	15gp	1d8	—	Longspear	5gp	1d8	—
Glaive	8gp	1d8	—	Maul	10gp	1d10	—
Greataxe	45gp	1d12	—	Quarterstaff	—	1d6	—
Greatclub	5gp	1d8	—	Scythe	18gp	2d4	—
Greatsword	50gp	2d6	—	Spear[TH]	2gp	1d8	20ft.
Guisarme	9gp	2d4	—				

Light Armor / Medium Armor / Heavy Armor / Shields

Armor	Cost	AC	Armor	Cost	AC	Armor	Cost	AC	Armor	Cost	AC
Padded	2gp	+1	Hide	15gp	+3	Splint Mail	200gp	+6	Buckler	15gp	+1
Leather	10gp	+2	Scale Mail	50gp	+4	Banded Mail	250gp	+6	Small Shield	6gp	+1
Studded Leather	25gp	+3	Chainmail	150gp	+5	Half-Plate	600gp	+7	Large Shield	15gp	+2
Chain Shirt	100gp	+4	Breastplate	200gp	+5	Full Plate	1,500gp	+8	Tower Shield	30gp	+4

Adventuring Equipment (Gear)

Name	Cost	Name	Cost	Name	Cost
Acid (flask)	10gp	Flint & Steel	1gp	Parchment (sheet)	2sp
Antitoxin (vial)	50gp	Grappling Hook	1gp	Pick, miner's	3gp
Artisan's Tools	5gp	Hammer	5sp	Pitcher, clay	2cp
Backpack	2gp	Healer's Kit	50gp	Piton	1sp
Barrel	2gp	Holy Symbol, wooden	1gp	Pole, 10 ft.	2sp
Basket	4sp	Holy Symbol, silver	25gp	Pot, iron	5sp
Bedroll	1sp	Holy Water (flask)	25gp	Pouch, belt	1gp
Bell	1gp	Hourglass	25gp	Ram, portable	10gp
Blanket, winter	5sp	Ink (1 oz. Vial)	8gp	Rations (per day)	5sp
Block and Tackle	5gp	Inkpen	1sp	Rope (50 ft.)	1gp
Bottle, glass	2gp	Jug, clay	3cp	Sack	1sp
Bucket	5sp	Ladder, 10 ft.	5cp	Sealing Wax	1gp
Caltrops	1gp	Lamp, common	1sp	Sewing Needle	5sp
Candle	1cp	Lantern, bullseye	12gp	Signal Whistle	8sp
Canvas (sq. yd.)	1sp	Lantern, hooded	7gp	Signet Ring	5gp
Case, map or scroll	1gp	Lock, simple	20gp	Sledge	1gp
Chalk, 1 piece	1cp	Lock, average	40gp	Soap (per lb.)	5sp
Chest	2gp	Lock, good	80gp	Spade/Shovel	2gp
Craftsman's Tools	5gp	Magnifying Glass	100gp	Spyglass	100pp
Crowbar	2gp	Manacles	15gp	Tent	10gp
Disguise Kit	50gp	Mirror, small steel	10gp	Thieves' Tools	30gp
Firewood (per day)	1cp	Mug/Tankard	2cp	Torch	1cp
Fishhook	1sp	Musical Instrument	5gp	Vial, glass	1gp
Fishing net (25 ft.)	4gp	Oil, pint flask	1sp	Waterskin	1gp
Flask	3cp	Paper (sheet)	4sp	Whetstone	2cp

Adventuring Equipment (Clothing)

Name	Cost	Name	Cost	Name	Cost
Artisan's Outfit	1gp	Explorer's Outfit	10gp	Royal Outfit	200gp
Cleric's Vestments	5gp	Monk's Outfit	5gp	Scholar's Outfit	5gp
Courtier's Outfit	30gp	Noble's Outfit	75gp	Traveler's Outfit	1gp
Entertainer's Outfit	3gp	Peasant's Outfit	1gp	Winter Outfit	8gp

Adventuring Equipment (Mounts & Related Gear)

Name	Cost	Name	Cost
Barding, Medium Creature	X2 Armor Cost	Pony	30gp
Barding, Large Creature	X4 Armor Cost	Saddle, military	20gp
Bit and Bridle	2gp	Saddle, pack	5gp
Dog, guard	25gp	Saddle, riding	10gp
Dog, war	75gp	Saddlebags	4gp
Donkey or Mule	8gp	Stabling (per day)	5sp
Feed (per day)	5cp	Warhorse, heavy	400gp
Horse, heavy	200gp	Warhorse, light	150gp
Horse, light	75gp	Warpony	100gp

Chapter 6: Combat

Initiative

At the start of a battle, each combatant rolls for initiative. To determine initiative, each character rolls a d20 and applies his Agility to the roll. Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order (unless a character takes an action that results in his initiative changing, such as waiting for another character to act). One round is 6 seconds.

If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Determining Awareness

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware. Determining awareness may call for Sub + Intellect checks or other checks.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative and act in order (highest to lowest). However, creatures who are able to act in the surprise round may only perform one standard action, and no full actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in the surprise round. After the surprise round, unaware combatants roll for initiative and all combatants act in initiative order (highest to lowest).

On Your Turn

During a combat round, when it is your turn, you can perform either two **Standard Actions**, or one **Full Action**.

Possible standard actions include: moving, making a partial attack, casting a spell, using a skill, drinking a potion, retrieving an item stored in a backpack, and activating a magic item.

Even though casting a spell is classified as a standard action, you may only cast one spell per round (the exception to this is Feather Fall, you may cast this spell once in a round, and still cast another spell).

Making a partial attack means attacking once. Even though making a partial attack is classified as a standard action, you may not make two partial attacks in one round.

All characters have a base speed of 30'. This means that if a character uses one of his standard actions to move across the battle field, he can move up to 30' as part of the action. You may use both of your standard actions to move, allowing you to move up to 60'.

Possible full actions include: running all out, making a full attack, and casting a spell using a Meta-Magic.

When a character uses a full action to run all out, he can move up to 4x his base speed, but he loses and positive Spirit modifier to his AC until his next turn.

If you want to do something that is not listed above, your GM decides whether it counts as a standard or full action (or even not an action).

Attacking & Defending

There are three types of attacks in Challenges & Champions: melee, ranged, and magic.

Melee Attacks

When you attack with a melee weapon, you roll a d20 and add your Melee Attack Bonus and compare this number to your target's Armor Class (AC). If your modified roll is equal to or higher than your target's AC, you hit and deal damage. If your modified roll is lower than your target's AC, you miss and deal no damage. A natural 1 (the d20 comes up a 1) is always a miss, and a natural 20 (the d20 comes up a 20) is always a hit.

Melee Attack Bonus = Character Level + Might + Relevant Miscellaneous Modifiers

Ranged Attacks

When you attack with a ranged weapon, you roll a d20 and add your Ranged Attack Bonus and compare this number to your target's Armor Class (AC). If your modified roll is equal to or higher than your target's AC, you hit and deal damage. If your modified roll is lower than your target's AC, you miss and deal no damage. A natural 1 (the d20 comes up a 1) is always a miss, and a natural 20 (the d20 comes up a 20) is always a hit.

Ranged Attack Bonus = Character Level + Agility + Relevant Miscellaneous Modifiers

Magic Attacks

Certain spells and abilities require you to make a Magic Attack roll. To make a Magic Attack roll, roll a d20 and add your Magic Attack Bonus. The number that this roll is compared to varies depending on what you are trying to do. When comparing a Magic Attack roll to a target's Armor Class, do not count that target's armor, shield, or natural armor bonuses to AC. When making a Magic attack vs. a target's AC, a natural 1 (the d20 comes up a 1) is always a miss, and a natural 20 (the d20 comes up a 20) is always a hit.

Magic Attack Bonus = Caster Level + Casting Attribute + Relevant Miscellaneous Modifiers

Full Attacks

You may use a full action to make a full attack if your total attack bonus is high enough. If your total Melee or Ranged Attack bonus is +6 or higher, you may make a second attack at a -5 penalty. If your total Melee or Ranged Attack bonus is +11 or higher, you may make a third attack at a -10 penalty. If your total Melee or Ranged Attack bonus is +16 or higher, you may make a fourth attack at a -15 penalty. This pattern continues indefinitely. If a character is wielding a weapon in each hand, and gets multiple attacks in a round, he may use the weapons interchangeably at no penalty.

Damage

When you attack a target and hit, roll the appropriate damage die/dice and add any relevant modifiers. Your target's hit points are reduced by this amount. The modifiers for your damage roll depend on the type of attack you are making.

Melee Damage Roll = Weapon Damage + Might* + Relevant Miscellaneous Modifiers

*When using a melee weapon with two hands, (if your Might is positive) add your Might x2.

Ranged Damage Roll = Weapon Damage + Might** + Relevant Miscellaneous Modifiers

** Only include your Might in your ranged damage roll if you are using a thrown weapon or a sling.

Critical Hits

When making a melee or ranged attack, if you roll a natural 20 (the d20 comes up a 20), you score a critical hit. Critical hits deal x2 damage (roll for damage once and multiply the total by 2). Certain creatures may be immune to critical hits.

Hit Points

Hit Points (HP) are an abstract representation of how much physical punishment a character can take and keep going. Every level, a character gains 1d8 + Might Maximum Hit Points. When a character's HP total reaches 0, he falls to the ground, unconscious. When his HP total reaches -10, he dies.

Armor Class

Armor Class (AC) is a measure of how hard it is for a creature to be hit and dealt damage. The formula for determining a character's AC is shown below. Note that characters wearing heavy armor do not add a positive Agility to AC, but do add a negative Agility.

AC = 10 + Agility + Armor Bonus + Shield Bonus + Relevant Miscellaneous Modifiers

Saving Throws

Generally, when you are subject to an unusual or magical attack, you usually get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your level and an attribute. There are three types of Saving Throws: Fortitude, Reflex, and Will.

Fortitude: These saves measure your ability to stand up to physical punishment or attacks against your vitality and health.

Fortitude Save Bonus = ½ Character Level + Might

Reflex: These saves test your ability to dodge area attacks.

Reflex Save Bonus = ½ Character Level + Agility

Will: These saves reflect your resistance to mental influence as well as many magical effects.

Will Save Bonus = ½ Character Level + Spirit

Special Rules for Small Weapons

Fighters, rangers, and rogues may use their Agility instead of their Might when attacking with a small melee weapon.

The Akimbo Fighting Style

Fighters, rangers, and rogues may use a special melee combat style called the Akimbo Fighting Style. While wielding a small melee weapon in each hand, a fighter, ranger, or rogue may choose to gain one extra attack (made with the second weapon) if they take a -2 penalty to all

attack rolls that round. This attack is in addition to any attacks gained from a high attack bonus.

Special Combat Maneuvers

During combat, you can attempt to perform a number of maneuvers that can hinder or even cripple your foe. They are: bull rush, disarm, grapple, overrun, sunder, and trip. Although these maneuvers have vastly different results, they all use a similar mechanic to determine success.

Combat Manuver Bonus: Each character and creature has a Combat Maneuver Bonus (or **CMB**) that represents its skill at performing combat maneuvers. A creature's **CMB** is determined using the following formula:

CMB = Character Level + Might

When you attempt to perform a combat maneuver, make an attack roll and add your CMB in place of your normal attack bonus. Add any bonuses you currently have on attack rolls due to spells, feats, and other effects. These bonuses must be applicable to the weapon or attack used to perform the maneuver. The DC of this maneuver is your target's Combat Maneuver Defense. Combat maneuvers are attack rolls, so you must roll for concealment and take any other penalties that would normally apply to an attack roll.

Combat Maneuver Defense: Each character and creature has a Combat Maneuver Defense (or **CMD**) that represents its ability to resist combat maneuvers. A creature's **CMD** is determined using the following formula:

CMD = 10 + CMB + Agility

Determine Success: If your attack roll equals or exceeds the CMD of the target, your maneuver is a success and has the listed effect. Some maneuvers, such as bull rush, have varying levels of success depending on how much your attack roll exceeds the target's CMD. Rolling a natural 20 while attempting a combat maneuver is always a success (except when attempting to

escape from bonds), while rolling a natural 1 is always a failure.

Bull Rush: A bull rush is a standard action that can be performed while a character is using another standard action to move. It attempts to push an opponent straight back without doing any harm. You can only bull rush an opponent who is no more than twice your size.

When making the attack roll, count bonuses as if you were using an unarmed strike. If your attack is successful, your target is pushed back 5'. For every 5 by which your attack exceeds your opponent's CMD you can push the target back an additional 5 feet. You can move with the target if you wish but you must have the available movement to do so. If your attack fails, your movement ends in front of the target.

Disarm: You can attempt to disarm your opponent in place of any melee attack. Attempting to disarm a foe while unarmed imposes a –4 penalty on the attack.

If your attack is successful, your target drops one item it is carrying of your choice (even if the item is wielded with two hands). If your attack exceeds the CMD of the target by 10 or more, the target drops the items it is carrying in both hands (maximum two items if the target has more than two hands). If your attack fails by 10 or more, you drop the weapon that you were using to attempt the disarm. If you successfully disarm your opponent with an unarmed strike, you may automatically pick up the item dropped.

Grapple: As a standard action, you can attempt to grapple a foe, hindering his combat options. Humanoid creatures without two free hands attempting to grapple a foe take a –4 penalty on the combat maneuver roll.

When making the attack roll, count bonuses as if you were using an unarmed strike. If successful, both you and the target are grappled. If you successfully grapple a creature that is not adjacent to you, move that creature to an adjacent open space (if no space is available, your grapple fails). Although both creatures are grappled, you can, as the creature that initiated the grapple, release the grapple as a free action, freeing both you and the target. If you do not release the grapple, you must continue to make a check each round, as a standard action, to maintain the hold. If your target does not break the grapple, you get a +5 circumstance bonus on grapple checks made against the same target in subsequent rounds. Once you are grappling an opponent, a successful check allows you to continue grappling the foe, and also allows you to perform one of the following actions (as part of the standard action spent to maintain the grapple).

Move: You can move both yourself and your target up to half your speed. At the end of your movement, you can place your target in any square adjacent to you. If you attempt to place your foe in a hazardous location, such as in a *wall of fire* or over a pit, the target receives a free attempt to break your grapple with a +4 bonus.

Damage: You can inflict damage to your target equal to your unarmed strike, a natural attack, or an attack made with armor spikes or a small or medium weapon (so long as you can wield it in one hand).

Pin: You can pin your opponent to try to tie him up. A pinned creature loses any positive Agility to AC and takes an additional -4 penalty to AC. Despite pinning your opponent, you still only be grappled, but you lose any positive Agility to AC.

Tie Up: If you have your target pinned, otherwise restrained, or unconscious, you can use rope to tie him up. This works like a pin effect, but the DC to escape the bonds is equal to 20 + your Combat Maneuver Bonus (instead of your CMD). The ropes do not need to make a check every round to maintain the pin. If the DC to escape from these bindings is higher than 20 + the target's CMB, the target cannot escape from the bonds, even with a natural 20 on the check. If you are grappling the target (but not pinning him), you can attempt to tie him up in ropes, but doing so requires a combat maneuver check at a –10 penalty.

When You Are Grappled: If you are grappled, you can attempt to break the grapple as a standard action by making a combat maneuver check (DC equal to your opponent's CMD) or Phys + Agility check (with a DC equal to your opponent's CMD). If you succeed, you break the grapple and can act normally. Alternatively, if you succeed, you can become the grappler, grappling the other creature (meaning that the other creature cannot freely release the grapple without making a combat maneuver check, while you can). Instead of attempting to break or reverse the grapple, you can take any action that requires only one hand to perform, such as cast a spell or make an attack with a small or medium weapon against any creature within your reach, including the creature that is grappling you.

Trip: You can attempt to trip your opponent in place of a melee attack. You can only trip an opponent who is no more than twice your size. When making the attack roll, count bonuses as if you were using an unarmed strike. If your attack exceeds the target's CMD, the target is knocked prone. If your attack fails by 10 or more, you are knocked prone instead. If the target has more than two legs, add +2 to the DC of the combat maneuver attack roll for each additional leg it has. Some creatures—such as oozes, creatures without legs, and flying creatures—cannot be tripped.

Other Hazards

Falling: 1d6 damage per full 10', half damage with successful Reflex save (DC = depth fallen in feet).

Spikes: +1 point to falling damage per full 10' fallen, max +10

Poison: Fortitude save to avoid or for half, depending on poison. Effect varies with poison type.

Extreme Heat & Cold: If not wearing suitable protection, Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed check.

Example of Combat

The PCs, Atolycus, Kivon, and Jord, are moving through a dungeon. As they round a corner, the heroes see a pair of Orcs a short ways down the corridor. The Orcs, upon seeing the intruding heroes, draw their weapons.

The DM rules that neither side has surprise, so everyone makes an initiative check by rolling a d20 and adding his Agility. Atolycus rolls 9+4 for an initiative score of 13; Kivon rolls a 10+1 for a score of 11; Jord rolls an 18+1 for a score of 19; and the Orcs roll 2+0 for a score of 2. The initiative order is as follows: Jord first, Atolycus second, Kivon third, and the Orcs last.

Jord, a 1st level Wizard, spend 3 MP to cast a Sleep spell on the Orcs. Since the Orcs are 1 HD creatures, Jord can affect both. Each Orc attempts a Will Save vs. DC 15 (10 + CL 1 + 4 Intellect) to try to resist the spell. The first gets a 17 (18 − 1 Spirit), a success, but the second only get a 9, a failure. The first remains awake, while the other falls asleep.

Atolycus, a 1st level Rogue, throws a dagger at the Orc who's still awake. He makes a Ranged Attack roll and gets 12 (8 + 3 Agilitiy + 1 Level Bonus). Since the Orc's AC is 13, Atolycus misses.

Kivon, a 1st level Fighter, declares that he want to use his Power Attack ability and charges at the Orc that's still awake. He makes a Melee Attack roll and gets 15 (11 + 3 Might + 1 Level Bonus + 1 for being a 1st level Fighter − 1 for Power Attack). Since his roll is higher than the Orc's AC, Kivon scores a hit. He rolls 1d10+6 (Bastard Sword + 3 Might +1 Fighter bonus +1 Power Attack) for damage and gets 12, enough to slay the Orc.

The remaining Orc is asleep, and therefore cannot act. Since all of the PCs' enemies are either slain or incapacitated, combat ends. The PCs decide to tie up the sleeping Orc and interrogate him when it wakes.

Conditions Summary Table

Below is a list of Conditions which a character may be subjected to while out adventuring.

Condition	Effect
Attribute Damaged	Temporarily loss of 1 or more attribute points.
Attribute Drained	Permanently loss of 1 or more attribute points.
Blinded	-2 AC, no positive Agility to AC, Move ½, -4 to Skill checks involving Might or Agility. All checks and activities that rely on vision automatically fail. Blinded characters miss all opponents 50% of the time.
Blown Away	Prone, blown 1d4x10' round, and takes 1d4/10' damage.
Confused	Roll 1d20: 1-2, attack caster; 3-4, act normally; 5-10, babble incoherently; 11-14, flee; 16-20, attack nearest creature.
Cowering	No move, -2 AC, no positive Agility to AC.
Dazed	No Move.
Dazzled	-1 attack, search/spot checks.
Dead	The character's hit points are reduced to -10.
Deafened	-4 Initiative, automatically fail skill checks where hearing is involved.
Disabled	0 HP. Action beyond a ½ move results in Stable condition.
Dying	Losing 1 HP/round until healed or dead.
Energy Drained	Character loses 1 or more levels, along with the HP's, attack bonus, etc. gained with the level.
Entangled	½ move, -2 attack rolls, casting requires DC15 + spells level check or spell lost.
Exhausted	½ move, -3 Might and Agility.
Fascinated	No actions, condition broken if attacked.
Fatigued	No run or charge, -1 Might and Agility.
Frightened	Flees, -2 all rolls.
Grappling	No positive Agility to AC vs. non-grappled attackers.
Helpless	Unable to move, at opponent's mercy, death blows possible.
Incorporeal	Harmed only by other incorporeal creatures, +1 or better magic weapons, spells, or spell-like effects.
Invisible	+2 attack rolls and no positive Agility to AC for target.
Knocked Down	Prone.
Nauseated	Move action only.
Panicked	Drop items in hand, flee, -2 all rolls.
Paralyzed/Petrified	Helpless.
Pinned	Held immobile (but not helpless)in a grapple suffering a -4 penalty to AC.
Prone	-4 attack rolls, +4 AC vs. ranged, -4 AC vs. melee.
Shaken	-2 all rolls.
Sickened	-2 all rolls.
Stable	Unconscious, no longer losing HP.
Stunned	Drops items in hand, -2 AC, no positive Agility to AC.
Turned	Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.
Unconscious	Helpless.

Chapter 7: Magic & Spells

Magic

Bards cast bard spells. A bard's caster level is his class level – 5. The maximum spell level he can cast is ½ his caster level (rounded up) up to 6th-level spells. Bards do not have their own spell list, but instead choose spells from both the Arcane and Divine spell lists. A bard chooses a total of 4 spells per spell level that he is able to cast. These decisions are not final; whenever he gains a new maximum spell level, he may "switch out" one spell for another of equal spell level. Bards cast all their spells at will, and therefore need not prepare them ahead of time. Casting a spell requires a bard to audibly speak an incantation and make specific gestures with his hands. Bucklers and light armor do not affect a bard's ability to cast spells (even if a spell is from the Arcane spell list), however, a bard is unable to cast spells if he is wearing medium or heavy armor or using a shield (other than a buckler). A bard's casting attribute is Spirit.

Clerics cast divine spells. A cleric's caster level is equal to his class level. The maximum spell level a Cleric can cast is ½ his caster level, rounded up (up to 9th-level spells). A Cleric knows all the spells of any spell level he can cast, however the GM may rule that a Cleric cannot cast any spell that is against his deity's ethos. This should be discussed ahead of time, as to avoid any sudden conflict between player and GM. Clerics cast all their spells at will, but must spend one hour each day praying in order to cast them. Casting a spell requires a cleric to audibly speak an incantation and present his holy symbol. Wearing armor or a shield does not affect a Cleric's ability to cast spells. A cleric's casting attribute is Spirit.

Wizards cast arcane spells. A wizard's caster level is equal to his class level. The maximum spell level a wizard can cast is ½ his caster level, rounded up (up to 9th-level spells). A Wizard knows all the spells of any spell level he can cast. Wizards cast all their spells at will, and therefore need not prepare them ahead of time. Casting a spell requires a wizard to audibly speak an incantation and make specific gestures with his hands. A Wizard is unable to cast spells if he is wearing armor or a shield. A wizard's casting attribute is Intellect.

The Difficulty Class (DC) to resist a spell is 10 + Caster Level + Caster's casting attribute.

Casting any kind of spell costs Mana Points (MP). A caster's total MP = (1d8 + casting attribute) per caster level. The MP cost of casting a spell is 1 + (spell level x 2).

Spell Level	0	1	2	3	4	5	6	7	8	9
MP Cost	1	3	5	7	9	11	13	15	17	19

For each spell level, 1st through 9th, a cleric or wizard chooses one spell to be his signature spell. Signature spells cost 1 MP fewer than normal. A signature spell is chosen as soon as the caster is able to cast that level of spell and the choice is permanent. Bards cast all of their 1st through 6th level spells as signature spells.

Meta-Magics

Using Meta-Magics is a way for spell casters to add a little more variety to their repertoire. Each modifies a spell in a given way, and each doubles the casting time of the spell so modified (most spells become full round actions instead of standard actions, for example).

Also, each requires an additional expenditure of mana points, added to the standard cost of the spell at the time it is cast.

Extending a spell makes it last twice as long as it normally would. An **Extended** spell costs an additional 2MP.

Empowering a spell makes it do 50% more damage than it normally would. An **Empowered** spell costs an additional 4MP.

Widening a spell makes its area of effect twice as big as it would normally be. A **Widened** spell costs an additional 6MP.

Spells

The spells in Challenges & Champions are divided into two lists, arcane and divine and further divided by spell levels. Arcane spells are used by the Wizard Class and divine spells are used by the Cleric Class. Bards choose spells from both lists. Below are explanations of the headings for the spell lists.

Note that the spells listed below are what a wizard or cleric knows automatically upon reaching an appropriate level. This does not mean these are the only spells he may ever know. It is quite possible that he may find a scroll or tomb containing a spell not found on these lists.

Name

The first line of every spell description gives the name by which the spell is generally known.

Reversible Spells

If a spell's name is *italicized*, the spell is reversible. If a spell would normally target yourself and/or allies, heal, grant a bonus, or grant some other positive effect; the reverse instead targets an enemy/enemies, deals damage, grants a penalty, or grants a detrimental effect and vice versa.

Effect and Descriptive Text

This portion of the spell description details what the spell does and how it works. If one of the entries in the description included "see text," this is where the explanation is found. Unless otherwise stated, the term "level" in this section refers to the appropriate class level of the caster.

Range

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area would extend beyond this range, that area is wasted. Standard ranges include the following:

Personal: This spell affects only you.

Touch: You must touch a creature or object to affect it. To touch an unwilling target, make a Magic Attack roll against the target's AC. Remember that the target does not include armor, shields, or natural armor when calculating AC vs a Magic Attack. A spell requiring a Magic Attack roll that deals damage can score a critical hit just as a weapon can. Some touch spells allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting, but all targets of the spell must be touched in the same round that you finish casting the spell.

Close: The spell reaches as far as 25' + 5' per 2 full caster levels.

Medium: The spell reaches as far as 100' + 10' per caster level.

Long: The spell reaches as far as 400' + 40' per caster level.

Unlimited: The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

Duration

A spell's Duration entry tells you how long the magical energy of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable the duration is rolled secretly (the caster doesn't know how long the spell will last).

Instantaneous (instant): The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to dispel magic.

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a standard action. You can't cast a spell while concentrating on another one. If you take damage while concentrating on a spell, make a Magic Attack roll vs DC = total damage taken. If you fail, you stop concentrating on the spell. Sometimes a spell lasts for a short time after you cease concentrating.

Saving Throw

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: The spell has no effect on a subject that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken.

None: No saving throw is allowed.

Disbelief: A successful save lets the subject ignore the effect.

A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

A natural 1 (the d20 comes up 1) on a saving throw is always a failure and a natural 20 (the d20 comes up 20) is always a success.

Spell Resistance

Spell Resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make a Magic Attack roll (1d20 + caster level + casting attribute) at least equal to the creature's spell resistance for the spell to affect that creature. The defender's spell resistance is like an Armor Class against magical attacks. Include any adjustments to your caster level to this caster level check.

SR: The spell resistance entry tells you whether spell resistance protects creatures from the spell.

Arcane Spells

0-Level Spells

Name	Effect	Range	Duration	Save	SR
Arcane Mark	Inscribes a personal rune (visible or invisible)	0'	Permanent	None	No
Detect Magic	Detects spells and magic items within 60' radius	Personal	Concentration (up to 1 minute/level)	None	No
Light	Object emits light in a 20' radius	Touch	10 minutes /level	None	No
Mage Hand	5-pound telekinesis	Close	Concentration	None	No
Prestidigitation	Performs minor tricks	10'	1 hour	None	No
Read Magic	Read scrolls and spell books	Personal	10 minutes /level	--	--

1st Level Arcane Spells

Name	Effect	Range	Duration	Save	SR
Burning Hands	Deals 1d4/level (max 5d4) fire damage in a 10' radius ½ circle in front of caster	10' radius ½ circle in front of caster	Instantaneous	Reflex half	Yes
Feather Fall	1 Object or creature/level within a 10' radius falls at 60'/round	Close	1 round/level	None	Yes
Mage Armor	Gives subject +4 armor bonus to AC; counts against Magic Attacks	Touch	1 hour/level	Will negates	Yes
Magic Missile	A missile deals 1d4+1 damage; +1 missile/two levels above 1st (max 5 missiles)	Medium	Instantaneous	None	Yes
Ray of Enfeeblement	Magic Attack reduces Might by 1d3 points +1 point/4 levels	Close	1 minute/level	Fortitude negates	Yes
Sleep	Puts 4 HD of creatures within a 10' radius into a comatose slumber	Medium	1 minute/level	Will negates	Yes

2nd Level Arcane Spells

Name	Effect	Range	Duration	Save	SR
Acid Arrow	Magic Attack deals 2d4 damage each round	Long	1 round +1/three levels	None	Yes
Heroic Ability	Subject gains +2 to one attribute	Touch	1 hour/level	Will negates	Yes
Hideous Laughter	Subject begins laughing and can do nothing else	Close	1d3 rounds	Will negates	Yes
Invisibility	Subject is invisible for duration or until it attacks	Touch	10 minutes /level	Will negates	Yes
Knock	Opens one locked or magically sealed door, box, or chest within a 10'/level radius	Medium	Instantaneous	None	No
Levitate	Willing subject moves up and down at your direction at 20'/round	Close or personal	10 minutes /level	None	No

3rd Level Arcane Spells

Name	Effect	Range	Duration	Save	SR
Dispel Magic	Cancels magical spells and effects (Magic Attack vs DC of each spell or effect)	Medium	Instantaneous	None	No
Fireball	Deals 1d6/level (max 10d6) fire damage in a 20' radius	Long	Instantaneous	Reflex half	Yes
Fly	Subject flies at speed of 90'	Touch	10 minutes /level	None	Yes
Haste	1 creature/level, no two of which can be more than 30' apart, gains 1 extra action and +1 on attack rolls, AC, and Reflex saves	Close	1 round/level	Fortitude negates	Yes
Lightning Bolt	Deals 1d6/level (max 10d6) electrical damage to creatures in a line	120' line from caster	Instantaneous	Reflex half	Yes
Vampiric Touch	Deals 1d6 damage/2 levels; caster gains damage as temporary HP	Touch	Instantaneous; 1 hour	None	Yes

4th Level Arcane Spells

Name	Effect	Range	Duration	Save	SR
Animate Dead	Creates 2 HD/level of undead skeletons or zombies from touched corpses	Touch	Instantaneous	None	No
Arcane Eye	Invisible floating eye moves 30'/round	Unlimited	1 minute/level	None	No
Black Tentacles	Tentacles (Might +10) grapple all within 20' radius, dealing 1d6+4 each round	Medium	1 round/level	None	No
Dimension Door	Teleports you and up to 1 touched creature/3 levels	Long and touch	Instantaneous	Will negates	Yes
Polymorph	Gives one willing subject a new form	Touch	1 minute/level	None	No
Stoneskin	Stops 10 damage/physical attack; discharged after 100 damage is stopped	Touch	10 minutes /level or until discharged	Will negates	Yes

5th Level Arcane Spells

Name	Effect	Range	Duration	Save	SR
Baleful Polymorph	Transforms subject into harmless animal	Close	Permanent	Fortitude negates	Yes
Cloudkill	20' radius cloud Kills 3 HD or less; 4-6 HD save or die; 6+ HD take 1d2 Might damage/round	Medium	1 minute/level	Fortitude - see text	Yes
Contact Other Plane	Ask 1 question/2 levels of an extra planar entity and get one-word answers	Personal	Concentration	--	--
Feeblemind	Subject's Intellect and Spirit scores drop to -5	Medium	Instantaneous	Will negates	Yes
Passwall	Breaches walls 1' thick/level	Close	1 hour/level	None	No
Teleport	Instantly transports you and up to 1 touched creature/3 levels anywhere	Touch and unlimited	Instantaneous	Will negates	Yes

6th Level Arcane Spells

Name	Effect	Range	Duration	Save	SR
Antimagic Field	Suppresses magic within a 10' radius of you	Personal	10 minutes /level	None	Yes
Chain Lightning	Deals 1d6/level damage to primary target, ½ damage to one secondary target/level (each of which must be within 30' of the primary target)	Long	Instantaneous	Reflex half	Yes
Contingency	Sets a trigger condition for another spell	Personal	1 day/level or until discharged	--	--
Disintegrate	Magic Attack deals 2d6 damage/level; if target is brought to 0 HP, it is disintegrated	Medium	Instantaneous	None	Yes
Geas	Commands any creature, binding it to a specific task	Close	1 day/level or until discharged	None	Yes
True Seeing	You see all things as they really are	Touch	1 minute/level	Will negates	Yes

7th Level Arcane Spells

Name	Effect	Range	Duration	Save	SR
Delayed Blast Fireball	Deals 1d6/level in 20' radius; can delay up to 1 round	Long	Instantaneous	Reflex half	Yes
Ethereal Jaunt	You become ethereal	Personal	1 round/level	--	--
Finger of Death	Kills one subject; successful save deals 3d6 damage + 1/level	Close	Instantaneous	Fortitude partial	Yes
Plane Shift	Up to eight linked subjects travel to another plane	Touch	Instantaneous	Will negates	Yes
Power Word Blind	Blinds a creature with 200 HP or less	Close	1d4+1 minutes	None	Yes
Spell Turning	Reflect 1d4+6 spell levels back at caster	Personal	10 minutes /level or until discharged	--	--

8th Level Arcane Spells

Name	Effect	Range	Duration	Save	SR
Clone	Duplicate awakens when original dies	0'	Instantaneous	None	No
Horrid Wilting	Deals 1d6/level damage within 30' radius	Long	Instantaneous	Fortitude half	Yes
Incendiary Cloud	20' radius cloud deals 4d6 fire damage/round	Medium	1 round/level	Reflex half	No
Irresistible Dance	Forces subject to dance	Touch	1d4+1 rounds	None	Yes
Power Word Stun	Stuns a creature with 150 HP or less	Close	2d4 rounds	None	Yes
Trap the Soul	Imprisons subject within gem	Close	Permanent or until gem is destroyed	Will negates	Yes

9th Level Arcane Spells

Name	Effect	Range	Duration	Save	SR
Etherealness	As **Ethereal Jaunt** plus 1 touched creature/3 levels	Touch	1 minute/level	None	Yes
Gate	Connects two planes for travel, or to summon several creatures with total HD up to your level or 1 creature with HD up to twice your level	Medium	Concentration (travel; up to 1 round /level) or Instantaneous (summoning)	None	No
Meteor Swarm	Four 2' radius spheres each explode in a 40' radius; each deals 8d6 fire damage	Long	Instantaneous	Reflex half	Yes
Power Word Kill	Kills a creature with 100 HP or less	Close	Instantaneous	None	Yes
Soul Bind	Traps newly dead soul to prevent resurrection	Close	Permanent	Will negates	No
Wail of the Banshee	Kills one creature/level within a 40' radius	Close	Instantaneous	Fortitude negates	Yes

Divine Spells

0-Level Divine Spells

Name	Effect	Range	Duration	Save	SR
Create Water	Creates 2 gallons/level of pure water	Close	Instantaneous	None	No
Detect Poison	Detects poison in one creature or object	Close	Instantaneous	None	No
Guidance	+1 on one attack roll, saving throw, or skill check	Touch	1 minute or until discharged	Will Negates	Yes
Light	Object emits light in a 20' radius	Touch	10 minutes /level	None	No
Purify Food & Drink	Purifies 1 cu. ft./level of food or water	10'	Instantaneous	None	No
Resistance	Subject gains +1 on saving throws	Touch	1 minute	Will negates	Yes
Virtue	Subject gains 1 temporary HP	Touch	1 minute	Fortitude negates	Yes

1st Level Divine Spells

Name	Effect	Range	Duration	Save	SR
Bless	You, and allies within range, gain +1 on attack rolls and saves against fear	50'	1 minute/level	None	Yes
Bless Water	Makes holy water	Touch	Instantaneous	None	No
Command	One subject obeys a single, one-word command	Close	1 round	Will negates	Yes
Cure Light Wounds	Cures 1d8 damage +1/level (max +5), damages undead	Touch	Instantaneous	Will half	Yes
Divine Favor	You gain +1 per 3 levels on attack and damage rolls	Personal	1 minute	--	--
Shield of Faith	Subject gains a +2 deflection bonus to AC, +1 per 6 levels	Touch	1 minute/level	Will negates	Yes

2nd Level Divine Spells

Name	Effect	Range	Duration	Save	SR
Aid	+1 on attack rolls and saves against fear, 1d8 temporary HP +1/level (max +10)	Touch	1 minute/level	None	Yes
Cure Moderate Wounds	Cures 2d8 damage +1/level (max +10), damages undead	Touch	Instantaneous	Will half	Yes
Delay Poison	Stops poison from harming subject	Touch	1 hour/level	Fortitude negate	Yes
Gentle Repose	Preserves one corpse	Touch	1 day/level	None	No
Lesser Restoration	Dispels magical attribute penalty or repairs 1d4 attribute damage	Touch	Instantaneous	Will negates	Yes
Remove Paralysis	Frees one or more creatures from paralysis or slow effect	Close	Instantaneous	Will Negates	Yes

3rd Level Divine Spells

Name	Effect	Range	Duration	Save	SR
Create Food & Water	Feeds three humans (or one horse)/level	Close	1 day (Food); Permanent (Water)	None	No
Cure Serious Wounds	Cures 3d8 damage +1/level (max +15), damages undead	Touch	Instantaneous	Will half	Yes
Prayer	You, and allies within 40', gain +1 bonus to attacks, weapon damage, saves, and skills, enemies gain a -1 penalty to such rolls	40'	1 round/level	None	Yes
Remove Disease	Cures all diseases affecting subject	Touch	Instantaneous	Fortitude negates	Yes
Searing Light	Magic Attack deals 1d8/two levels damage (max 5d8), or 1d6/level (max 10d6) vs undead	Medium	Instantaneous	None	Yes
Speak with Dead	Corpse answers one question/two levels	10'	1 minute/level	Will negates	No

4th Level Divine Spells

Name	Effect	Range	Duration	Save	SR
Cure Critical Wounds	Cures 4d8 damage +1/level (max +20), damages undead	Touch	Instantaneous	Will half	Yes
Discern Lies	Reveals deliberate falsehoods from 1 creature/level/round, no two of which can be more than 30' apart	Close	Concentration (max 1 round/level)	Will negates	No
Freedom of Movement	Subject moves normally despite impediments	Touch	10 minutes /level	Will negates	Yes
Neutralize Poison	Immunizes subject against poison, detoxifies venom in or on subject	Touch	10 minutes /level	Will negates	Yes
Restoration	As **Lesser Restoration**, except that it also dispels negative levels and restores one experience level to a creature who has had a level drained	Touch	Instantaneous	Will negates	Yes
Tongues	Subject can speak and understand any spoken language	Touch	10 minutes /level	Will negates	No

5th Level Divine Spells

Name	Effect	Range	Duration	Save	SR
Atonement	Removes burden of misdeeds from subject	Touch	Instantaneous	None	Yes
Commune	Your deity answers one yes-or-no question/level at a rate of 1/round	Personal	1 round/level	--	--
Flame Strike	Divine fire deals 1d6/level damage within 10' radius, 40' high cylindar	Medium	Instantaneous	Reflex half	Yes
Mass Cure Light Wounds	One creature/level, no two of which can be more than 30' apart, is cured 1d8 damage +1/level (max +25), damages undead	Close	Instantaneous	Will half	Yes
Raise Dead	Restores life to willing subject, most of whose remains are present, who died up to 1 day/level ago	Touch	Instantaneous	None	Yes
True Seeing	You see all things as they really are	Touch	1 minute/level	Will negates	Yes

6th Level Divine Spells

Name	Effect	Range	Duration	Save	SR
Banishment	Banishes one or more extraplaner creature with total 2 HD/level creatures, no two of which can be more than 30' apart	Close	Instantaneous	Will negates	Yes
Blade Barrier	Creates a wall of blades up to 20' long/ level, or a ringed wall of blades with up to 5' radius/2 levels; either form is 20' high	Medium	1 minute/level	Reflex half (or negates if cast on)	Yes
Heal	Cures 10 points/level of damage (max 150), all diseases and mental conditions, or deals damage to undead	Close	Instantaneous	Will half	Yes
Heroes' Feast	1 hour long feast for 1 creature/level cures diseases, sickness, and nauseam, and grants poison and fear immunity, 1d8 temporary HP +1/two levels (maximum +10), and +1 to attack rolls and Will saves	Close	1 hour plus 12 hours; see text	None	No
Mass Cure Moderate Wounds	One creature/level, no two of which can be more than 30' apart is cured 2d8 damage +1/level (max +30), damages undead	Close	Instantaneous	Will half	Yes
Quest	Commands any creature, binding it to a specific task	Close	1 day/level or until discharged	None	Yes

7th Level Divine Spells

Name	Effect	Range	Duration	Save	SR
Ethereal Jaunt	You become ethereal	Personal	1 round/level	--	--
Greater Restoration	As **Restoration**, plus restores all levels and attributes	Touch	Instantaneous	Will negates	Yes
Mass Cure Moderate Wounds	One creature/level, no two of which can be more than 30' apart is cured 3d8 damage +1/level (max +35), damages undead	Close	Instantaneous	Will half	Yes
Regenerate	Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35), doesn't affect nonliving objects or creatures	Touch	Instantaneous	Fortitude negates	Yes
Repulsion	An invisible, mobile field (up to 10' radius/level) surrounds you and prevents creatures from approaching you	Personal	1 round/level	Will negates	Yes
Resurrection	As **Raise Dead** but requires very little remains and the subject may have been dead for up to 10 years/level	Touch	Instantaneous	None	Yes

8ᵗʰ Level Divine Spells

Name	Effect	Range	Duration	Save	SR
Antimagic Field	Suppresses magic within a 10' radius of you	Personal	10 minutes /level	None	Yes
Dimensional Lock	20' radius emanation, centered on a point in space, blocks teleportation and interplaner travel	Medium	1 day/level	None	Yes
Discern Location	Reveals exact location of a creature or object; to find a creature with the spell, you must have seen the creature or have some item that once belonged to it; to find an object, you must have touched it at least once	Unlimited	Instantaneous	None	No
Fire Storm	Two 10' cubes/level are shot through with flames that deal 1d6/level (max 20d6) of fire damage	Medium	Instantaneous	Reflex half	Yes
Holy Aura	1 creature/level in a 20' radius burst centered on you gains +4 to AC, +4 to saves, immunity to possession and mental influence, and SR 25	20'	1 round/level	None	Yes
Mass Cure Moderate Wounds	One creature/level, no two of which can be more than 30' apart is cured 4d8 damage +1/level (max +40), damages undead	Close	Instantaneous	Will half	Yes

9th Level Divine Spells

Name	Effect	Range	Duration	Save	SR
Etherealness	As **Ethereal Jaunt** plus 1 touched creature/3 levels	Touch	1 minute/level	None	Yes
Gate	Connects two planes for travel, or to summon several creatures with total HD up to your level or 1 creature with HD up to twice your level	Medium	Concentration (travel; up to 1 round /level) or Instantaneous (summoning)	None	No
Implosion	Kills one corporeal creature/round; cannot target the same creature twice/casting	Close	Concentration (max 4 rounds)	Fortitude negates	Yes
Mass Heal	As **Heal** but affects 1 or more creatures in ranges, no two of which can be more than 30' apart	Close	Instantaneous	Will half	Yes
Miracle	Requests a deity's intercession, though it may cost EL's	--	--	--	Yes
Soul Bind	Traps newly dead soul to prevent resurrection	Close	Permanent	Will negates	No

Chapter 8: GM's Section

Disease

Diseases have various symptoms and are spread through a number of ways. Several typical diseases are summarized below. The entries for diseases include the following information:

Name of the disease: Type, DC, incubation, damage.

Type: The disease's method of delivery (contact, inhaled, or injury).

DC: The Fortitude save DC needed to prevent infection. Make a Fortitude save after the initial infection; success means you have not been infected, failure means you have been infected and will take attribute damage after the incubation period and every day afterward until you are cured.

Incubation: The time before damage begins.

Damage: The attribute damage the character takes after incubation and each day afterward.

Cackle Fever: Inhaled, DC 16, 1 day, -1d3 Intellect.
Filth Fever: Injury, DC 12, 1d3 days, -1d2 Agility and -1d2 Agility.
Mindfire: Inhaled, DC 12, 1 day, -1d2 Intellect.
Red Ache: Injury, DC 15, 1d3 days, -1d3 Might
Shakes: Contact, DC 13, 1 day, -1d4 Agility.

Extreme Heat & Cold

If not wearing suitable protection, a character must make a Fortitude saving throw once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Falling

A falling character takes 1d6 points of damage per 10' fallen.

If the character makes a successful Reflex save vs DC = the depth fallen in feet.

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

Poison

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

Several typical poisons are summarized below. The entries for poisons include the following information:

Name of the poison: Type, DC, damage, price.

Type: The poison's method of delivery (contact, ingested, inhaled, or injury).

DC: The Fortitude save DC needed to avoid the poison's damage.

Damage: Expressed as "xdx/xdx." The first number is the initial damage, taken immediately upon failing the Fortitude save against the poison. The second number is the secondary damage, taken one minute after exposure to the poison if a second Fortitude save is failed. Attribute damage is temporary unless marked with an asterisk(*), in which case the loss is permanent. Unconsciousness lasts 1d3 hours.

Price: The 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.

Arsenic: Ingested, DC 13, -1 Might/-1d4 Might, 120gp

Blue Whinnis: Injury, DC 14, -1 Might / unconsciousness, 120gp

Burnt Othur Fumes: Inhaled, DC 18, -1 Might*/ -3d3 Might, 2,100gp

Deathblade: Injury, DC 20, -1d3 Might/-2d3 Might, 1,800gp

Insanity Mist: Inhaled, DC 15, -1d2 Intellect/-2d3 Intellect, 1,500gp

Nitharit: Contact, DC 13, 0/-3d3 Might, 650gp

Oil of Taggit: Ingested, DC 15, 0/ unconsciousness, 90gp

Malys Root Paste: Contact, DC 16, -1 Agility/-2d2 Agility, 500gp

Monstrous Scorpion (tiny): Injury, DC 12, -(1d2-1) Might /-(1d2-1) Might, 50gp

Monstrous Scorpion (small): Injury, DC 12, -1 Might/-1 Might, 100gp

Monstrous Scorpion (large): Injury, DC 14, -1d2 Might/-1d2 Might, 200gp

Monstrous Scorpion (huge): Injury, DC 18, -1d3 Might/-1d3 Might, 400gp

Monstrous Spider (tiny): Injury, DC 10, -1 Might/-1 Might, 85gp

Monstrous Spider (small): Injury, DC 10, -1d2 Might/-1d2 Might, 125gp

Monstrous Spider (large): Injury, DC 13, -1d3 Might/-1d3 Might, 250gp

Monstrous Spider (huge): Injury, DC 16, -1d4 Might/-1d4 Might, 500gp

Sassone Leaf Residue: Contact, DC 16, -2d12HP/-1d4 Might, 300gp

Sleep Poison: Injury, DC 13, unconsciousness/ unconsciousness for 2d4 hours, 75gp

Snake (medium viper): Injury, DC 11, -1d3 Might/-1d3 Might, 120gp

Snake (large viper): Injury, DC 11, -1d3 Might /-1d3 Might, 120gp

Snake (huge viper): Injury, DC 14, -1d3 Might/-1d3 Might, 250gp

Wyvern: Injury, DC 17, -2d3 Might/-2d3 Might, 3,000gp

Traps

Whether inside a dungeon or a nobleman's manor house, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind, as many dungeons are filled with debilitating or lethal traps set to keep wayward hands off of fantastic treasures.

Several typical traps of varying *Encounter Levels* are summarized below.

The entries for traps include the following information:

Type of trap: Attack (damage), Save DC, Search DC, Disable DC.

Type lists the trap used and the effect it has.

Attack shows the traps attack bonus or type of effect.

Damage shows the amount and type of damage the trap deals.

Save DC lists the Reflex save DC needed to either avoid the trap entirely, or to take only ½ the listed damage (if this is possible).

Search DC lists the DC for the Sub + Intellect check necessary to find the trap without triggering it.

Disable DC lists the DC for the Sub + Agility check necessary to disarm the trap safely. Failing this check by 10 or more triggers the trap.

EL1 Traps

Basic Arrow Trap: Atk +10 (1d6, arrow); Search DC 20, Disable DC 20

Camouflaged Pit Trap: 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, Disable DC 20

Poison Dart Trap: Atk +8 (1d4 plus poison, dart); Search DC 20, Disable DC 18

EL2 Traps

Burning Hands Trap: spell effect (1d4, fire); Save DC 11 for ½ damage; Search DC 26, Disable DC 26

Large Net Trap: Atk +5 (—); Save DC 14 to avoid; Search DC 20, Disable DC 25

Pit Trap: 40' deep (4d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20

EL3 Traps

Fire Trap: spell effect (1d4+3, fire); Save DC 13 for ½ damage; Search DC 27, Disable DC 27

Pit Trap: 60' deep (6d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20

Poisoned Arrow Trap: Atk +12 (1d8 plus poison, arrow); Search DC 19, Disable DC 15.

EL4 Traps
Lightning Bolt Trap: spell effect (5d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28

Spiked Pit Trap: 60' deep (6d6, fall), Atk +10 (1d4 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20

Wall Scythe Trap: Atk +20 (2d4+8, scythe); Search DC 21, Disable DC 18.

EL5 Traps
Falling Block Trap: Atk +15 (6d6, slam); Search DC 25, Disable DC 17

Fireball Trap: spell effect (1d4+7, fire); Save DC 16 for ½ damage; Search DC 29, Disable DC 29

Poisoned Wall Spikes: Atk +16 (1d8+4 plus poison, spikes); Search DC 17, Disable DC 21

EL6 Traps
Compacting Room Trap: walls move together (12d6, crush); Search DC 20, Disable DC 22

Lightning Bolt Trap: spell effect (10d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28

Spiked Pit Trap: 100' deep (10d6, fall), Atk +10 (1d4+5 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20

EL7 Traps
Black Tentacles Trap: spell effect (tentacles) Atk +7 (1d6+4 each, 1d4+7 tentacles); Search DC 29, Disable DC 29

Chain Lightning Trap: spell effect (11d6 to nearest target +5d6 each to up to 11 secondary targets, electricity); Save DC 19 for ½ damage; Search DC 31, Disable DC 31

Well-camouflaged Pit Trap: 70 ft. deep (7d6, fall); Save DC 25 to avoid; Search DC 27, Disable DC 18

EL8 Traps
Destruction Trap: spell effect (death); Save DC 20 (Fortitude negates) for 10d6 damage; Search DC 32, Disable DC 32

Power Word Stun Trap: spell effect (stun 2d4 rounds); Search DC 32, Disable DC 32

Well-camouflaged Pit Trap: 100' deep (10d6, fall); Save DC 20 to avoid; Search DC 27, Disable DC 18

EL9 Traps
Dropping Ceiling: ceiling moves down (12d6, crush); Search DC 20, Disable DC 16

Incendiary Cloud Trap: spell effect (4d6/round for 15 rounds, fire); Save DC 22 for ½ damage; Search DC 33, Disable DC 33

Wide-mouthed Spiked Pit with Poisoned Spikes: 70' deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20

EL10 Traps
Crushing Room: walls move together (16d6, crush); Search DC 22, Disable DC 20

Crushing Wall Trap: Atk automatic (18d6, crush); Search DC 20, Disable DC 25

Energy Drain Trap: Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34

Awarding EL's
When a player character or group of player characters defeat a creature or group of creatures, they should each be awarded a number of EL's equal to the total HD of all the creatures. So if three PC's defeat three 1 HD orcs, each PC gets 3 EL's.

When a PC or group of PC's successfully disable or consciously bypass a trap, they should each be awarded the trap's assigned number of EL's. So if five PC's disable and bypass a 4EL Lightning Bolt trap, they each receive 4 EL's.