

Ogre: A mortal falling to damnation, or a demon leading the way. Rarely evil in service of good. Vengeful, cunning. Muscled, horned; burning eyes and fangs. 4 HD, AC 14, +4 claw (1d6+bleed 2) or burning weapon (1d8, flame).

Panther: Sleek great cat, purring wisdom. 3 HD, AC 12, +3 bite (1d4) or claw (1d6/d6), ML 8, slash: if both claws hit, kick for 2d4; sleep breath, calming breath

Goldmaw: Yellow-gold orb that gapes to devour anything – but especially precious things. 3 HD, AC 10, +3 bite (1d6 + devour), ML 6, devour: 2-in-6 bitten target engulfed

Cursed Lordling: Tattered fiery and wild eyes. 3 HD, AC 12, +3 rod or sword (1d6), ML 9, mad command: Save or follow instruction, or Fear for 10 minutes; returns after death, -2 to own and killer's rolls until curse dealt with

Steelknight: Not always a knight, this automaton of metal and porcelain. 2 HD, AC 14, +2 strike or weapon (1d6), ML 11, resist physical damage, vuln. lightning

Lindwurm Lockbox



some small additions

Warwalker: Hulking bipedal metal monstrosity. 6 HD, AC 16, +6 trample (1d8) or beam (2d6, elemental, ranged), ML 12, trample: lose action, lightning vuln.

Nightmare: Sometimes a night-black steed, sometimes burning darkness. Always diabolic. 5 HD, AC 14, +5 kick (1d8) or bite (1d4+bleed 1d3) or hellfire (1d6 ranged), ML 10, flying, ride into hell, ride into dream

Primal: Elemental manifestation, fey and alien. Appears in many forms, with many varied desires. 4 HD, AC 16, +4 various (1d6+1 or more, elemental damage), ML 10, 1d6 spells, resists mundane weapon damage

Vampire: Fanged (sometimes), elegant (sometimes) undead warlords, scholars and stranger things. 8 HD, AC 14, +8 bite or weapon (1d8+drain), ML 10, drain: heals damage inflicted, or lowers victims' STR and CON by 4 (24 hrs), 3d4 spells, undead, fire and holy vuln.

ML 9, 2d3 spells, cause Fear, cause Berserk, immune to mundane weapons, vuln. holy.

The Other Zeroth Rule: If someone isn't having fun, no one is having fun. Check in with your friends.



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Spells and Magic

Themes and Schools: Spells of a "type" might be formally associated; or maybe a wizard just has a theme.

*** Spirit Gaze:** Conjure intangible flying orb that ranges out to 50'/lvl; see whatever it "sees". * **Minings:** Conjure one 1 HD mining – a brass-skinned flying beastie – per level. The minings remain for 1d4x10 minutes.

*** Taste Of Blood:** Cast on weapon or spellcaster. Burning half of total hp changes this to miles. * **Warpwalk:** Instantly transport self and up to 5 others to a known place within 100'/level. Influence from target by touch.

*** Restriction:** Spirals of chill force enclose 1d4 targets, paralyzing for 2d8 minutes. * **Pearltouch:** Purge a poison, disease or mental influence from target by touch.

*** Just Like Home:** Target acclimates to local environmental extreme for 4 hrs. And ignores the first 10 hp of related damage (fire/heat in a desert, etc).

Mashin
* **Steelsheath:** Target's flesh hardens to metal; +3 AC and 1d8 unarmed for 10 actions.
* **Encode:** Copy 10 pages/lvl into line-and-node tracings on a palm-sized metal or glass billet. You can always read your own encode.
* **Tinkerstitch:** Repair an inorganic object. Tiny brass and silvery tracings mark the repair.

The Curse
* **Deadsense:** Detect undead or their works, 20' radius + 10' rad./lvl.
* **Lifebite:** Infuse a weapon or object with baleful power; +1d6/2 lvls for next attack or when touched, double against undead. Lasts until sunrise or -set.
* **Grey Aegis:** +4 to Save vs. undead magic or abilities, 1d4+1 actions.

Natura
* **Transmute:** Change 1 cu. foot/level from one element to another (fire to earth, ice to air, etc). Does 1d6/lvl to elemental creatures.
* **Shaper's Art:** Work any natural material with bare hands as if clay, 20 min/lvl.

Equipment Packs

Pilgrim: Sturdy staff, satchel, lantern, oiled cloak, pilgrimage badges
Acolyte: Consecrated garment, censor, knife, holy icon, prayer focus
Squire: Light armour, 1 weapon, letter of recommendation, knight-lord's badge
Hedge Witch: Sickle, wicker basket, fox or crow, herb packets, poultices
(ex?) Cultist: Dagger, dose of sleep, purloined idol, cultic texts, mask
Merchant: Goat- or dog-cart, abacus, ledger, lantern, 3x trade good
Vampire Hunter: Wooden stakes, holy icon, 1 weapon, light armour, ciphered notes
Tinker: Leather apron, toolbag, bundle of scrap, whitesmith's anvil, coil of wire
Squallid 5p Average 10 gp Luxurious 500 gp Noble 1500 gp
Poor 1gp Fancy 50 gp

Lifestyles, per month:

Wizard Starting Spells: There's no harm in allowing a wizard to start with two spells, say; starting with at least one is kind of assumed –

More Class Modifiers

- **Psychic:** Speak telepathically within 100'; lift objects 1 lb/lvl and move them up to 100'; +1 initiative
- **Pugilist:** Unarmed damage = weapon damage; +2 AC if unarmoured; inflict Stunned or Confused status by strike, 2 daily / lvl
- **Weaponmaster:** +1/lvl to attack rolls with chosen weapon; counterattack against an attacking melee opponent, once per initiative round
- **Face:** 2-in-6 chance to puzzle out written language; +1 / 2 lvls to reaction rolls and hiring ML checks

* **Combo Classes:** This is getting a bit into the weeds, but if you want (part of) a class mod but not the xp tax, take the part you want and swap a standard class ability for it (fighter's chain attack for Tactician, for example).

Rules Bits

More Magic (optional): Anyone can cast from a spell scroll, but they need to spend 2 hp/lvl of effect to do it.

Status Effects: codifying these a bit –

- Paralyzed: cannot move or speak
- Stunned: cannot act
- Blind, Deafened, etc: self-explanatory
- Bleed: lose listed hp/action until treated
- Confused: added, 2-6 to act randomly
- Charmed: friendly towards source
- Poisoned: variable
- Fear: -(2)(+) to all rolls; may cause fleeing

Conflict:

- **Unarmed Damage:** Normally, ½ weapon class weapon damage. Some things may modify this.

- **2-Handed Weapons:** Double damage, but no shield (or anything else) can be carried.

- **Dual-Wielding:** Roll for each attack, no shield.

- **Called Shots:** Just give a difficulty to roll, just like a Save or other attempt at a feat.

Well, someone is behind all this ...

01. A bored/eccentric/vengeful lordling
02. A calculating young dragon
03. Twin to a dungeon's big villain
04. Older adventurer down on their luck
05. Actually a god in mortal guise
06. A patient, erudite tiger
07. The shade of a former adventurer
08. A merchant looking for assets
09. A sorcerer wanting new subjects
10. Would-be revolutionaries

Who are you, mysterious quest-giver?

* **Verdance:** Encourage up to a year's growth in plants, 20' rad./lvl.

Lumina

* **Suntouch:** 40' area is filled with gentle sunlight. Living beings heal 1d4; undead etc. take 1d4 damage.

* **Kaleidoscope:** Fills up to 40' area with shifting, colourful light-shapes. Targets inside are confused for 2d6 minutes.

* **Ray:** Casts a lance of light at a target (up to 50'), 2d8 damage and Save or blinded.

The Grave

* **Dead Whispers:** Speak with remains. 10 min./lvl. (you might get haunted.)

* **Bonedance:** Target's skeleton begins to act independently. 2-in-6 of attacking allies, otherwise just dances. 1d4+1 actions.

* **Skeleton Key:** Reshape a bone to fit a lock, expending the bone in the process.

Warding

* **Guardrune:** Trace symbol on door or other portal; any who cross uninvited take 2d4 damage. 12 hrs.

Dragon: Scales like armour. Wings blot out the sky. Ancient, wrathful, wise, avaricious. 10 HD,

AC 18, +10 bite (1d12) or claws (1d8/1d8) or

primal breath (5d8, ranged, 2d4 targets), ML 11,

2d6 spells, flies, elemental resist

Hopeful Hirelings: Are 0-level (1d6 hp, no

bonuses except from stats) – but if they earn

50 xp, can gain a class!

01. **Xixy.** Strong, timid; shoulder yoke

02. **Tam.** Curious, alert; trained fox

03. **Rana.** Sleepy, sturdy; luck charm

04. **Feny.** Cheerful, quick; cauldron and kit

05. **Zev.** Quiet, breathy; map collection

06. **Alys.** Brooding, sharp; sealstone

07. **Vine.** Brash, forgetful; marbles

08. **Kur.** Methodical, watchful; sickle

09. **Jek.** Precise, mercurial; snares

10. **Bri.** Patient, riddling; ward-chalk

11. **Ran.** Bitter, haunted; lorebook

12. **Seri.** Insightful, spookily; poultices

Monsters And NPCs

Aeolian Hare: Dog-sized rabbit, flying with

feathery ear-wings. Curious but nervous. 1 HD,

AC 12, +1 windslash (1d6 ranged), ML 7

Eagle: Or other raptor, swift and fierce. 1 HD,

AC 12, +1 claws (1d4/1d4), ML 7, flying

Weaponspirtic: Manifested soul? Possessed

blade? Strange steel enchantment? 1 HD, AC

16, +1 strike (1d6+bleed), ML 12, flying,

telepathic, bleed: 1d4, chill: 1d3, ranged

Whisper: A translucent scarab larger than any

scarab should be. 1 HD, AC 12, +1 bite (1d4), ML

8, swift silence: always wins initiative

Brigand: Leather, sharp blades and a disdain for

the life and liberty – or is it lordship – of others.

2 HD, AC 14, +2 sword or crossbow (1d8+1), ML

9, call minions: 1d4+1 0-lvl, arrive in 1-4 actions

Horse: Is a horse, of course, of course. 2 HD, AC

10, +2 kick (1d8, 1d10+1 ft warhorse), ML 8 (10 ft

warhorse), carrying capacity 15 + rider

Character Options

Kith & Kind: Non-human characters can be handed several ways. If the difference is just cosmetic, make the PC normally. If the PC gets special abilities, apply just like class modifiers (x0.15 xp / level per mod). You can even use 'class' mods, renamed.

Some possibilities:

- **Beastfolk:** Turn into a specific animal at will (no larger than a horse). Gain movement and general abilities but no magic; your hp, etc are still yours.

- **Mech:** +3 AC; can install up to 6 items into self, making them always available; they don't fill carrying capacity. -2 Save vs. magic, healing magic ½ as effective.

- **Eesper:** One innate spell, using hp to cast; can swap spell when leveling. +2 Save vs. magic.

- **Elf:** See in the dark; 2-in-6 to sense secret doors and other hidden things; +1/level to tests involving nature or arcana (choose).