DARK•HERITAGE
Microlite20 v 1.1.7
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Author's Note and Preface

So... I claim to not be very drawn to rules and systems. But, I've tinkered with a ton of them to represent the DARK•HERITAGE setting over the last few years, including heavily house-ruled d20 D&D, *d20 Modern*, Pathfinder, DARK•HERITAGE HACK (based on Old School Hack), and my so-called Anti-d20 system that was a kind of hybrid of Savage Worlds lite plus The Window. All of this, of course, makes my claim about system indifference seem kind of phony.

But I will point out that mostly I like using d20 style games, because they're so easy, familiar, and there's so much material in print for them that it makes it easy to grab whatever I need and have it available without having to go very far into house-ruling.

That said, there are some things about d20 that I never really have liked, and other things that are not a problem necessarily for me personally, but which I see commonly brought up as complaints. They are only not a problem because I happen to have gamers who accommodate my eccentricities. This is part of the reason that I'm still tempted frequently by the siren song of another system which I hope will match my tastes better than d20 which, let's face it, is really much more complicated than it ever needs to be. I'm not really a fan of the OSR style games either, because they tend to cater to an old-school taste vibe (unsurprisingly.) I could modify an OSR type game into being one that better matched both my tastes and my setting, but... I'm honestly not familiar enough with the OSR games to know which one I should bother starting with. Nor am I curious enough to find out.

But, and this is a big but (I like those, I cannot lie), that doesn't mean that I'm out of alternatives. I've kind of recently (and belatedly) discovered Microlite20, or m20, a system that dramatically streamlines the d20 rule set, *while maintaining near full compatibility with all products released for it!*

Sound too good to be true? Quite frankly, yes, it does. But I'm extremely intrigued nonetheless. And clearly it's working for someone, because there's a lot of variants of it out there, made by folks who want their m20 applied like a template to d20 type games. Quite honestly, it sounds right up my alley. This document is my first attempt at creating a fully complete and operational game using the m20 system, but optimized for play in the DARK•HERITAGE setting. And *then*, I'll want to try it out to see how well it works.

This document would be impossible without the work of the writers of the d20 game, as presented in the System Reference Document (SRD) and the brave businessmen who agreed to apply the Open Source concept to the rules of a roleplaying game. It also is indebted to various other fans and designers who have modified those rules over time, also in the open source space, especially those who have played within the m20 subset of open game rules. While no one has created a game that really fits my needs exactly (hence my writing of this document) there is very little here that is truly scratch-built by me; rather, I've "kit-bashed" existing elements from numerous other games or versions of games, cherry-picking the options that work for my setting, and putting them all together in a new combination.

Introduction

m20 DARK•HERITAGE is a fully complete roleplaying game, ready for you (and a few of your friends or family members) to sit down and play, that is fully compatible with the DARK•HERITAGE fantasy setting, a development of yours truly.

Wait, what? You may ask. What does all that mean? First off, a roleplaying game is a game that is designed to allow you to assume the role of a fictional character, and then, along with an "ensemble cast" of some other characters, undertake adventures and other excitement under the direction of a director, or Game Master. The Game Master, like a director in a movie or play, is in charge of the entire production, and will provide both the environments in which you adventure, as well as many other supporting characters with whom you may interact. It's his responsibility to make sure that there is, in fact, a game to play, and interesting things to do, and to make sure the game is fun and consistent. To do this, he will use the rules presented here and ensure that they are followed (more or less) correctly. He can, of course, modify them if he feels it is necessary to achieve the feel or result that he wants, but this should never be arbitrary, and you as a player probably shouldn't ever by surprised by the fact that he's done so. While I don't favor necessarily a play style that is strict and by the book, I do favor consensus and understanding by everyone involved of what's being done and why at a basic system level. Otherwise, the chance of the game being less than ideal for the players rises dramatically.

However, that's not your responsibility unless you are the Game Master (GM) yourself. More likely, you are a player, and your responsibility is about your character, a so-called Player Character (PC). You determine what this PC does, and how he reacts to things that the GM presents you with, as well as what

other PCs in your gaming group may do. It is also your responsibility to understand the rules sufficiently that you can play your PC without being told how to, ideally—although of course, any self-respecting GM and player group is more than happy to lend a newbie a hand while he figures the game out. This shouldn't be difficult, as the rules for m20 DARK•HERITAGE are relatively brief and simple, by design.

So that's what a roleplaying game is. A fusion of collaborative storytelling, impromptu "acting" via dialogue and in-character choices that you make in behalf of your PC, using a set of rules that use funny-shaped dice and a few other tools to generate a bit of randomness to inject the game with a bit of tension, since there's always a chance that things you attempt to do will fail. Hopefully you recognize that bad things happening to *your character* are not equivalent to bad things happening to *you personally* and come to enjoy the often entertaining antics of PCs who fail dramatically and spectacularly from time to time, but who also achieve interesting and challenging goals. Roleplaying games are one of my favorite hobbies, and one on which I spend a fair bit of resources and intellectual capital.

Many players approach the game with different goals, and different aspects of the game that they enjoy the most. While it's primarily the GM's responsibility to deliver a game that is fun for all players (which means he needs to pay attention to what's working for whom and tailor the experience to fit the needs and expectations of his players) it is also incumbent on all of the players to enable a collaborative and fun experience for all. Don't hog the spotlight, don't insist things be done your way, help the GM out (he's definitely got the most difficult job of the group) and work together. Note that this doesn't mean that your PCs must always work together; sometimes conflict amongst the members of an ensemble cast makes for the most interesting episodes of a movie, TV show or novel, and the same can be true for your game. But be respectful and thoughtful of the other players, and be mature, and things will tend to go well for you and your game.

You may have heard of roleplaying games before. Most likely, if you've discovered this file, it's because you already play them and are looking for a new alternative. If not, there's a really famous fantasy roleplaying game that you've almost certainly heard of. Although I don't believe it to be a violation of the fair use doctrine of trademark law to mention it by name, it's traditional in the industry to side-step around it and avoid doing so, so I will do so as well. This game, and its rules, is heavily based on that famous game, the third (and "third and a half") edition of which was released into the open source domain via the Open Game License (or OGL), included at the end of this document. This system is sometimes called d20 because of the importance of the twenty-sided dice in playing the game. This specific document, however, is more specifically based on a variant to d20 called m20, or Microlite20, which was specifically designed to work basically like d20, but significantly less complicated in scope. This lessened complexity enables the play style that I best enjoy; a bit fast and loose, and focused on more "authorial" concerns rather than focus on rules or tactics.

You are less likely to have heard of DARK•HERITAGE, a fantasy setting of my own devising, however. DARK•HERITAGE's Hollywood pitch goes something like this: "*The Black Company* and *The Godfather* meet spaghetti westerns and *Pirates of the Caribbean*." If the initial pitch sounds intriguing enough, and the Hollywood agent says, "let's do lunch and you can tell me more about this project," then I can start getting a bit more into the details.

DARK•HERITAGE is firmly rooted in the fantasy genre, and has some of the typical fantasy conventions you'd expect, especially if you're a fan of either old school Sword & Sorcery or this newer type of dark fantasy featuring criminals and anti-heroes as protagonists. But it also has a strong vibe of supernatural horror and Yog-Sothothery—magic exists, of course, but it's never a good thing, and kindly or wise wizards are replaced with terrifying and post-human (or human, but who aspire to transcend that state) sorcerers which are thankfully quite rare. Rather than save the world quests to stop the machinations of dark lords, or restore glorious kingdoms, DARK•HERITAGE is often about the skulduggery and intrigue of amoral movers and shakers--corrupt rulers, powerful sorcerers who pull the strings from behind the scenes, organized crime, and nihilistic cultists. Or, more accurately, it's about how Joe Blow fantasy characters (player characters) get caught up in that skulduggery and intrigue, and find their lives buffeted by forces beyond their control, and their attempts to take the reins and successfully navigate through them with their lives and sanity intact. Their motives are rarely altruistic or heroic and their personalities are often cynical, pragmatic or even world-weary. They're like *noir* characters who find themselves in a dark fantasy-horror hybrid setting.

The setting is fairly wild—part Arabian Nights, part Spanish Main, part Crown of Aragon, part Old West, part Lovecraft, part *Clan of the Cave Bear*. But most DARK•HERITAGE adventures will take place in one of three places: out in the wild, that's like Cowboys & Indians type settings except with much more dangerous wildlife all over the place, or the high seas, with Barbary and Spanish Main type pirates, or deep in Spanish or Italian style picaresque cities with thieves guilds, assassins, spies and cultists roaming the streets after dark.

The elements from the previously mentioned famous fantasy game are fairly muted; magic is more Lovecraftian in nature, characters don't become powerful, god-like superheroes, or adventure for experience and profit, and the palette of character options (especially races) is a more sword & sorcery like human and mostly human yet exotic "touched by dark magic of some kind or another" variants. There are no lordly elves, dour dwarves or cozy hobbits here. Villains are like more dangerous versions of the main characters—there are no conveniently cartoon-like always evil races; no orcs, goblins or whatever. No dark lords in the traditional sense.

The setting will not really be enumerated in this document. That said, this system will work well for any setting that features swashbuckling action sprinkled with supernatural in a fantasy setting. And the setting can be further explored in my blog and on my campaign wiki, links listed at the end of this document.

What You Need to Play

You need this book, and its rules. You should have read it all the way through, especially if you're running the game. If there are changes, or "house rules", you should know them and have them with you as well, hopefully spelled out and written down (although if there aren't many and they are simple, you can probably get away without that.) You need a set of funny-shaped dice. These can usually be picked up at most game stores, or online. These dice include a twenty-sided dice, numbered 1 through 20 (and nicknamed a d20), a twelve-sided dice numbered 1 through 12 (a d12), and a d10, a d8, a d6 and a d4. If you buy a complete set, you may also have a d10 that counts by tens. Rolling the two d10s together will give you an effective d100, with a result of 00 and 0 being 100.

You'll also need a character sheet on which to write down the details of your character. One is provided at the end of this book, or you can do just fine writing them down on a piece of notebook paper, a 3x5 index card, as a text file on your smartphone, or numerous other methods. The details aren't extensive, but they are important. If you use "old-fashioned" paper, you'll probably also need a pencil or pen. You may want this anyway to take notes as the game progresses, so you can remember clues that your characters discover, and remember the names of important characters or locations that you've crossed over the course of your adventures.

And finally, you'll need some kind of tokens. Almost anything will do—poker chips, pennies, garbanzo beans, etc. Personally, I prefer plastic pirate gold coins that I picked up at a party favor store. You'll need a good stash—at the beginning of the game, only a couple per player character is sufficient, but as the game advances, you may need more than a dozen per player characters.

Other than that, at the risk of sounding hokey, you just need your imagination, and a willingness to work together and respect the rulings of the GM.

m20 DARK•HERITAGE Characters

Creating a character for an m20 game is a simple step-by-step process. Most of these steps apply to any character, although steps involving magic only involve characters who are capable of using magic, naturally. You might want to refer to the character sheet at the end of this document as you read this so you can follow along with the various elements of an m20 character as I describe them.

1. Header

First off, spell out some of the very basic details of your character at the top of the sheet. What's his name? What does he look like? How old is he? At this early stage of character creation, you probably also want to think about the concept of who your character is, much as an author coming up with a quick and dirty profile of a character he will use in a novel or screenplay. You don't have to come up with a long or detailed backstory (I certainly don't necessarily encourage it, although if you like to do that kind of thing, you certainly can) but these kinds of early thoughts should also lead you towards what the race and class choices you will make are likely to be, as well as getting you to think about how you will assign your stats.

2. Generate Stats.

"Stats" is a short-hand term for three scores that your character will have. These basic scores give a quick, simple and abstract number that quantifies some of your innate traits and capabilities. The three stats are Strength (abbreviated STR), Dexterity (DEX) and Mind (MND.) Your STR score describes how tough and strong you are physically, while your DEX score describes your reflexes, hand-eye coordination,

agility and speed. Your MND score speaks to your intelligence, wisdom, personal magnetism, and other traits that have less to do with your physical body and more to do with your presence or wits.

Stats are, by design, quite generic and abstract, and describe innate traits. Skills, on the other hand, while also fairly generic and abstract, will describe abilities that you have learned, practiced and developed. If the GM decides that there is some inherent risk in a task you have elected to do, he will have you make a "check" to see if you are successful. Most of the time, these checks will consist of rolling a d20, taking the result of that roll, adding to it your Stat bonus and your Skill bonus, and comparing the result to a target number, which by tradition is called a Difficulty Class (DC.) There will be a few exceptions, but that is basically the significance of stats in the game as you play it.

Generating the score of a stat is a little bit convoluted, but the process (and range of numbers) is traditional, and I have elected not to buck tradition here. Roll a d6 four times (4d6) or better yet, roll four of them at once if you have them. Ignore the lowest roll on the four dice. Take the remaining three scores and add them together. This will give you a number from 3 to 18. Write this number down on a piece of scrap paper. Do this again two more times. You will have three scores between 3 and 18, and the average score should be around 10-11. If your average is quite a bit lower than that (lower than about 7 or so), talk to your GM. If you're not whiney about it, he may elect to allow you to reroll them and try for a better score. Some GMs, on the other hand, feel that playing with the hand the dice deal you is part of the fun.

For these scores, higher is better. Assign the scores to your stats as you see fit, to best fit the concept of your character (for example, if you envision your character as a scholarly or quick-witted fellow, put your highest score in MND—if you picture instead a big, athletic bruiser, you probably want to put your highest score in STR.) Next to the box where you put the score is a box for your modifier, or mod. The mod associated with each score is determined by taking your score minus 10, and then dividing the result by 2 and dropping the half (if any.) This means that you should be able to convert your scores, which range from 3 to 18, to mods which range from -4 to +4. The mod is the number that you actually use to make a check, as described above, not the score. The score itself is *mostly* superfluous, but as I said, it's traditional.

In some cases, your stats can take damage from certain attacks or conditions (such as poison, disease, or certain attacks.) If this happens, your stat *score* is reduced by the amount of the attack, and your stat *modifier* is updated to reflect the new score. Stat damage will heal and return to normal at a rate of 2 points of damage removed for every overnight rest taken. If, for example, a character takes 3 points of STR damage after being slipped a poison, one night of overnight rest will restore 2 points to his score, and his modifier will be updated as such. He will have to operate the entirety of the next day with a lingering -1 penalty to his score, but a second night of rest will restore the last point of damage and his STR score will be back to normal on the second day.

If your STR score ever falls to 0, your character dies. If your DEX score ever falls to 0, your character is completely immobile and cannot move at all. If your MND score ever falls to 0, then your character also dies.

3. Pick Race.

Your race refers to a fantasy "species" to which your character belongs. You may be familiar with concepts like orcs, dwarves, elves or hobbits (in addition, of course, to human) that are somewhat common in the fantasy genre. DARK•HERITAGE does not use any of those (except human.) Every race (including human) is at once both a roleplaying hook as well as a mechanical one, since each race will modify some of the other scores on your character sheet, or give you a special ability or two that you can use in game. The following races belong in the DARK•HERITAGE setting:

Humans are the baseline. Everyone knows what a human is, right? They also are the most common race to be found in the DARK•HERITAGE setting. Humans come in a lot of variety but from a game rules perspective, this is all transparent and cosmetic. In the DARK•HERITAGE setting, the following ethnic groups are common, and can be applied to a human character:

• *Terrasans*. Terrasans are Mediterranean types. Give these guys Spanish or Italian like names, olive skin and dark hair and you're good to go.

• *Northlanders*. Northlanders are taller, broader and fairer than the Terrasans. These guys can have Viking or Slavic names.

• *Tarushans*. These mysterious "Gypsies" hail from Tarush Noptii, the kingdom of vampires. Those who leave are often mistrusted by other folks. Hungarian names.

• *Qazmiros*. Qazmiros are from the nation of al-Qazmir, these guys are subjects of the conquering jann, but they often wear their yokes pretty lightly. Arabic or Persian names, *Arabian Nights* like culture.

• *Drylanders*. Either tribesmen or city-dwellers, these are the humans who live in the remnants of the Baal Hamazi Empire. Ascendant after centuries of domination by the hamazin, they are often fierce and proud. Give them ancient Egyptian, Babylonian or Sumerian names, or "Barsoom"-like names.

• *Kurushi*. From the very southwest area of the setting map, these militant, expansionist peoples have a khaganate that would be poised to take over the world... if it weren't a bit out of the way, that is. Tall, rangy, with dark hair, tanned skin, and modest epicanthic folds framing shockingly pale eyes, the Kurushi have names that sound a little bit Japanese, a little bit American indian.

Humans all gain a +1 to all skill points as a racial ability.

Kemlings, (including hamazin) are human-like, but have, deep in their in their ancestry, some kind of fiendish progenitor. Others are exposed to infernal magic and can become kemlings as such, as well as their descendants. Kemlings come in a variety of forms, most of them are subtly daemonic humanoids. The hamazin are a specific variety of kemling who ruled the Empire of Baal Hamazi. The empire is in decline (some say it has ended) as the various city-states that formerly made it up are all wrangling for influence and control. Is it the end of the Empire, or just a period of inter-dynastic chaos? Who can say? One of the effects of the chaos is that the drylander humans, who made up an oppressed underclass, are ascendant, while the hamazin are wary. Many, in fact, are now expatriates, having fled their homeland for more secure environments elsewhere.

Hamazin have skin color ranging from obsidian black to sooty gray, with dark hair and golden yellow eyes. Small horns adorn their heads—the classic pattern being 4-inch horns making a circle like a crown, but other patterns are common as well. Think of a combination (visually, at least) of Darth Maul and Nightcrawler, and you're on the right track.

Kemlings, including hamazin, gain a +1 to DEX and Night Vision as racial abilities. Night Vision allows the character to see as well in darkness as in regular light, except in absolute darkness as in a cave or the radius of a spell of absolute darkness. There isn't a range increment beyond which it works, but in reality, you can't make out details far away as easily with night vision as you can with normal vision. Think of it as the same kind of green night vision technology used by the military; except they can do it naturally and biologically at any time.

The *jann* are like kemlings in many ways, but their antecedents are not fiendish but rather are ifrit from the fabled City of Brass (or at least, so they claim. There actually is a movement among some academics that sees them as just another variety of kemling.) The jann themselves came from far across the ocean, blown off course many generations ago. Nobody has repeated the feat of crossing the ocean (in either direction) since, but now their vigorous state, the al-Qazmir caliphate, isn't interested in re-assimilating into the big empire from which they came anyway. The jann rule with a loose yoke over native humans, who are now fairly well acculturated to the jann way of life and language. They also have expanded throughout the Mezzovian Sea region, and live in many places in significant numbers, including Porto Liure, Terrasa, and especially Sarabasca. Their numbers compared to the human population of their caliphate are low, but their profile is high.

Jann, like kemlings, gain a +1 to DEX. However, instead of night vision, they gain the Fire Strike ability, a relic of their ifrit heritage, they claim. For all of your damage rolls in *one* battle only per day, jann do an additional 1d6 fire damage, as heat from their otherworldly heritage burns their foes.

Neanderthals are, as you'd probably expect, tough, outdoorsy, shaggy humanoids with a primitive culture who live in a few isolated parts of the setting. A little bit shorter (on average) than humans, but much more robustly built and stronger, Neanderthals interact rarely with the other races, but some do serve as scouts, mercenaries and hirelings for those who need to travel overland, and they also engage in territorial conflict with Kurushi praetorians from time to time. Others live in forests nearer to Terrasa, and some even live in ghettos in Terrasan cities. These urban Neanderthals are viewed as savage and uncouth by their neighbors, but this is nothing compared to their wild brethren, who are effectively obligate carnivores, and who think nothing of hunting and eating regular humans if they come across them. Because of this, many of the forests where they still hold forth are places of very ill-repute, and it is considered dangerous to the point of suicidal to travel therein. Although Neanderthals are, of course, the same as Neanderthals from our world, the label Neanderthal is based on the geography of our world; their first remains having been discovered in the Neander Thal, or Neander river valley. Most commonly, these creatures are referred to as woses (or wood-woses), sasquatches, man-apes, wildmen or wildlings.

Neanderthals gain a +4 to their STR stat and -2 to their MND stat. They also gain as well as a +1 to their Survival skill, and -1 to their Communication skill.

Nephilim are the last race to be discussed here. The word nephilim is both plural and singular. Nephilim have no homeland of their own, since they are so rare. They are the descendants of humans, mixed in with the DNA of fallen angels. They tend to be physically very beautiful—well-formed and even

majestic, with bronzed skin, silver-white hair, and silver-chrome eyes. Their undeniable charisma, presence, and often their eloquent wit and sharp minds mean that nephilim characters gain a +2 to their MND stat.

4. Pick Class.

There are four classes in the DARK•HERITAGE campaign setting. Classes represent a character's profession, if you will. They are adventuring archetypes that are iconic, yet flexible enough to enable a wide variety of interpretations. In some games, you can "multi-class"—that is, take abilities from more than one class per character. In m20, on the other hand, the class benefits are not so great that that is necessary, and any character can be competent across multiple activities, making the need for multiclassing obsolete. Class benefits are relatively modest, and apply immediately at character creation, but do not lock your character into an archetypical strait-jacket from which they cannot evolve or develop as the game unfolds. The four classes are Fighter, Rogue, Outdoorsman and Sorcerer.

- ***Fighter***: Can wear any type of armor, and can use any weapon or shield, by training. Fighters add +3 to their Athletics skill, and +1 to all Attack and Damage rolls. This increases to +2 at 5th level, +3 at 10th level.
- ***Rogue***: Can wear light armor and use light, medium, or ranged weapons. Rogues add +3 to their Subterfuge skill, and can (usually) make a Sneak Attack by making a successful Subterfuge + DEX roll to add their Subterfuge bonus to their attack and damage at the beginning of a combat. This can only be done when the opponent is unaware of the location of the rogue, and the DC is usually the result of an Awareness + MND check by the opponent. If the rogue is clearly seen before a combat starts, this will obviously be problematic, and the rogue will have to attempt to hide or something and then re-sneak up on the combat to use this ability.
- ***Outdoorsman***: Many folks in the DARK•HERITAGE setting make their living in the wilderness. Outdoorsmen can wear light or medium armor and use light, medium, or ranged weapons. An outdoorsman gains +3 to his Survival skill, and gains a +1 to hit with ranged weapons. They can also gain an animal companion of HD 1 or less. At 4th level, they can upgrade this to an animal companion of HD 2 or less, at 8th level to HD 3. (For an explanation of HD, see below in the **Monsters** section of this document.) This animal is not just an extension of the character, and although you can usually tell it to do what you want, occasionally the GM will intercede if you're attempting to have the animal do something unreasonable. Note that this doesn't mean that animals can't display loyalty, including risking their lives for their master.
- ***Expert***: Can wear light armor and use light, medium, or ranged weapons. Experts get one Affinity and +3 to their Knowledge skill. An affinity is a broad area of expertise, and any task (subject to GM approval) that falls under the heading of this affinity can be re-rolled if it fails the first time. A number of sample Affinities is listed here: Healing, Craftsmanship, Ride, Investigation, Nobility, Deception, Stealth, Sorcery, Wilderness Survival, Acrobatics. Others could be devised too, but this list already runs the risk of being a bit too specialized--I wouldn't recommend it. At 3rd level, Experts gain another Affinity, and then again at 6th and 9th. Normally, an Expert would take a new Affinity, but if for some reason a player wants to take the same Affinity again (thus giving himself a *second* chance to reroll it) then there's no reason not to let him. He's sacrificing the ability to be more flexible to increase his chance of being successful on something that's obviously very important to him. You will notice that there is no Combat Affinity. You can never use an Affinity to reroll an attack or damage roll. This is true even for spell attack and damage rolls and the Sorcery Affinity. It can be used to reroll the checks to save against Sanity loss (MND damage), or any number of other rolls, but not magical attack or damage rolls. Affinities also can only be used to reroll rolls that the Expert character with the Affinity makes. They cannot be used to force rerolls that another character or the GM makes that affect the character with the affinity.

Note that there is no requirement that all characters be from different classes, or that the group of characters overall form a "balanced party" with at least one of each type of character. It is the GM's responsibility to provide a game that is appropriate for the characters he gets, not one that passive-aggressively penalizes the players for using their inviolable right to control their own characters, or define them (within the constraints of the setting and theme of the game) as they wish.

5. Calculate hit points.

Your maximum hit point score for all characters, regardless of class, is generated by using the STR score (not modifier) plus 1d6 for every level (including first.) The d6 may be rolled twice, and the best result used, discarding the poorer result (nobody likes being stuck with a crocked roll, but if you get a crocked roll twice, the dice have clearly spoken their will.) Hit points indicate how much damage a character can take before being too injured to continue. Your maximum hit points, when uninjured, can never be surpassed, except possibly under the influence of a magical effect (which will usually be temporary.) However, when injured, you will lose hit points. If, for example, your character is hit by a duelist against whom he is fighting and takes 7 points of damage, your current hit points will be reduced to 7 below maximum.

Characters who, for whatever reason, reach 0 hit points or lower, collapse into unconsciousness and shock, and are at risk of dying. Every round his hit point total drops by one. On reaching -10, the character must succeed on a check of his STR + character level, DC 20 *every round* or die. Naturally, it behooves the rest of the group to "stabilize" the character before he is at risk of dying, while he is still unconscious and in shock. Another character can attempt to administer quick and dirty first aid by taking a round, while adjacent to wounded character, and making a MND + Knowledge check, DC 15. This represents very minimal bandaging or other first aid, and will halt the countdown of rounds until a check vs. death is required, the character will be stabilized, and will no longer be at risk of near-term death (unless, of course, he takes *more* damage while unconscious and starts the process over again) but the character will not at this point regain any lost hit points, and he remains unconscious.

When not in combat or other stressful environment, a character can attempt more deliberate medical treatment, or surgical treatment. The character attempting to heal another one makes a MND + Knowledge check (DC 15) and if successful, heals 1d6 + 5 hit points instantly. *NOTE:* This can only be done *once*. You can't perform back to back surgeries and expect to be restored to full hit points instantly. It can be done again if the character takes *new* damage, but otherwise, any remaining missing hit points must be recovered naturally. Natural healing is accomplished by bed rest. While undergoing a full night's rest, characters recover hit points at a rate of their level x 2 every night. If they cannot take the time to completely heal naturally, they can still regain hit points every night, but must operate at less than full hit points during the day until they are able to recover all of their hit points via multiple nights' rest.

In reality, nobody likes to sit around recovering from an injury in what is supposed to be an action-packed and exciting game (my biggest pet peeve with the novel and movie of *Ivanhoe* is that he's lying around hurt for at least half the book, maybe more), so borrowing a convention from action movies everywhere, characters heal much more quickly and thoroughly than in real life, so as to avoid excessive down time.

6. Skills.

Skills are trained or learned specialties, less broad than stats, but still fairly generic. As stated earlier, most tasks that a character will undertake are done by combining the stat bonus that is most applicable and the skill bonus that is most applicable, adding that total to the result of a d20 roll, and comparing it to a target difficulty class (DC). If you match or beat the DC, you are successful, if you do not, you fail the check and the results are determined by the GM. A standard difficulty task has a target of 15, while a more difficult task can be 20, 25 or even higher. There is no "system" for determining DCs, the GM makes one up that he feels is appropriate for the task at hand, accounting for any conditions or factors that might make it easier or more difficult (for example, poor visibility, poor footing, etc.)

In some situations, rather than applying a skill, a level check might be made. In this case, the bonus that you apply is simply the character level. This is done in somewhat unusual situations in which none of the five skills really apply, but generic experience should provide some kind of bonus (a good example is resisting the effects of a magic spell, which is usually a MND + level check.)

Which skill applies in all given situations is impossible to determine in a brief rulebook, so GM interpretation will feature heavily. The five skills are as follows:

- *Athletics* – the ability of the character to perform physical feats, such as running, throwing something, maintaining balance, etc. Most often combined with either STR or DEX in task resolution, depending on which is more applicable.
- *Communication* – the ability of the character to interact with other non-player characters (NPCs) successfully. This could involve giving a rousing speech or debate, the use of diplomacy to

convince someone to give you what you want, or the ability to write a revolutionary pamphlet that will inflame the passion of the populace. Usually combined with MND in task resolution.

- *Knowledge* – the ability of a character to demonstrate esoteric knowledge. This isn't necessarily conferred via formal education, but it does represent how well the character has accumulated facts, techniques and details about the world around him, and how well the character is able to *retain* this information and access it when needed. Usually combined with MND to accomplish a variety of non-physical tasks.
- *Subterfuge* – the ability of the character to operate without another NPC or monster being aware of them and their intentions. While this includes sneaking around quietly (Subterfuge + DEX) it can also include a variety of Subterfuge + MND checks to do things like create a forgery or disguise. A Subterfuge + MND check can also indicate how aware a character is, and if they are able to spot hidden details, or someone else trying to sneak up on them!
- *Survival* – the ability of the character to fend for himself in the environment. This is especially applicable in the wild, where a character may want to do things like track the spoor of something he is hunting, forage for berries and nuts (or other edible plants), build shelter and fires, cover the tracks of his own group so that they're not easily followed, or even interact successfully with potentially dangerous wildlife (i.e., intimidate a lion into not attacking, etc.) This wide variety of tasks means that Survival can be paired with any of the three stats, depending on the situation. Many of these outdoorsy tasks can also be adapted to life in urban environments, of course, as needed, in which case this same skill would still be used.

The character's skill bonus for every skill is equal to his character level + any skill bonus granted by class or race. For example, a 4th level Human fighter would have an Athletics skill of 4 (because he's 4th level) + 1 to all skills as a human racial trait, and +3 as a Fighter class trait, for a +8 total.

7. Sanity.

Sanity is a special application of the MND stat that comes into play because the DARK•HERITAGE setting is as much a horror setting as an adventuring fantasy setting. Sanity checks come into play when your characters are faced by intrusions into your mind or particularly horrible sights or revelations. Sanity also comes into effect when casting spells, since doing so is a perversion of natural law, and the human mind is ill-equipped to use magic.

If your GM requests a Sanity check, roll 1d20. If the result is greater than or equal to your current MND score, you take 1d4 points of damage to your MND score, and roll a d4 plus the amount of MND damage you took, and consult the following table:

Roll	Result
1	Going to be okay, but noticeably shaken up. No mechanical effect.
2	Affected by a -2 to all d20 rolls for 1d6 rounds.
3	Affected as if by a *Seeping of Kadath on the Mind* spell for 1d6 rounds.
4	Afflicted with hysterical laughter and/or crying. Unable to attack or cast spells for 2d4 rounds.
5	Faints out of shock for 2d6 rounds.
6+	Catatonic with despair. Cannot attack, speak, or cast spells, and must be led around by allies for 1d4 hours.

The main reason that a character would make a Sanity check involves the use of magic, although some extremely unearthly monsters or other unusual circumstances can spark a Sanity check as well.

8. Equipment.

Adventurers live and die by their equipment. Equipment comes in three categories: weapons, armor and other. Weapons and armor have specific qualities that impact the character's performance in combat. Other equipment can be used mostly in ways that are self-explanatory. Weapons and armor can only be used by members of a class that grants training in their use, i.e., a sorcerer will not be able to use heavy armor.

All equipment has a cost. For simplicity, all of the various coins of the various realms in DARK•HERITAGE are simplified to gold pieces (or gp.) Some of the equipment on the **Other** section is really cheap; in those cases you can use silver pieces (sp) or even copper pieces (cp). Each gold piece is worth

ten silver pieces, and each silver piece is worth 10 copper pieces. In terms of current US currency, that makes copper pieces equivalent to pennies, silver pieces equivalent to dimes, and gold pieces equivalent to dollars.

Weapons also have a damage type, which indicates which dice you would roll when determining damage if you hit an opponent with that weapon. Armor has a bonus to Armor Class that it confers. Other equipment has only a cost and occasionally any specific comments on its use that may be necessary to clarify how it works.

Both weapons and armor are simplified into categories, and all armor of a given category behaves identically in terms of game rules. This may be more streamlined that you are used to in other games, but I don't see the value of bogging down what is meant to be a brief document with simple rules with long equipment lists. Some examples of typical varieties of armor or weapons in each category is given, but by and large, you can use any type of weapon you can imagine, and with the buy-in of your GM, you can categorize it as you see fit. All of the game information related to it (cost, damage, etc.) will be unchanged. Some few weapons (such as daggers) can be light weapons or thrown weapons, but the cost and damage should be the same. Any thrown weapons can no longer be used in any given combat unless the character has a chance to retrieve it.

Ranged weapons also have a range listed in their description. Any distance beyond this range is considered long range, and any To Hit rolls will be assessed with a penalty of at least -2 by your GM, depending on how far away it is. Some targets are simply too far away for there to be *any* chance at hitting them, in which case, all attempts to attack automatically fail.

Although characters may find equipment, or be given equipment by patrons or friends, throughout the course of the game, mostly they have to buy what they want. Most of the items listed here are reasonably common and can be assumed that any type of town or city larger than a small farming or fishing hamlet will accommodate the entire list of equipment in some shop or specialist vendor's stall somewhere. As always, the GM may rule that in certain environments this is not the case.

In addition to whatever money a character finds throughout his career as an adventurer, all characters start with 120 + (3d6 x 5) gp with which to equip the character before the game begins. Take a moment as part of creating your character to equip him with whatever gear you feel you need to start.

Some games also feature weight and encumbrance rules. I've elected to ignore that, and assume that you are able to utilize some common sense in terms of what you are able to carry on your person at any given time. There are also no wealth per level guidelines, or anything else like that. It is not a feature of any DARK•HERITAGE game that the acquisition of vast amounts of wealth is likely to be a major goal or activity anyway.

<u>Weapon Type</u>

- *Unarmed* - cost is free, damage is 1d3
- *Light* (daggers, rapiers, etc.) - cost is 5 gp, damage is 1d6
- *Medium* (swords, axes, etc.) - cost is 15 gp, damage is 1d8
- *Heavy* (two-handed swords, two-handed ax, etc.) - cost is 20 gp, damage is 1d10. Cannot use shields with this size weapon, as they typically take both hands to use properly.
- *Thrown* (daggers, tomahawks, etc.) - cost is 5 gp, damage is 1d6. Range is 50 feet (no increments; it's either in range or not.)
- *Ranged* (Bow and arrows, crossbow, etc.) - cost is 40 gp, damage is 1d8. Range is 500 ft. Assume unlimited ammunition (as per most action movies!)
- *Pistol* - cost is 150 gp. Damage is 2d6, range is 100 ft. Must take an entire turn to reload after firing.
- *Rifle* - cost is 200 gp. Damage is 2d8, range is 300 ft. Must take an entire turn to reload after firing.

<u>Armor Type</u>

- *Light* (padded cloth, leather, etc.) - cost is 10 gp, Armor bonus to AC is +2.
- *Medium* (chainmail or breastplate) - cost is 50 gp, Armor bonus to AC is +4
- *Heavy* (full suit of plate armor) - cost is 250 gp, Armor bonus to AC is +6
- *Light shield* (buckler or wooden shield) - cost is 10 gp, Armor bonus to AC is +1
- *Heavy shield* (kite shield or fully metal shield) - cost is 15 gp, Armor bonus to AC is +2

<u>Other</u>

- Backpack—2 gp
- Basket—4 sp
- Barrel—2 gp
- Bedroll—1 sp
- Bell—1 gp
- Winter blanket—5 sp

- Block and tackle—5 gp
- Glass bottle—2 gp
- Bucket—5 gp
- Caltrops—1 gp
- Candle—1 cp
- Canvas (per square yard)—1 sp
- Chain (10 ft.)—30 gp
- Chalk—1 cp
- Chest—2 gp
- Clothing, artisans—1 gp
- Clothing, priest's vestments—5 gp
- Clothing, cold weather outfit—8 gp
- Clothing, courtier's outfit—30 gp
- Clothing, entertainer's outfit—3 gp
- Clothing, explorer's outfit—10 gp
- Clothing, noble's outfit—75 gp
- Clothing, peasant's outfit—1 sp
- Clothing, royal outfit—200 gp
- Clothing, scholar's outfit—5 gp
- Clothing, traveler's outfit—1 gp
- Crowboar—2 gp
- Fishhook—1 sp
- Fishing net, 25 square feet—4 gp
- Flask—3 cp
- Flint and steel—1 gp
- Grappling hook—1 gp
- Hammer—5 sp
- Ink (1 ounce vial)—8 gp
- Inkpen—1 sp
- Ladder, 10 foot—5 cp
- Lamp—1 sp
- Hooded lantern—12 gp
- Lock—40 gp
- Manacles—15 gp
- Mirror, steel hand-held—10 gp
- Parchment (sheet)—2 sp
- Miner's pick—3 gp
- Pole, 10-foot—2 sp
- Iron pot—5 sp
- Rope, 50-foot—10 gp
- Sealing wax—1 gp
- Signet ring—5 gp
- Spade or shovel—2 gp
- Spyglass—100 gp
- Tent—5 gp
- Torch—1 cp
- Waterskin—1 gp

Characters may also buy other goods and services, such as mounts, animals, hirelings, meals, stays at inns, etc. In general, these costs are either relatively ephemeral transactions (drinks, meals, stays at inns) in which case they should be fairly cheap—very rarely even as much as a single gp—or they are unusual and unique (a horse to ride, legal services, a porter to carry your stuff, etc.) in which case they should be "quoted" to you uniquely by the GM rather than spelled out here.

9. Heroism Points.

Heroism points represent a character's determination and their importance to the plans of the gods or the forces of fate (i.e., the game and the GM.) A character gets three heroism points per session to start with. Heroism points can be used to add a +10 to any d20 roll that the character makes. It can also be used as a "healing surge;" to instantly heal 2d6+2 hit points as needed.

When your Heroism points are completely spent, they are gone for the rest of game session. A character's Heroism points are restored to their starting amount at the beginning of a game session. However, the GM may (and should!) decide to give extra "reward" Heroism points to characters who do something particular exciting, interesting, harrowing, or entertaining. These points can be saved to be used later during the session, or spent immediately. Heroism points do not carry over from session to session; they must be used in the session in which they are granted, or they are lost (although the next session will give you a new evening's worth of Heroism points to spend again.)

Heroism points can be noted any way that works for you, but my preference is with counters that are returned to the GM when spent. Any type of counter will work—small paper chits, poker chips, potato chips, pennies, etc. My favorite are plastic pirate coins which I bought at a party favor store for a buck or two. They're cheap, utilitarian and yet evocative at the same time.

Combat.

Combat is the ultimate challenge in most roleplaying games. As such, the rules for it are more involved than the rules for other task resolution scenarios, which typically involve making a check of your stat modifier plus your skill bonus plus a d20 roll, which must meet or beat a target number (DC) to succeed. However, combat does follow a similar pattern. At its heart, a character makes a To Hit roll that is similar to a check, against a target number (AC) and if you meet or beat it, you have hit and may roll damage, which your target must then take. The To Hit roll is usually a STR modifier + character level + any

class modifier + the result of a d20 roll. When using a light weapon you may use your DEX modifier instead of your STR modifier if you choose. When making an attack with a ranged weapon (instead of a close-combat, melee weapon) you *must* use your DEX modifier instead of your STR modifier.

Combatants take turns in initiative order. You determine initiative order by rolling a d20 and adding the DEX modifier to that roll for all combatants. The highest result goes first, and then the second highest, and then the third, etc. until all combatants have had a chance to take a turn. With any ties, the opponent with the highest DEX modifier should go first. For simplified opponents who do not have a listed DEX score, the PC will always go first in the case of a tie. This entire cycle of every opponent taking a turn is called a combat round. In theory, a round lasts a several seconds, and the actions you take during the round are somewhat abstracted (i.e., making an attack roll does not mean one swing of the sword. It includes abstracted back and forth of blows for a few seconds, feinting and trying to find a way past the opponent's guard). On his turn, your opponent may also attempt to attack you. He will make a check vs. his To Hit score against your Armor Class (AC). Your AC is determined by adding 10 + your DEX modifier + your armor bonus + half of your level (rounded down). If, for example, you were playing a 3rd level Outdoorsman, who can use (and owns) medium armor, and had a DEX bonus of +2, your AC would be 10 + 2 (your DEX bonus) + 4 (the armor bonus for wearing medium armor) + 1 (your character level divided by two and rounded down) for a total of 17—a respectable AC that will protect you from the attacks of many opponents.

The To Hit and AC scores for your opponents are not necessarily calculated according to the same scheme as for player characters, as the game rule information for opponents is greatly simplified compared to characters.

If you successfully hit your opponent, you get to roll damage. Damage is determined by the weapon type; for example, a medium weapon does 1d8 damage. Add to this your STR modifier if it is a melee attack, or a ranged attack where your strength would have an impact (such as a thrown weapon attack) but not one in which you attack with a bow or firearm. This is how many hit points worth of damage you have done to your opponent. If your attack brings the current hit point total of your opponent to 0 or lower, then the combatant is in shock and falls unconscious (see the **Hit Points** section for further details). Combatants are not in any way incapacitated after being hit unless their hit point total is 0 or lower. If your roll on a To Hit check is a natural 20, then a successful attack is a critical hit, and automatically does double damage. Do not simply multiply your damage, double your STR modifier, and roll the damage twice (so, for example, a critical hit with a medium weapon would do 2d8 damage rather than simply 1d8.)

While there is no technical limit to what you can do in a combat round, keep in mind that it's only a few seconds long. Your GM may rule that certain combatants are far enough away that you can't reach them in a single round, or that if you're attempting too many things, that you won't be able to do them all and you'll have to cut some back. Rather than specify that you can have one or two (or whatever) actions per round and get into defining what kinds of actions you can do, we'll leave this up to GM interpretation. In many combats, if the group are all standing relatively close, it is assumed that they can move around within the combat area and still attack the foe of their choice. If opponents are specifically trying to protect another combatant (like several fighters blocking access to a sorcerer, for example) then you may have to either sneak past, or fight past any such obstacles. Other obstacles, such as terrain, bushes, fruit carts, etc. that may infringe upon your freedom of movement are similarly up to the GM to adjudicate. He may require using the task resolution system by making checks to do certain things that you attempt.

Sorcerers may wish to cast spells in combat, since that is often their best weapon. Targeting an opponent with a spell works exactly like targeting one with any other kind of attack, although the stat used is not DEX nor STR but MND. However, many spells do not require a targeted attack to be cast—this only applies for spells in which a To Hit roll is required.

Combat continues until all of the combatants on a given "side" are defeated (0 hit points or less), or they have managed to flee the combat, or one side gives up and surrenders. Position in combat is also abstracted, and there is no combat grid, or tactical positioning supported by the rules. The GM should describe the scene, including answering any questions, such that questions of positioning or tactics are clear to all participants (i.e., if you can't reach an opponent in melee because he's behind a wall of protectors, that should be apparent from positioning, so you don't attempt to attack that person with a melee weapon.) Players are also similarly encouraged to find solutions more interesting than "I attack it with my sword." Because the solutions can be anything from, "I swing in to engage the baron on a hanging chandelier," to "I splash a bucket of oil across the floor and set it alight with my torch," it is impossible and in fact undesirable to give too much proscriptive guidance on how to handle these types of situations. GM's are encouraged to use the task resolution system to determine the effects of such actions—pick the appropriate stat modifier,

pick the appropriate skill bonus, and tell the player to make a check. Make a judgment call on the effects of a success or failure, either one.

If a character, NPC or monster attempts to flee a combat, their opponent may let them, or may choose to give chase. To break away from combat and initiate a chase, first the one running away must beat an opposed Athletics + DEX check. If the one running away does not beat the result of the check of the one who is trying to prevent him from running away, he is not able to break away from the combat. If he succeeds, then he runs away, and the pursuer may choose to give chase. If he does, then both opponents make opposed Athletics + DEX checks. Terrain or other hazards may present a situational modifier to the check of one or more of the opponents. For example, if the character running away attempts to knock a pile of barrels into the path of his pursuer, that may create up to a -3 or -4 modifier to the opposed chase roll of his pursuer.

After five rounds of chasing, each combatant must make an Athletics + STR check (DC 15) or become fatigued from all that running. A fatigued character can still make opposed chase rolls, but will suffer a -5 penalty to the roll. If the character is successful on the check, he may continue the chase as normal, but will still have to roll to avoid becoming fatigued *every* round thereafter. Once a character is fatigued, he will remain fatigued for the remainder of the chase. If the chase ends in combat, a fatigued character will suffer a -2 to all To Hit and Damage rolls as well. The fatigued condition ends when the "action scene" is over and the character has a chance to catch his breath. Other modifiers can apply as well, determined by the GM. For example, if one character manages to mount a willing horse, he will gain a significant bonus (probably +10 or so) to his opposed check.

The chase is over when either the character fleeing manages to get away, or the character pursuing catches up to his opponent and the chase scene becomes, again, a combat scene between the two of them. Normally this will happen when one of the participants in a chase scene "wins" the opposed check by a difference of 10 or more. If the character fleeing beats the pursuer by more than 10, then he manages to break away and escape. If the pursuer, on the other hand, wins, then he has caught up to the one fleeing and the chase becomes a combat, following all of the rules of combat detailed above.

There are a few exceptions to this. If the environment allows, the one being chased might manage to duck into an alley, or into a barrel, or otherwise hide and lose his pursuer by making a Subterfuge + DEX check vs. the pursuer's Subterfuge + MND check. Again; use the Skill + stat task resolution system, interpreting the stated actions by assigning which stat and skill best apply to resolve any other attempted actions. Apply and bonuses or penalties that the situation and environment may suggest. It is not meant that the rules be comprehensive in how to do this, as GM ruling and interpretation is the final arbiter in terms of how to resolve tasks.

Other Hazards.

While entering into combat with deadly weapons is clearly a hazardous endeavor to those involved, adventurers may encounter a number of other situations on a semi-regular basis that may be perilous to their health. By design, this m20 system gives GMs tools with which to make rulings as he best sees fit, but here's a few examples:

- Falling : A character takes 1d6 damage per 10 feet fallen. This can be reduced to half damage with an Athletics + DEX check with a DC equal to the height fallen in feet.
- Spikes : Add +1 point to falling damage per 10 feet fallen, max +10.
- Poison : Make a character level + STR check to avoid or for half, depending on poison. A DC of 15 is a standard poison, while a more potent one may 20, 25, or even more. The effect of the poison varies with poison type. Most do either regular damage (i.e., they attack your hit points as if it was a successful attack) or they attack one of your stat scores. A mild poison that leaves you feeling sick and woozy might do 1d4 STR damage, for instance, while a much more dangerous poison might do 3d8 points of damage.
- Extreme Heat & Cold : If not wearing suitable protection, make a character level + STR check once every 10 minutes of exposure to extreme temperature (DC 15, +1 per previous check), taking 1d6 damage on each failed save. This applies to weather—if you are hit by a fireball, for instance, you will burn no matter what.

Level Advancement.

Characters normally start at 1st^{t} level, but they may not at the GM's discretion, and in any case, one hopes that characters who survive their adventures get better at having them after a time. One of the fun things about playing after a time is improving your character, which due to legacy and tradition issues is

done through levels. Gaining a level, or leveling up happens at the GM's discretion, based on the pace that he wants the game to have. Personally, I prefer a pace of about 1 level for every 8-10 play sessions.

Each level adds the following to a character: 1) The maximum hit points of the character increases by 1d6. Feel free to roll this number twice and discard the lowest number, as described during character creation. 2) +1 to all To Hit rolls. 3) +1 to all Skill modifiers. In addition, if the level divides by three (i.e. level 3, 6, 9) add 1 point to STR, DEX or MND. Don't forget, if you play a Fighter, you gain +1 to their attack and damage rolls at levels 5 and 10. Experts gain new Affinities at 3rd, 6th and 9th level.

Although there's no reason why you can't go on from a mechanical perspective, this game is not meant to support levels above level 10. On average, at my pace, that's a good 80-100 play sessions or more—about as long as I can stand to run a single campaign and deal with the same character anyway.

Magic.

In DARK•HERITAGE there isn't a spellcasting class--any individual can learn to cast spells. Spells must be "discovered" by the character in order to be used, however, and are usually uncovered in ancient tomes and blasphemous texts. One side effect of this is that GMs have complete control over which spells appear in a game, because characters can't just go out and learn any spell that they want; they can only learn ones that the GM allows them to find. That said, if a player wants to learn spells, or even a specific spell, you should think long and hard about not allowing him to find it with some effort. The concept is one of "just say yes"--GMs tend to run games that players enjoy more if they get to indulge the things that they came to the table hoping to do, after all.

Casting a spell of any kind costs Hit Points, i.e. it physically tires or even damages the spellcaster. The cost is 1 + double the level of the spell being cast. A 5th level spell (the highest normal level in the game) would therefore cause 11 points of damage to the sorcerer upon casting. Casting spells is also damaging to the minds of sorcerers, since it involves breaking the fundamental laws of reality; a task for which the man of mankind is not suited. Upon successfully casting a spell, a sorcerer must also make a MND + character level check, DC 12 + the level of the spell, or take MND damage equal to the level of the spell. This MND damage heals the same as any other type of stat damage, at a rate of 2 per night of rest. Therefore, for a 5th level spell, a sorcerer would need to make a MND + character level check with a DC of 17 or take 5 points of damage to his MND score. Ouch! Keep in mind that certain spells might have secondary MND damage as well--summoning a horrifying daemon causes MND damage as normal to cast the spell, but the sight of the daemon could well be a sanity rending event in its own right.

Any time a sorcerer rolls a natural 1 on this MND damage check, they take double MND damage, and have a 50% chance of attracting the attention of 1d4 hounds of Tindalos who attack them in three rounds.

More than one sorcerer can attempt to cast a spell together, and both the hit point and MND damage cost are spread equally between the casters (although in most cases, the maximum number of sorcerers who can join together this way is three.) Sorcerers can also attempt to channel a portion of the hit point and sanity cost to a sacrifice or proxy. Up to 50% of the cost (rounded down) can be transferred this way if a sacrifice or proxy is included as an element of the ritual. This sacrifice is another character—either a player character, or a GM-run non-player character. The sacrifice makes a MND + level check, DC 15 + the spell level to resist this, although a willing sacrifice can willingly fail this saving throw. If the saving throw is successful, the sacrifice does not take any hit point or sanity damage, and it all reverts to the caster (or casters.) If the sacrifice fails, he takes 50% of both the Sanity and hit point damage and only the remainder is suffered by the caster (or casters.)

Some spells allow the "victim" to make a check to avoid or mitigate the effects of the save. Whenever this happens, the check that the spell victim must make has a DC of 10 + the spell's level + the caster's MND bonus.

The following is a list of tomes, texts, codices and books in which spells may be found. The list is not meant to be exhaustive, and you can follow the same format to create your own. To learn the spells included in such a source, a character must study the book for the length of time indicated and then succeed on MND + Knowledge check of the DC indicated. The character then takes MND (or Sanity) damage as indicated whether or not he is successful. If the check is successful, the character learns the spells that the book contains (the entries that follow give an idea of how many each book should contain) and can add the spells to his character sheet as spells that he can now cast. If the character is unsuccessful, he doesn't learn any spells and must repeat the entire process (although he still pays the Sanity cost.)

The Necronomicon. The most infamous of the blasphemous tomes available. Written by the mad Qazmiran Abdul Alhazred, this book comes in various translations of varying quality and faithfulness to the original.

- Study period: 2d10 weeks

- DC 24
- MND damage 2d6
- Contains 3d4 spells

Nameless Cults. Written by the balshatoi scholar known only by the partial name of von Junzt, this is often called "the Black Book."

- Study period: 2d8 weeks
- DC 23
- MND damage 1d10
- Contains 3d4 spells

The Book of Eibon. Claimed to have been penned by a prehistoric sorcerer from a legendary land that is unidentifiable today, the earliest verified version still available is no more than 600 years old now. This book was never printed, so only hand-copied versions are known.

- Study period: 1d12+1 weeks
- DC 22
- MND damage 2d6
- Contains 2d6 spells

Cultes des Ghoules. Written by the notorious Comte d'Erlette, who was burned at the stake as a heretic in Terrasa, this foul manuscript survives in a few moldy copies here and there, although possession of it is highly illegal.

- Study period: 1d8+2 weeks
- DC 22
- MND damage 2d4
- Contains 1d8 spells

The Eltdown Shards. A questionable translation of mysterious heiroglyphs found on clay fragments near the small town of Eltdown on the borders of Tarush Noptii.

- Study period: 1d8 weeks
- DC 21
- MND damage 2d4
- Contains 1d6 spells

Pnakotic Manuscripts. Also known as the *Book of the Black Prince*, this volume was transcribed by a scholar from Razina named Heironim Castellata. Along with an entire expeditionary group funded by the Academy, he went from Pnakot into the Forbidden Lands. Seven years later, he returned alone and delirious to Pnakot, clutching the book to his chest, written in his own blood. He died shortly after under mysterious circumstances. The Shazada of Pnakot ordered everyone (besides himself) who heard Castellata's last words put to death to ensure they would never plague future generations, yet somehow copies of his book were smuggled out of Pnakot to plague the lands around them for centuries. Only a few copies are rumored to exist still.

- Study period: 2d6 weeks
- DC 23
- MND damage 2d6
- Contains 2d4+1 spells

The following is the list of spells available to sorcerers, sorted by spell level. R: is for the range of the spell and D: is duration. The ranges are quite specific, and lacking detailed combat grids and tactical positioning, they may be much more specific than you need, but they do serve to give a good idea of what to expect the spell to do when viewed through the lens of GM interpretation.

Spells that are in play can be dispelled by a sorcerer by making a MND + level check with a DC of 10 + twice the spell level.

<u>1st Level</u>

Peal of Clanging Woe: Sounds a mental or audible alarm (caster's choice) each time a creature enters the warded area (about the size of a standard bedroom in a house) without speaking the password (set at casting). R: 60 feet. D: 2 hours/caster level.

Cackling Breath of Moloch: A fan of flame shoots from caster's hands, doing 1 hp/caster level damage to all hit. R: 3 feet. D: instant but effects permanent.

Mind Grab of Shaggai: Puts one living humanoid totally under your influence, although it does 1d4 point of MND damage to both the caster and the victim each hour. R: 120 feet. D: until dispelled or the caster releases the spell.

Eye of the Mi-Go: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Cushion of the Shantaks: Target creature or object falls slowly and takes no damage from landing. R: 60 feet. D: 1 minute/caster level.

Banishment of Passing: Holds door/gate shut. R: 10 feet. D: 2d6 x 10 minutes.

Sickly Illumination of Tuma: Embues an object with illumination that lights a circle with about the same radius and brightness as a lantern. R: 120 feet. D: 1 hour+10 min/caster level.

Withering Blast of the Lliogor: Creates a magical attack which automatically hits its target for 1d6+1 damage. R: 150 feet. D: instant.

Voice of the Ghost: Caster points to any creature in range and whispers a short message that the creature (and only that creature) will hear. R: 60 feet + 10/caster level. D: 20 seconds.

Strength of the Gug: One target per caster level instantly recovers 20% of their Hit Points. No effect on targets in combat or other heavy activity. This spell can only affect a specific target once per day. R: touch. D: instant but effects permanent.

Cryptic Circle of Itrito: +2 to AC and checks against mind control, keeps out elementals and enchanted monsters. R: shell around caster. D: 1 hour.

Understanding of Cadazzo: Read any written language. R: touch. D: 1 or 2 readings.

Benevolence of Timar: Repairs a broken or torn small object. It does not restore expended or lost magic. R: 30 feet. D: instant but effects permanent.

Shield of the Angels: Improves caster's armor class by +4 versus thrown weapon attacks and to +2 versus melee attacks. R: caster. D: 20 minutes.

Dormius Major: Puts 4d6 minion or guard type beings into magical slumber. Creatures with more than 4 hit dice are not affected. Range: 240 feet. D: GM's discretion.

Binding of the Poltergeist: Summons an invisible spirit that obeys the caster and is able to perform simple tasks and exert light amounts of force. It cannot attack and is ineffective beyond 30 feet from caster. R: caster. D: 1 hour + 10 minutes/caster level.

False Voice of the Wisp: allows caster to "throw his voice" absolutely convincingly. R: 60 feet. D: 20 minutes.

<u>2nd Level</u>
Light of Kuranes: Like the *sickly illumination of Tuma* spell, but it lasts until dispelled or cancelled. R: 120 feet. D: permanent.

Blight of Alhazred: Magical absolute darkness which even blocks the night vision of kemlings. R: 120 feet. D: 1 hour.

Vision of the Tcho-tcho: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

Stealth of Selvans: Subject is invisible until spell broken by caster, some outside force, or until subject attacks. R: 240 feet.

Glance of Yog-Sothoth: Unlocks/unbars all locked or magically sealed doors or other door-like barriers. R: 60 feet. D: instant.

Movement of the Byakhee: Caster floats up and down as he desires. Speed: 6 feet/minute. R: 20 feet up/down per level. D: 10 minute/caster level.

Unerring Vision of Istaria: Senses direction toward an object (specific or generic type) D: level minutes. R: 60 + 10/caster level feet.

Voice of Vencança: Mouth appears on a target object and delivers a message of up to 30 words when conditions set by caster are met. R: touch. D: permanent until triggered or dispelled.

Phantasmal Mirage of Gaziyat: Vivid illusions of nearly anything the caster envisions, lasts as long as the caster concentrates. Damage caused is real if target believes illusion. R: 240 feet.

Burning Effects of the Witch: Caster creates either fireworks or blinding smoke from a normal fire. R: 240 feet. D: 1 hour.

Withering From the Haunter: Target is temporarily weakened, and will lose 1d4 from his To Hit and Damage rolls. The target also feels weak and dizzy. R: 10 feet. D: 1 minute/caster level.

Hayaz's Rupturing: Causes one normal item (up to 10 pounds/caster level) to shatter into pieces. R: 60 feet. D: instant but effects permanent.

Grip of the Bloodspawned: Allows the character to cling walls and ceilings and move across them as easily as he can walk. R: touch. D: 1 minute/caster level.

Breath of Cthulhu: Creatures within 20 foot cloud must succeed on a STR + level check or be unable to act for 1d4+1 minutes. Those unaffected must save every round they are within cloud. R: 60 feet. D: 1 minute/caster level.

Power of the Gug's Arms: Adds 1d6+1 to a single character's STR temporarily. Maximum Strength is 21. R: touch D: 8 hours.

Arachnidan detritus: Sticky webs fill a 10x10x20 foot area. Burning through the webs takes 6+1d4 minutes. Large creatures push through in 14+1d6 minutes. Human-sized creatures take 20+3d6 minutes. R: 30 feet. D: 8 hours.

Invocation of the Dweller in the Gate: Locks a door magically. Permanent until dispelled. The *knock* spell opens without dispelling. The caster can pass through without lifting spell, and the door can still be broken open. R: 10 feet.

<u>3rd Level</u>
Perception of the Yith: See and hear events at a distance for 2 hours. R: 60 feet.

Vaktu's Unraveling: Cancels magic effects and spells. (MND + Knowledge vs. the spell's DC for success) Duration: instant but effects permanent for spells or 10 minutes/caster level for items. Range: 120 feet.

Moloch's Word: Deals 1d6 + character level damage when read. D: instantaneous. R: touch

Breath of the Ancient Star: All subjects within a 20 foot burst take 1d6/caster level fire damage. R: 240 feet. D: instant.

Nightgaunt's Mobility: Subject can fly at a speed of 120 feet per minute. R: Touch. D: 1d6 x 10 minutes plus 10 minutes/caster level. (GM rolls secretly.)

Tsatvii's Horror: Subject can run extraordinarily fast. When involved in any chase actions, the subject gains a +7 to the opposed rolls made. R: touch. D: 10 minutes per caster level.

Glance of the Gorgon: Paralyzes a human (or humanoid) target. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

Eyes of Lucifer: See in the dark as per the kemling's night vision racial ability. R: touch. D: 1 day.

Peronte's Smite: 1d6/caster level electrical damage. R: 240 feet, bolt is 10 feet wide, 60 feet long. D: instant.

Invocation of Ahm I: Caster summons monster(s) of a combined hit die of 3 or less (i.e., one 3 HD monster, or three 1 HD monsters, etc.) who appear 10 minutes after casting. They will then serve until slain or the spell expires. D: 60 minutes.

Leaden Limbs of the Gnophkeh: Subject becomes extraordinarily slow. All subjects involved in any chase scene suffer a -5 penalty to opposed chase rolls, and may take longer to accomplish other actions as well. R: 240 feet. D: 30 minutes.

Will of the Shan: Caster makes 1-2 sentence hypnotic suggestion to a target. If the resist check is failed, the target will carry out suggestion for as long as the duration of the spell. Only 1% chance target will obey suggestion that obviously would result in target's death/extreme injury. R: 30 feet. D: 1 week.

Tongue of Cadazzo: Grants the target the ability to speak and understand the language of any intelligent creature. R: touch. D: 10 minutes/caster level.

Dagon's Breath: Subject can breathe water. R: 30 feet. D: 2 hours.

<u>4th Level</u>
Greater Invocation of Shaggai: Makes one monster (or NPC) of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. May attempt to resist every day or when asked to do something obviously against the being's interest. R: 60 feet.

Seeping of Kadath on the Mind: Subjects (up to 2d6 hit dice) behave oddly/cannot act effectively. Roll 1d4; on a 1, the target attacks the nearest other creature, even if it's an ally, on a 2, the target flees the scene as quickly as he is able, on a 3, the target attempts to harm himself, and on a 4, the target simply babble incoherently. R: 120 feet. D: 2 hours.

Door of Susnacco: Teleports subject a short distance (up to 360 feet). D: instant. R: 10 feet.

Blasphemous Piping of Azathoth: Creates an aura of fear around the caster that extends about 100 ft. Creatures within the aura must resist or flee in horror for 1 hour. R: as above. D: 1 hour of fear.

Summoning of Ithaqua: 30 foot cubic vortex of ice, snow, and hail appears doing 5d6 damage to all within. R: 120 feet. D: 1 minute.

Invocation of Ahm II: Caster summons monster(s) of a combined hit dice of 5 or less (i.e., one 5 HD monster, or five 1 HD monsters, etc.) who appear 10 minutes after casting. They will then serve until slain or the spell expires. D: 60 minutes.

Vaaktuka's Cancerous Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 120 feet.

Curse of the Damned Ones: Change the target into the form of another being, both visually and vocally. The change is complete but does not include gaining special abilities or memories of creature. R: 60 feet. D: until dispelled.

Invocation of the Damned Ones: Change yourself into the form of another being, both visually and vocally. The change is complete but does not include gaining special abilities or memories of creature. R: self. D: until dispelled.

Hejaz's Cleansing Touch: Frees subject from a curse. R: touch. D: instant but effects permanent.

Mind-bond of Shaggai: Caster can speak mind-to-mind with any intelligent being he is in eye contact with. R: 30 feet D: 10 minutes plus 1 minute/caster level.

Moloch's Arms: Creates a wall of flame that deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through the wall deals 2d6 damage +1point/caster level. The wall lasts as long as caster concentrates on it. R: 60 feet.

Ithaqua's Arms: Creates wall of ice with 15 hp +1hp /caster level. Wall lasts as long as caster concentrates on it. R: 60 feet.

<u>5th Level</u>
Vaaktuka's Cancerous Swelling: 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours.

Command of Naggazz: Create undead skeletons or zombies under control of caster from dead bodies, 1d6 creatures/caster level. R: GM discretion. D: permanent.

Summon the Colour Out of Space: Creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice (except those not truly alive, such as elementals, undead or constructs.) 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.

Servant of Nodens: Conjures one 8 HD elemental who will serve the caster until dispelled or dismissed or the caster no longer concentrates. Caster can only summon one of each type in a day. R: 240 feet.

Alhazred's Folly: Lets Caster ask yes/no question of otherworldly entity, 1 question/caster level. The chance of correct answer is 8%/caster level, maximum 80%.

Mindspike of the Mi-Go: Subject's MND score drops to 1. R: 240 feet. D: until dispelled.

Sight of the Gorgon: As *glance of the Gorgon*, but any creature. R: 120 feet. D: 1 hour plus 10 minutes/caster level.

Horcrux of the Great Race: Moves caster's soul to a fixed object from which caster can try to possess others. Target may attempt to resist. R: 30 feet. D: until dispelled, the target makes his save (a new saving throw is allowed every caster level days), or the caster ends spell.

Invocation of Ahm III: Caster summons monster(s) of a combined hit dice of 7 or less (i.e., one 7 HD monster, or seven 1 HD monsters, etc.) who appear 10 minutes after casting. They will then serve until slain or the spell expires. D: 60 minutes.

Burrowing of the Dhole: Creates a human-sized passage up to 10 feet long through a wood or stone wall. R: 30 feet. D: 30 minutes.

The Hand of Nyarlathotep: Moves object by mental power. Up to 50 pounds/caster level. R: 120 feet. D: 1 hour.

Mind Link of the Shan: Caster forms a telepathic connection with up to one other willing intelligent being/3 caster levels. Those so linked can communicate via mental speech regardless of distance. Mental attacks on one member of the link does not affect others. R: touch. D: 1 hour/caster level.

The Gate of Yog-Sothoth: Instantly transports subject up to 100 miles/caster level. Caster must know target location exactly.

Armor of Chernavog: Creates a wall of iron in any shape. 1000 square feet (3 inches thick). R: 60 feet. D: 2 hours.

Flanks of Shug-Niggurath: Creates a wall of stone in any shape. 1000 square feet (2 inches thick). R: 60 feet. D: until destroyed or dispelled.

Ritual Only spells

Ritual spells do not have a normal level, although for purposes of figuring MND damage and DC, they are effectively 7th level spells. Ritual spells cannot be cast during combat, as their casting time is measured in hours (however long the GM needs.) They are usually cast in groups, and often with a sacrifice to absord MND and physical damage from casting the spell.

Invocation of Kadashman: Summons a powerful outsider or servitor from Outside of existence. The spell provides no protection against the summoned creature, so the magic user should use other spells or items of protection. As the summoned creature is not forced to aid or obey the caster, that is a matter of negotiations and threats between the caster and the fiend. R: 10 feet. D: variable.

Flesh of Shimut: This spell allows a piece of flesh, taken from a living person, to grow into an exact duplicate of the person at the time the flesh was removed. If a clone is created while its parent creature still lives, the clone will seek to kill its original if it becomes aware of his existence.

Amrruk's Fist: Caster can adjust weather. D: GM decision.

Nefererkare's Wrath: Makes one creature or non-magical object vanish, turning it to fine dust. R: 60 feet. D: permanent.

Gullet of Yog-Sothoth: Creates an opening to other dimensions or worlds that can either be used to travel through or can be used to summon a specified, tremendously powerful being from the other plane, including gods and daemon-princes. The caster must know the name of the creature he is attempting to summon, or the spell will fail. There is a 5% chance that the wrong being may be summoned, and (regardless whether the summoned being is the right one or not) there is a 5% chance that it will lack interest in the situation and return through the gate. The summoned being is not necessarily friendly to the caster, and may be extremely annoyed. R: 20 feet. D: 10 minutes.

Mennefer's Curse: Force a creature to obey one long-term order. R: 30 feet. D: until order completed.

The Many-Angled Assassin: Summons an invisible stalker, an extra dimensional monster, under the control of the sorcerer who may give it a single mission which it will carry out until it is finished.

Kefte's Void: Makes the target immune to any form of detection by magic including *the perception of Yith* or any other form of scrying), etc. R: 10 feet. D: 1 day.

Arzana's Shaping of the Earth: Move small hills, dig ditches and moats, other surface features, etc. Land moves at 6 feet per minute. R: 240 feet. D: permanent.

Path of Dagon: Parts bodies of water up to 10 feet deep. R: 240 feet. D: 1 hour.

Denial of Azathoth's Entropy: This spell makes the effect of another spell permanent -- unless a sorcerer of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. GM discretion required: many spells should not be subject to being made permanent. R: 10 feet.

Susnacco's Secret Passage: Creates an invisible door that can only be opened by the caster. Similar to a *burrowing of the dhole* but invisible and only the caster can open the door. R: 10 feet. D: 7 uses

Change of Culsans: Spell allows any object to be turned into another object, animal, vegetable, or mineral. The degree of change will affect the spell's duration. Animal-to-animal changes, vegetable-to-vegetable changes, and mineral-to mineral changes are all likely to remain permanent until dispelled. Thus, turning a human into a jann, or turning a wall into a pile of sand, would both result in a permanent change. On the other hand, turning a shrub into a thinking human being would last only a small number of turns. R: 240 feet. D: GM decides.

Taraam's Theft of the Soul: Restores dead person to life in a random (usually humanoid) form. R: touch. D: instant.

Huudrazai's Names: Creates a magical trap in the shape of an arcane symbol. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it.
Various different runes are known, and others may be possible:

- Symbol of Death: Deals 80 hit points of damage
- Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.
- Symbol of Fear: Casts a Fear spell.
- Symbol of Insanity: Up to 100 HD of creatures are driven insane by a curse.
- Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.
- Symbol of Stunning: 150 hit dice (HD) of creatures are completely stunned (unable to act) for 1d4 hours.

Monsters.

Monsters are any creatures that serve as opponents to the PCs (although some spells may summon them as allies on occasion.) Monsters have a very limited of information provided in terms of game data. This is deliberate to keep this section from ballooning out of control (in the famous game on which this document is loosely based, it forms an entire 300+ page book, which then spawned more than half a dozen spin-offs or sequels, not to mention tons of third party alternatives.) Rather than trying to post a "complete" list of monsters, this is a reasonably robust list, and can be expanded upon with a minimum of effort as needed. Most likely, I'll eventually add other supplemental guys to this from time to time anyway.

The following rules are also necessary to understand how to read the monster entries and use them effectively. First, all creatures have a bonus to all skills equal to their number of Hit Dice (HD), which is effectively equivalent to their level in most respects. Add stat bonuses to suit if needed and as logic dictates. Secondly, if you need a tougher version of a monster, for whatever reason, you can add more hit dice. Each additional HD adds one to their skill and combat bonuses. Thirdly, you can create your own monsters as needed as well. Assign HD (d8 for most things, d12 for dragons or undead). Attack bonus and skill level is equal to the number of hit dice. Create an AC that is sensible giving the size and toughness (or quickness) of the creature. Add stat bonuses to suit.

To read the entries, AC is Armor Class, HD is Hit Dice, AT is attacks, and S is special abilities. Undead creatures are immune to the *sleep, charm* and *fear* spells. All monsters that have the ability to cast spells do so without needing to make a Sanity check, and they never suffer the risk of MND damage. The effective caster level for spell DCs is equal to the monster's HD.

ANGEL: AC: 25 HD: 20d8 (100 hp) AT: 2 weapon + 20 (2d8), S: Immune to all spells less than 5th level, Cast spells up to 5th level with no risk of MND damage, teleport at will, special powers as granted by patron deity.

BOAR, WILD: AC: 12 HD: 3d8 (15 hp) AT: gore +3 (3d4) S: attacks for 2 rounds after death.

BYAKHEE: AC: 15, HD: 4d8 (20 hp) AT: Talons +4 (1d8) or Bite +4 (1d4), S: Flies, can carry medium creatures, telepathic.

DARK YOUNG OF SHUB-NIGGURATH: AC: 12, HD: 8d8 (45 hp) AT: 4 tentacles +8 (2d4) or trample +8 (4d8) S: On successful tentacle attack automatic 1d3 damage every round thereafter until either victim or Dark Young is dead.

DAEMON, BAAL-ROG: AC: 17 HD: 10d8 (40 hp) AT: sword or flaming whip +10 (2d6) S: flies, flaming (3d6 damage to all in contact), 75% that spells cast at the Baal-Rog have no effect, immune to non-silver weapons. Casts spells up to 4th level with no risk of MND damage.

DAEMON, SERVITOR: AC: 17 HD: 3d6 (12 hp) AT: claws +3 (1d6) S: regenerate 1 HP/minute.

DAEMON, SUCCUBUS: AC: 10 HD: 6d6 (24 hp) AT: claws +6 (1d6) or kiss (2d4 STR damage per round) S: immune to non-silver weapons, 70% that spells cast at the succubus have no effect, casts spells as a up to 2nd level with no MND damage risk.

DEEP ONE: AC: 14, HD: 2d8 (10 hp) AT: Spear +2 (1d8), S: Swims, Attacks that miss by 2 or less start a grapple thanks to sticky slime coating, 1 in six chance to act randomly as if under the effects of a *seeping of Kadath on the mind*, -1 to attacks in bright light.

ELEMENTAL, AIR: AC: 19 HD: 12d6 (48 hp) AT: slam +12 (2d6) S: can cause a whirlwind that makes movement impossible and carries away lighter objects, extra damage against foes in the air (1d6)

ELEMENTAL, EARTH: AC: 19 HD: 12d6 (48 hp) AT: slam +12 (2d6) S: can cause stone to disintegrate into sand at a rapid rate (2 rounds to create a hole large enough to pass through), extra damage against foes standing on the ground (1d6).

ELEMENTAL, FIRE: AC: 19 HD: 12d6 (48 hp) AT: slam +12 (2d6) S: all characters hit by fire elemental must make a DEX + Athletics check (DC 15) or be set on fire, which deals an additional 1d6 damage each round. Flamable materials can be set alight by the elemental at will on contact.

ELEMENTAL, WATER: AC: 19 HD: 12d6 (48 hp) AT: slam +12 (2d6) S: overturn boats, extra damage against swimming foes (1d6).

FURY: AC: 13 HD: 6d8 (30 hp) Attack: Sword +6 (1d6+poison) or Lasso +6, S: Flies, Knockout poison on sword causes characters to fall immediately unconscious if the fail a STR + level check (DC 13), 30% spells cast at the Fury fail, Furies can see invisible characters or objects at will, can cast up to 2nd level spells with no risk of MND damage.

GARGOYLE: AC: 14 HD: 4d6 (16 hp) AT: claws or bite +4 (1d6), horns +4 (1d6) S: fly, ignores the first 2 points of damage from all attacks.

GHOUL: AC: 13 HD: 2d6 (8 hp) AT: claws or bite +2 (1d6) S: touch paralyzes, humans wounded by ghouls are cursed if they fail a MND + level check (DC 10) and will slowly turn into ghouls themselves. This process involves taking 1 point of MND damage every day (which does not heal overnight) until they reach 0, at which point the conversion is complete. GM may provide antidote/remedy to counter this curse.

GUG: AC: 15, HD: 10d8 (50 hp) AT: 4 claws +10 (2d6) or bite +10 (1d8)

HELL HOUND: AC: 15 HD: 5d6 (20 hp) AT: bite +5 (1d6) S: breathe fire (10 HP damage)

HORSE, RIDING: AC: 12 HD: 2d6 (8 hp) AT: bite or kick +2 (1d6)

HORSE, WAR: AC: 12 HD: 3d6 (12 hp) AT: bite +3 (1d6) or kick +3 (2d6)

HOUND OF TINDALOS: AC: 15, HD: 4d8 (20 hp) AT: Tongue +4 (special), S: Teleport through time and space to any sharp angle, tongue attack causes curse that does 1d4 damage to all stats.

HUMAN, BANDIT/SOLDIER: AC: 12 HD: 1d6 (4 hp) AT: weapon +1 (1d6)

HUMAN, COMMON MAN: AC: 11 HD: 1d6-2 (2 hp) AT: weapon +0 (1d6)

HUMAN, SERGEANT-AT-ARMS: AC: 14 HD: 3d6 (12 hp) AT: weapon +3 (1d6)

HYENA: AC: 12 HD: 2d6 (8 hp) AT: bite +2 (1d6)

IFRIT: AC: 16 HD: 10d6 (40 hp) AT: slam +10 (2d6) S: flies, can turn invisible, immune to silver weapons, and can cast any fire-related spell with no risk of MND damage.

IMP: AC: 18, HD: 2d8 (10 hp) (AT: Tail sting +2 (1d4), S: flies, poison causes paralysis and loss of 1 HP per minute, can assume the form of a specific kind of vermin, can ask 3 questions of demon lords per week and receive correct answer

INVISIBLE STALKER: AC: 16 HD: 8d6 (32 hp) AT: 1 bite +8 (1d6) S: flies, invisible.

LICH: AC: 20 HD: 12d6 (48 hp) AT: touch +HD (1d6) S: undead immunities, touch causes paralysis (no save), cause fear in creatures under 4th level/HD, can cast spells up to 5th level with no risk of MND damage.

LION: AC: 13 HD: 4d8 (20 hp) AT: bite +4 (2d6), claws +4 (2d8)

MUMMY: AC: 16 HD: 6d6 (24 hp) AT: touch +6 (1d6) S: undead immunities, hit only by silver (for half damage), spells, and fire.

NIGHTGAUNT: AC: 15, HD: 4d8 (20 hp) AT: Squeeze +4 (Special), S: Flies, tail caress while being squeezed renders most creatures helpless to react, can cast *Leaden Limbs of the Gnphkeh* spell

RAT, GIANT: AC: 12 HD: 1d6 (4 hp) AT: bite +1 (1d3) S: 25% chance of disease from bite--must succeed on DC 12 STR + level check or take 1d4 DEX damage in 1 day, and 1d4 STR damage in 2 days.

SEA SERPENT: AC: 17 HD: 15d6 (75 hp)AT: bite +15 (4d6) S: swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every turn. Swallowed characters, if they can deal 30 points of damage with a light weapon before dying, can escape.

SHOGGOTH: AC: 5, HD: 12d8 (60 hp) AT: Slam +12 (1d8), S: Immune to critical hits and poison, regenerate 3 HP/round, half damage from fire, cold, electricity, and bludgeoning attacks, amphibious, can imitate any creature's physical structures.

SKELETON: AC: 12 HD: 1d6 (4 hp) AT: weapon or strike +1 (1d6) S: undead immunities, only takes half damage from arrows or bullets.

SNAKE, CONSTRICTOR: AC: 14 HD: 2d6 (8 hp) AT: constriction (1d3) S: On successful attack, automatic 1d3 damage thereafter until dead.

SNAKE, VIPER: AC: 14 HD: 1d6 (4 hp) AT: bite +1 (1hp + poison) S: Poison bite (DC 14 1d6 STR damage, in one minute another 1d6 STR damage.)

SWARM, BATS: AC: 12, HD: 4d8 (20 hp) AT: 4 bites (1d8), S: Attacks made against the swarm are made at -2 and have a 50% chance of hitting random adjacent creature, flies

SWARM, INSECTS: AC: 13, HD: 3d8 (15 hp) AT: 3 bite (1d3) (double against no armor), S: Unaffected by weapons, may or may not fly, may or may not have poison causing paralysis

SWARM, RATS: AC: 12, HD: 4d8 (20 hp) AT: 1 bite +HD (1d8), S: Attacks made against the swarm are made at -2, bite has 5% chance of causing disease (see RAT, GIANT)

VAMPIRE: AC: 17 HD: 9d6 (36 hp) AT: bite +9 (1d6) S: undead immunities, hit takes half damage from non-silver weapons, regenerate 3 hp per round, on a successful hit (MND + level to resist, DC 19) does 1d4 STR damage, gaseous form at will, shape change into bat, can hypnotize (MND + level check, DC 19), avoids garlic and mirrors, summons bats or wolves, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round, creatures reduced to 0 STR die and will rise 24 hours later as a vampire under the control of their creator.

WIGHT: AC: 14 HD: 3d6 (12 hp) AT: claw +3 (1d6) S: undead immunities, takes only half damage from non-magical or non-silver weapons, does 1d3 STR damage per hit (MND + level check to avoid, DC 14), creatures reduced to 0 STR will rise 24 hours later as a wight.

WOLF: AC: 12 HD: 2d6 (8 hp) AT: bite +2 (1d6)

WRAITH: AC: 16 HD: 4d6 (16 hp) AT: touch +4 (1d6) S: undead immunities, only hit by magic or silver weapons, arrows do a max 1 HP damage, drains 1d3 DEX on touch, creatures reduced to 0 DEX are immobile and helpless for *coup de grace* attack by wraith that kills them.

Links.

Blog: http://darkheritage.blogspot.com/

Wiki: https://sites.google.com/site/fowldwimmerlaik/

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DARK•HERITAGE

Character Sheet

NAME	
Class/level	
Race	
Sex	
Height	
Weight	
Hair color	
Eye color	
Skin color	

STATISTICS

	Score	Mod.
STR		
DEX		
MND		

Hit Points
(STR+1d6/level)

Armor Class
(10+DEX + Armor Bonus + ½ level)

Armor type:_____

SKILLS Rank=level + class/race bonus	**RANK**
Athletics	
Communication	
Knowledge	
Subterfuge	
Survival	

Melee To Hit (STR+lvl)	
Ranged To Hit (DEX+lvl)	
Magic To Hit (MND+lvl)	

WEALTH

Gold pieces	
Silver pieces	
Copper pieces	

WEAPONS

Weapon	Damage	Range

EQUIPMENT

Items	

SPELLS

NOTES

Player Name:_____