

# FANTASY TOME OF LISTS



# Fantasy Tome of Lists

by

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## Introduction

This book is designed to provide ideas and adventure hooks for any fantasy roleplaying game. This lists are designed to help make a fantasy campaign more interesting and to fill it with rich details and unique color. These 84 lists range from encounters of every known environment to different varieties of the most popular monsters.

## Dice Rolling Conventions

To randomly select from the following lists you will need four, six, eight, ten, twelve, twenty, and thirty sided dice.

**D2:** Roll any die. Odds are 1 and evens are 2.

**D3:** This is the roll of a six sided die but subtract three from all roll over 3.

**D4:** This is the roll of a four sided die.

**D6:** This is the roll of a six sided die.

**D8:** This is the roll of a eight sided die.

**D10:** This is the roll of a ten sided die.

**D12:** This is the roll of a twelve sided die.

**D20:** This is the roll of a twenty sided die.

**D30:** This is the roll of a thirty sided die.

**D44:** This is the roll of two four sided dice. It has 16 possibilities ranging from 11 to 44. One die represents the first digit and the other die represents the second digit. For example, a rolling a 2 and a 2 would result in 22.

**D50:** This is the roll of a D100 but subtract 50 from all rolls over 50. It has 50 possibilities ranging from 1 to 50.

**D66:** This is the roll of two six sided dice. It has 36 possibilities ranging from 11 to 66. One die represents the first digit and the other die represents the second digit. For example, a rolling a 5 and a 3 would result in 53.

**D88:** This is the roll of two eight sided dice. It has 64 possibilities ranging from 11 to 88. One die represents the first digit and the other die represents the second digit. For example, a rolling a 7 and a 4 would result in 74.

**D100:** This is also known as a percentile die because it is a roll from 1 to 100. You roll two ten sided dice. One die represents the first digit and the other die represents the second digit. For example, a roll of an 8 and a 4 would result in 84. A roll of a 0 and a 3 would result in 3 and a roll of double 0 is equal to 100.

**D200:** Roll a D100 and an extra D10. For the extra die, odd rolls means read the D100 as normal. For odd rolls, the results are have 200 for the hundreds place. For example, the extra die roll 3 and the D100 roll 45 resulting 245.

**D1000:** This is the roll of three ten sided dice. The first die is the hundred's place, the second die is the tenth's place, and the final die is the one's place. For example, a roll of a 3, a 5, and a 4 would result in 354. A roll of a 0, a 0, and a 7 would result in 7 and a roll of triple 0 is equal to 1000.

**Let the lists begin.**

### **Adventure Hooks (D66)**

These are various adventure hooks to get a group of adventurers into action.

#### **Apocalypse (11)**

The party must rush against time to stop a great evil from being released.

#### **Bodyguards (12)**

Your party has been hired to defend a noble from a group of assassins.

#### **Caravan Guards (13)**

Your party has been hired to guard a caravan of magic items.

#### **Civil War (14)**

Your party must stop a civil war that is beginning in a local kingdom between religious zealots and local merchants.

#### **Damsel in Distress (15)**

The party must save a kidnapped maiden.

#### **Dark Forest (16)**

Deadly and bizarre creatures have started coming from the local forest and your party must find out what is causing the animals to mutate.

#### **Death Gate (21)**

Miners have discovered an ancient portal to another dimension.

#### **Delivery Service (22)**

Your party must deliver a princess to another in total secrecy.

#### **Dragon Slayers (23)**

The party must kill a dragon that is attacking an entire kingdom killing all the villagers.

#### **Eternal Darkness (24)**

A kingdom has fallen into eternal night so the party has been hired to find and destroy the source of this darkness.

#### **Eternal Night (25)**

The party must break a spell of eternal night cast by an evil wizard.

#### **Eternal Slumber (26)**

The party must break a spell of eternal sleep cast over an entire kingdom before dies.

#### **Evil God (31)**

The party must kill an evil god before he destroy society.

#### **Evil Marauders (32)**

Evil raiders are destroying entire cities and killing all the villagers. Your party must find their marauders and destroy them.

#### **Full Moon Massacres (33)**

Your party must figure which villager turns into a werewolf and devours one of the other villager during each full moon.

#### **Ghost Catchers (34)**

A village has hired your party to destroy the ghosts and spirits that have been terrorizing them.

#### **God in Disguise (35)**

A beggar comes to the party and asked for help. It turns out this person is a god in disguise and the result of this encounter will depend on how they treat the beggar.

#### **Insects Damage Crops (36)**

Swarms of insects are eating all the crops in an entire kingdom so the party must figure a way to stop this plague or the entire kingdom will starve.

#### **Just Discovered (41)**

An Ancient ruin has just been uncovered by a recent earthquake.

#### **Lich Crypt (42)**

The party must enter the evil crypt of a lich and destroy it.

#### **Mad King (43)**

The party must kill a mad king before he destroy his entire kingdom.

**Monster Mist (44)**

A terrible mist cover a local village and it is filled with terrible monsters that eat all the villagers.

**Monsters Disrupt Trade (45)**

Hordes of monsters have been destroying local trade caravans and the village elders have hired your group to destroy these raiders.

**Nightmares (46)**

Your part must investigate the disappearance of the town's children who each complained of frightening nightmares just before disappearing.

**Pirate Hunters (51)**

Pirates are devastating all sea trade so you party has been hired to kill the pirate king.

**Protectors (52)**

Trade caravans are being lost every day and your party has been hired to find the raiders.

**Repo Men (53)**

A king hires the party to recover a stolen treasure.

**River Runs Dry (54)**

A local river runs completely dry so the your party is hired to find out what has happened up stream.

**Royal Guards (55)**

A King is moving his court to a distant city and needs guards for the journey.

**Ruin Explorers (56)**

Your party is going to explore bizarre lights coming from a ancient ruin.

**Sea Saviors (61)**

A sea monster is destroying merchant ships on the open ocean so your party has been hired to kill this monster.

**Slave Trade (62)**

Your party must destroy a powerful warlord and free his slave.

**Vampire Hunters (63)**

The party must hunt down and kill vampire lord that his feeding on a local village.

**War (64)**

Your party has been hired to destroy the army of a distant kingdom.

**Young Wizard (65)**

A latent wizard with natural talent has accidentally opened a demon portal in his village.

**Zombie Apocalypse (66)**

A deadly plague has spread throughout a kingdom converting most of the populace into zombies.

### **Airship Encounters (D20)**

These are the events and encounters that a party of adventures might experience when riding aboard a sky ship.

### **Battle Zeppelin (1)**

This blimp is filled with helium allowing it to float in the air carrying its passenger through the air using steam powered props.

### **Birdmen (2)**

These bird like humanoids are highly intelligent race of warrior that live on floating islands.

### **Dragon (3)**

Dragons are the greatest danger for the airship because there is nowhere to hide in the open air from their legendary creatures.

### **Explosive Balloons (4)**

These are alchemical contractions that float in the air and explode when an airship gets to close.

### **Floating Fortress (5)**

These massive building are held in the air by an amazing magical enchantment that requires immense amounts of magical energy to maintain.

### **Floating Island (6)**

These islands float high in the sky and they are a normal for regions of the world with strange gravity fields caused by intense chaos magic.

### **Ghost Skyship (7)**

This is a spirit ghostship of a crew that was killed before finish their lifelong mission.

### **Giant Eagles (8)**

These massive eagles will attack any ship that gets too close to their giant home trees.

### **Griffin (9)**

Griffins have the head, talons, and wing of a hawk and the body of a lion. These terrors of the sky can be deadly when they attack en mass.

### **Hawkmen (10)**

Hawkmen consider themselves defenders of the sky so they will destroy anyone that gets too close to their villages on top of the highest mountains.

### **Hurricane (11)**

These huge storms generate incredible winds so a skyship find a safe haven on the surface of the ocean or try to fly above it.

### **Lightning Storm (12)**

A lightning storm can be very dangerous because a direct hit can cause fire aboard a skyship or damage its levistone.

### **Mutiny (13)**

The crew of a skyship may start a mutiny and the party must decide to side with the mutineers or the captain.

### **Phoenix (14)**

These flaming birds can be very dangerous to a skyship because they can cause a ship to ignite causing disastrous fires.

### **Rain Storm (15)**

A rain storm can easily be navigated by an experience sky captain but the gusting winds can causes a great deal of troubles.

### **Ship Boarding (16)**

When an enemy airship gets close enough, they will send soldiers aboard your ship to take it over. These boarders must be repelled to save your ship.

### **Sky Carrier (17)**

This immense sky ship is loaded with dragonfly fighters that it deploys to attack its enemies.

**Sky Pirates (18)**

This murderous pirate search the skies for skies to capture and loot.

**Sky Tornado (19)**

A hurricane can form in the sky that can capture and rip a skyship apart in seconds.

**Valkyrie Riders (20)**

These female warriors ride the winds mounted on white Pegasus that make them deadly combatants that only protect their people's most holy sites.

### **Alignments (DI2)**

These are the alignments of character that determine how they behave when they interact with other people.

### **Chaotic (I)**

These people have a totally random behavior and no one can ever figure them out.

### **Demonic (2)**

These people have been possessed by demons so their only wish is to corrupt and destroy.

### **Evil (3)**

These people are very selfish and will commit crimes without hesitation to get their way.

### **Good (4)**

The people these do what's best for themselves and their friends and family.

### **Insane (5)**

These people have brain damage or a mental illness so their actions seem totally random and bizarre.

### **Neutral (6)**

These people just want to be left alone and don't want to bother other people.

### **Neutral Evil (7)**

The people just want to be left alone and they will hurt people that try to bother them.

### **Neutral Good (8)**

These people just want to be left alone and they will help other people if it doesn't bother them too much.

### **Saintly (9)**

These people will do anything to help other. They would risk their own lives to help others.

### **Selfish (10)**

These people will only do things to help themselves and won't do anything without a reward.

### **Subservient (II)**

These people will do what they are told by a greater without any questions asked.

### **Super Evil (I2)**

These people are totally evil and will do anything including kill and kidnap to get their way.



### **Arctic Encounters (D44)**

These are the encounters or events that a party of adventurers might have to overcome in an arctic environment.

### **Ancient City (II)**

These are the remains of an ancient society that mysteriously disappeared one day. It is believed these people created amazing arcane machines far beyond their times.

### **Avalanche (I2)**

An incredible avalanche rumbles down the mountain that will crush the party unless they can find shelter.

### **Dog Sleds (I3)**

These teams of dog or wolf pulled sleds are one of the best ways to get around the snow and ice.

### **Frozen Water (I4)**

The local ocean or a giant lake has frozen over and is covered with a thick layer of ice.

### **Geothermal Vent (2I)**

There is a hot spring where boiling hot water comes to the surface making this small region very warm.

### **Glacier Sheets (22)**

These are broken sheets of ice floating on the surface of the ocean.

### **Ice Fortress (23)**

These huge castles are made entirely out of ice and they are extremely strong in an environment that is freezing cold.

### **Iceberg (24)**

These immense icebergs look like an island of pure ice but it hides the fact that three fourths of its volume is underwater.

### **Igloo (3I)**

These are small houses constructed of ice blocks that will provide shelter in a snow storm. They are left throughout the land to provide emergency shelters in occupied areas of the arctic.

### **Mammoth (32)**

These huge elephant like creatures are covered with a thick layer of fur that insulated their immense bodies. The males have huge tusks that they can use to defend themselves.

### **Polar Bear (33)**

These huge white bears are the alpha predator of the arctic and they spend most of their time searching for fish in the freezing cold ocean.

### **Polaren (34)**

These highly intelligent polar bear like humanoids are one of the few occupants of the arctic that have created giant villages.

### **Snow Storm (4I)**

These intense snow storms will freeze anyone solid that does not quickly find shelter.

### **Thin Ice (42)**

The ground is only a thin sheet of ice above a frozen pond or the ocean. If a person falls through this ice they will quickly die of hypothermia.

### **Wolf Pack (43)**

These packs of wolves are always searching for food in these desolate wastelands so they will attack anyone that they find.

### **Yeti (44)**

These huge humanoids have thick white fur that covers their muscular bodies. Their people live in caves and they venture out on hunting expeditions for food at the break of dawn.

## Army Name Generator

This quick name generator can be used to name a group or formation of troops. The first roll is for the descriptor and second it the base name.

<b>Descriptor (D50)</b>		<b>Base Name (D50)</b>	
Amazing (1)	Immortal (27)	Anvils (1)	Liberators (27)
Angelic (2)	Infernal (28)	Assassins (2)	Lions (28)
Avenging (3)	Insane (29)	Avengers (3)	Marauders (29)
Bloody (4)	Invincible (30)	Barbarians (4)	Ones (30)
Brass (5)	Iron (31)	Bulls (5)	Paragons (31)
Bright (6)	Lethal (32)	Crushers (6)	Patriots (32)
Bronze (7)	Lost (33)	Defenders (7)	Protectors (33)
Burning (8)	Perfect (34)	Demons (8)	Raiders (34)
Crazy (9)	Raging (35)	Destroyers (9)	Rams (35)
Dark (10)	Relentless (36)	Dragons (10)	Raptors (36)
Deadly (11)	Righteous (37)	Eagles (11)	Ravagers (37)
Death (12)	Royal (38)	Falcons (12)	Revenants (38)
Demonic (13)	Sacred (39)	Fighters (13)	Sentinels (39)
Desolate (14)	Shadow (40)	Fortresses (14)	Sharks (40)
Deviant (15)	Silver (41)	Ghouls (15)	Smashers (41)
Doom (16)	Stalwart (42)	Guard (16)	Specters (42)
Eternal (17)	Steel (43)	Guardians (17)	Tigers (43)
Evil (18)	Terrible (44)	Hammers (18)	Titans (44)
Fanatic (19)	Uncontrolled (45)	Heroes (19)	Vampires (45)
Fearsome (20)	Unholy (46)	Hitters (20)	Vanguards (46)
Feral (21)	Untamed (47)	Hunters (21)	Warriors (47)
Forsaken (22)	Virtuous (48)	Hyenas (22)	Watch (48)
Furious (23)	Wicked (49)	Immortals (23)	Watcher (49)
Golden (24)	Wild (50)	Killers (24)	Wolves (50)
Hated (25)		Knights (25)	
Holy (26)		Leopards (26)	

### **Bard Instruments (D12)**

These are different instruments that a bard uses to perform his magical songs.

### **Bagpipe (I)**

This is an animal skin bag with a blow pipe, musical pipes, and a canter pipe that is played.

### **Bandora (2)**

This is a large long necked bass guitar.

### **Bell (3)**

These simple bells and triangles can be used to cast of a magic song.

### **Drum (4)**

These drums have a wooden body with a skin hide pulled over its top.

### **Fiddle (5)**

This simple violin uses a stringed bow to play this four string instrument.

### **Flute (6)**

These simple hollowed at stick have holes that allow it to produce different notes.

### **Harp (7)**

These are large multi string harps that are plucked to play music.

### **Horn (8)**

These are long wood or metal horn.

### **Lute (9)**

The ancient guitars have only two strings and a long fretted neck attached to a body shaped like half a pear.

### **Lyre (10)**

These are small ancient hand held harps.

### **Mandolin (11)**

This ancient guitar has six string is very much like the modern guitar.

### **Pan Flute (12)**

This is a flute with five or more pipes of different lengths.

### **Bard Magic (D30)**

These are the magical songs that a bard can cast by playing an instrument or singing a song.

#### **Aria of Action (1)**

This song increases the speed and reaction time of a bard and his companions.

#### **Ballad of Blinding (2)**

This song blinds a bard's opponents.

#### **Battle Hymn (3)**

This song makes a bard and his companions fight with incredible bravery and skill.

#### **Cadence of Confusion (4)**

This song causes a bard's opponent to become confused and bewildered.

#### **Chant of Burning (5)**

This song causes flammable objects to burst into flames.

#### **Chords of Cessation (6)**

This song causes an opponent to give and surrender.

#### **Chords of Dissonance (7)**

This song causes a bard's opponents to feel sick and uneasy making it almost impossible to fight.

#### **Death Dirge (8)**

This song slowly kills a bard's opponents.

#### **Dirge of Dancing (9)**

This song causes a bard's opponents to uncontrollably dance.

#### **Glorious Anthem (10)**

This song makes a bard and his companions fight with incredible power and determination.

#### **Hypnotic Harmony (11)**

This song hypnotizes a bard's opponents so he can control their actions.

#### **Locating Lyric (12)**

This song creates dancing lights that leads a bard to whatever he is looking for.

#### **Lullaby (13)**

This song causes a bard's opponents to fall asleep.

#### **Melody of Mending (14)**

This song causes a broken object to become brand new.

#### **Mesmerizing Melody (15)**

This song allows a bard to take control of an opponent's mind.

#### **Paralyzing Hymn (16)**

This song causes a bard's opponents to become paralyzed so that they cannot move.

#### **Plague Chant (17)**

This song causes a bard's opponents to break out in the plague.

#### **Psalm of Purity (18)**

This song cures a bard and his companions of all their illnesses and conditions.

#### **Purifying Rhythm (19)**

This song removes all enchantments and curses from a bard and his companions.

#### **Rhythm of Earth (20)**

This song cause the ground to erupt below a bard's opponent feet launching them into the air.

#### **Song of Discord (21)**

This song cause a bard's opponents to attack one another.

#### **Song of Shields (22)**

This song creates a magical shield around a bard and his companions.

#### **Song of Summoning (23)**

This song causes a monster to be summoned from another dimension under the bard's control.

**Song of Sustenance (24)**

This song produces food and water.

**Speed Song (25)**

This song greatly increases the speed of a bard and his companions.

**Traveler's Tune (26)**

This song ensures safe passage on a voyage or journey.

**Tune of Tangling (27)**

This song causes the vines or grass around a bard's opponent to wrap around their feet.

**Verse of Victory (28)**

This song ensures victory during a battle.

**Wail of Panic (29)**

This song causes a bard's opponents to panic and run away in terror.

**Whistling Warsong (30)**

This song causes magic energy to flow over the weapons of a bard and his companions.

**Battle Fumbles (D30)**

These are the incidents and mistakes made when a character makes a mistake during hand to hand combat.

**Blood In Eye (1)**

A character gets sprayed with blood in the eyes and cannot see until he wipes his face.

**Clothing Tangled (2)**

A character gets his clothing tangled around his weapon so he must get it lose to fight.

**Clumsy (3)**

A character stumbles around the battlefield like an idiot.

**Dazed (4)**

A character is extremely confused and forgets what he is doing.

**Disaster (5)**

A character accidentally fall off from where he is fighting or something falls on him from his environment.

**Dislocation (6)**

A character hits an enemy in a funny way that dislocated his arm, elbow, wrist, or finger.

**Distracted(7)**

A character turns away from his combatant leaving him totally vulnerable.

**Dumbfounded (8)**

A character is so confused that he is left unable to defend himself.

**Entangled with Foe (9)**

A character gets tied up with a foe so that he cannot move or fight until he escapes.

**Face First (10)**

A character fall face first and hurts himself.

**Fall (11)**

A character falls down and hurts himself.

**Falls Prone (12)**

A character flops down to the prone position.

**Foot Slips (13)**

A character's foot slips and he must catch himself or fall down.

**Glancing Blow (14)**

A character hits but barely makes a scratch.

**Hits Ally (15)**

A character hit one of his companions by accident.

**Hit By Blow for Someone Else (16)**

A character is hit by an attack meant for one of his companions.

**Hits Wrong Target (17)**

A character accidentally hits another opponent instead of the one he was aiming for.

**Hits Yourself (18)**

A character accidentally hits himself with his own weapon.

**Knock Over An Ally (19)**

A character runs into a companion and knocks it over.

**Off Balance (20)**

A character loses his balance and must catch himself or fall down.

**Poor Judgment (21)**

A character gets over excited and forgets what to do next.

**Stumble (22)**

A character stumbles forward leaving him very vulnerable.

**Stunned (23)**

A character is completely stunned and cannot move or think.

**Trip (24)**

A character trips over something but does not completely fall.

**Twists Ankle (25)**

A character twists his ankle and must stumble around the battlefield.

**Twists Wrist (26)**

A character hits at a weird angle and cannot attack with full power anymore.

**Weapon Catches on Gear (27)**

A character catches his weapons on his belt or backpacks strap.

**Weapon Dropped (28)**

A character drops his weapon.

**Weapon Lands on Foot (29)**

A character drops his weapon and it lands on his foot.

**Weapon Stuck (30)**

A character attack an opponent and it gets stuck in its body or armor.

## **Cantrip Spells (D20)**

These are the minor spells that every wizard learns in magic academy.

### **Alarm (1)**

This spell warns a wizard if anyone enters an enchantment room or door.

### **Charisma (2)**

This spells makes a wizard looks beautiful or handsome to other people.

### **Combust (3)**

This spell causes flammable materials burst into flames.

### **Create Food (4)**

This spell makes food and water.

### **Daylight (5)**

This spell creates brilliant daylight in any room or outside.

### **Detect Magic (6)**

This spells shows the presence of any nearby magic spell or enchantment.

### **Disguise (7)**

This spell makes a wizard look like someone else.

### **Erase (8)**

This spell causes an object to disappear forever.

### **Fix (9)**

This spell fixes anything broken that is easy to fix.

### **Forget (10)**

This spell erases a person's memory of a specific event or thing.

### **Gust of Wind (11)**

This spell creates of power wind to be created.

### **Identify (12)**

This spell indentifies the magic enchantment or ability of an object.

### **Levitate (13)**

This spell allows a wizard to cause anything to float or levitate.

### **Light (14)**

This spell creates a magic flames that follows a wizard.

### **Mend (15)**

This spell allows a wizard to repair anything torn or ripped.

### **Push (16)**

This spell allows a wizard to move anything no matter how heavy it is.

### **Read Magic (17)**

This spell allows wizard to read magic inscriptions.

### **Suggest (18)**

This spell allows a wizard to change another person's thoughts and feelings.

### **Understand Language (19)**

This spell allows a wizard to understand and speak any language.

### **Ventriloquism (20)**

This spell allows a wizard's voice to be heard in a distant location.



### **Cavern Encounters (D20)**

These are events or encounters that a party will experience when they adventure in a natural cavern.

#### **Bat Cave (1)**

This dark cave has thousands of bat sleeping and hanging from the ceiling that will rain down if startled.

#### **Cave Art (2)**

Ancient drawings are painted all over the walls of this cave chamber.

#### **Cave In (3)**

A cave in blocks the exit the cave with huge rocks and boulders.

#### **Danger Sign (4)**

Wood signs are posted outside and inside the cave warning of danger and death.

#### **Earth Elemental (5)**

The rocks in the cave chamber collect together and become a n earth elemental.

#### **Explosive Gas (6)**

This cave chamber is filled with flammable and explosive gas.

#### **Glowing Fungus (7)**

This walls of this cave are covered in a fungus that glows with a eerie green light.

#### **Gold Vein (8)**

A visible gold vein is seen in the walls of this cave.

#### **Magic Darkness (9)**

This cave is filled with a magic darkness that cannot be penetrated by normal or magic light.

#### **Messages in Blood (10)**

Message written in blood are smeared over the wall of this cave.

#### **Poisonous Fungus (11)**

Fungus grow in this cave produce poison or hallucinogenic spores.

#### **Poisonous Gas (12)**

This cave is filled with poisonous sulfurous or phosphorous gas.

#### **Precipitous Drop (13)**

A massive ravine must be crossed to continue a journey through a cave.

#### **Raging Underground River (14)**

A large river run far under the surface inside a cave.

#### **Silver Vein (15)**

A visible silver vein is seen in the walls of this cave.

#### **Statue (16)**

A strange statue is found in a cave chamber.

#### **Steam Vent (17)**

Hot steam rises from a geothermal vent in this large cave chamber.

#### **Stream (18)**

A small stream passes through this huge cave chamber.

#### **Wall Stairs (19)**

Stairs are carved directly in the walls of this cave chamber.

#### **Worthless Gems (20)**

This cave chamber is filled with beautiful but worthless gems.

### **Chaos Effects (D30)**

These are the random effects that a change beam or chaos spell will have on a substance or opponent.

### **Become Black and White (1)**

The target loses all its color and become black and white.

### **Become Gray Scale (2)**

The target loses all its color and becomes gray.

### **Become Newer (3)**

The target looks younger or like its brand new.

### **Become Super Dense (4)**

The target become super heavy.

### **Become Transparent (5)**

The target becomes completely transparent.

### **Begin to Float (6)**

The target floats into the air.

### **Change Color (7)**

The color of the target changes.

### **Change into Rats (8)**

The target changes into a swarm of rats.

### **Change into Tentacles (9)**

The target turns into a pile of tentacles.

### **Change to a Swarm of Insects (10)**

The target changes to a swarm of insects.

### **Change to Flowers (11)**

The target changes into a pile of flowers.

### **Change to Water (12)**

The target changes into water.

### **Combust (13)**

A target combusts into flames.

### **Cool Down (14)**

The temperature of a target decreases.

### **Decay (15)**

The target start to rust or rot.

### **Freeze Solid (16)**

The target freezes solid.

### **Gasify (17)**

The target changes into a gas.

### **Glow (18)**

The target starts to glow.

### **Growth (19)**

The target grows much larger.

### **Hairy (20)**

Hair begins to grow over a target.

### **Heat Up (21)**

The temperature of a target increases.

### **Lava (22)**

A target melts in lava.

### **Liquefy (23)**

The target turn to liquid.

### **Lower Density (24)**

The target becomes extremely light.

### **Putrid Smell (25)**

The target emits a putrid smell.

### **Shrink (26)**

The target grows much smaller.

### **Smells Like Flowers (27)**

The target smells like flowers.

### **Starts to Boil (28)**

The moisture of a target begins to boil.

### **Sticky (29)**

The target becomes extremely sticky.

### **Sweet Smell (30)**

The target gains a sweet smell.

## Character Background (DI00)

These are the past careers and achievements of a character.

Abusive Parent (1)	Final Clan Member (26)	Nomadic Life (51)	Saved Life of Friend (76)
Acquired Inner Peace (2)	Former Aristocrat (27)	Optimist (52)	Saved Life of Stranger (77)
Addicted Gambler (3)	Former Artist (28)	Orphan (53)	Savior of the Realm (78)
Archery Training (4)	Former Beast Hunter (29)	Outlaw Parents (54)	Searching for Murderer (79)
Betrayed Family (5)	Former Bounty Hunter (30)	Parents Outlawed (55)	Self Hatred (80)
Betrayed Friend (6)	Former Crusader (31)	Partial Amnesia (56)	Severe Accident (81)
Betrayed Lover (7)	Former Farmer (32)	Past Drunk (57)	Sibling Rivalry (82)
Big Family (8)	Former Miner (33)	Persecution for Faith (58)	Single Child (83)
Child Kidnapped (9)	Former Priest (34)	Plague Survivor (59)	Small Family (84)
Committed Crime (10)	Former Zealot (35)	Primitive Tribe (60)	Spouse Died (85)
Convict (11)	Former Solider (36)	Prisoner of War (61)	Spouse Kidnapped (86)
Dimensional Visitor (12)	Former Squire (37)	Raised by a Wizard (62)	Spouse Ran Away (87)
Disaster Refugee (13)	Found as Child (38)	Raised by Animals (63)	Stranded on Island (88)
Disastrous Expedition (14)	Home Destroyed (39)	Raised by Centaurs (64)	Sword Training (89)
Discovered Corruption (15)	Illegitimate Birth (40)	Raised by Friends (65)	Thrill Seeker (90)
Drifter (16)	Joined a Mutiny (41)	Ran Away From Home (66)	Total Amnesia (91)
Dropout (17)	Lost Faith (42)	Received Curse (67)	Trained with Mentor (92)
Escaped Slavery (18)	Lost Hope (43)	Received Stigmata (68)	Traveled Abroad (93)
Exiled from Country (19)	Lost in Desert (44)	Religious Experience (69)	Unloved by Parents (94)
Exiled from Village (20)	Loved by Parents (45)	Religious Visions (70)	Unrequited Love (95)
Failed Artist (21)	Military Conscription (46)	Renewed Confidence (71)	Viewed Magic Accident (96)
Failed Business (22)	Military Volunteer (47)	Retired Adventurer (72)	War Orphan (97)
Failed Scholar (23)	Moved to Big City (48)	Retired Cat Burglar (73)	War Refugee (98)
Failed Wizard (24)	Moved to Wilderness (49)	Romantic Affair (74)	Wizard School (99)
Family Died (25)	Near Death Experience (50)	Running from the Law (75)	Young Adventurer (100)

## **Character Classes (D88)**

These are the classes and careers that a fantasy characters can learn in order to explore the world.

### **Acrobat (11)**

An acrobat jumps and flips around the battlefield use their two handed weapons and whips to slash apart their enemies.

### **Alchemist (12)**

These mages are trained in the production of magic potions and elixirs using various spell components.

### **Archer (13)**

These warriors are trained in the use of the bow to kill an enemy at range and the light sword to deal with attacker at close range.

### **Artificer (14)**

An artificer is a mage trained in the production of magical devices including weapons, artifacts, war machines, magic vehicles, and golems.

### **Assassin (15)**

An assassin is trained in the art of stealth and killing without detections. They are masters of the production and use of poisons.

### **Barbarian (16)**

These wild warriors have trained themselves in the ability to enter a rage threat gives them almost superhuman strength during a battle.

### **Bard (17)**

A bard is a mage that uses song magic by playing an instrument or singing to control their environment.

### **Battle Dancer (18)**

A battle dancer is a warrior that use various battle dances to fly amongst their enemies leaving only death and destruction.

### **Battle Mage (21)**

A battle mage is a mage that has also been trained in the art of war.

### **Beast Master (22)**

Beast masters can communicate with and control animals allowing them to use various beasts as a weapon against his enemies.

### **Brawler (23)**

A brawler use his body and hands to dominate and subdue his enemies.

### **Cleric (24)**

A cleric is a holy warrior that fights the forces of evil and the undead with weapons and magic.

### **Controller (25)**

A controller is mage that cast spells that manipulate and control his opponents.

### **Crusader (26)**

A crusader is a holy warrior that will do anything to protect his faith. He is the hand of his deity on Earth.

### **Death Knight (27)**

A death knight is a evil war that uses the forces of darkness to destroy his enemies.

### **Demon Hunter (28)**

A demon hunter is trained in all the techniques used to capture and banish demons.

### **Dragon Slayer (31)**

A dragon slayers has been trained in all the techniques used to slay every type of dragon in the world.

### **Dragoon (32)**

These warriors are trained in the use of heavy armor and pole arms including lances, spears, and halberds.

### **Druid (33)**

The nature mages are master of nature, plant, and animal magic slowing them use plants and animals as a tool or weapon.

**Elementalist (34)**

The mages can control the five elements of nature with their magic including fire, earth, water, and air elements.

**Geomancer (35)**

These mages are masters of earth magic and they can control and manipulate rock, sand, and dirt.

**Gladiator (36)**

A gladiator is a warrior trained in fighting and subduing an opponent in single combat.

**Guardian (37)**

A guardian is a warrior designed to protect and defend his fellow warriors during a battle from all types of attack.

**Gun Mage (38)**

These mages use an artifact guns to fire elemental magic at their enemies.

**Hunter (41)**

A hunter is an expert at trapping and killing monsters and wild beasts.

**Illusionist (42)**

These mages can produce such powerful and realistic illusions that they can actually kill a person.

**Inquisitor (43)**

These holy warriors designed to defend their church and enforce its laws.

**Jester (44)**

These mages have the ability to control other people emotions and beliefs.

**Marksman (45)**

These warriors use gunpowder pistols and rifles to defeat opponents at long range and a blade at close range.

**Mentalist (46)**

A mentalist is a mage that uses psychic powers to manipulate the world with their mind.

**Monk (47)**

A monk is a warrior trained in the arts of martial arts and unarmed combat.

**Necromancer (48)**

A necromancer is a mage that use death magic and undead reanimation to control the world.

**Ninja (51)**

A ninja is a master of stealth, assassination, and martial arts who is trained to kill a target individual.

**Paladin (52)**

A paladin is a holy warrior that is a martial warrior and a holy priest of his church.

**Plane Walker (53)**

A plane walker is a mage that can make themselves ethereal and generate portals to anywhere in the world or even other dimensions.

**Possessed (54)**

A possessed is a person that has a spirit or demon trapped inside his body giving him incredible powers.

**Priest (55)**

A priest is a holy servant of a church that uses his divine powers to heal and defeat the undead.

**Primal Warrior (56)**

A primal warrior can tap into the power of nature in order to transform themselves into animal form.

**Prophet (57)**

These mages can see glimpses of the future that allows to defeat any enemy and change a future that displease them.

**Puppet Master (58)**

A puppet master can control the movements and actions of other people by attaching magic

**Pyromancer (61)**

These mages use fire and lightning magic to control their environment.

### **Ranger (62)**

A ranger is a master archer, tracker, and forest guide.

### **Rogue (63)**

A rogue is a thief, pickpocket, and a master of defeating traps.

### **Rune Warrior (64)**

A rune warrior places magical runes on his armor and weapons giving them incredible powers.

### **Sage (65)**

A sage can write or draw anything that will come to life or become an animate drawing that can affect the real world.

### **Samurai (66)**

These warriors are master swordsmen with a strict honor code that makes them unbreakable combatants.

### **Sentinel (67)**

These mages can copy the powers and spells of other people and any monster within sight of them.

### **Shadow Mage (68)**

These mages control shadow and darkness magic to control their environment.

### **Shaman (71)**

The mages use primal and ancestral magic and spirits to control their environment.

### **Shapeshifter (72)**

The mages can change their form to anything or creature in the world as long as they have touched it.

### **Sorcerer (73)**

These mages are masters of air and weather magic.

### **Summoner (74)**

A summoner can call forth monsters, demons, and spirits to fight their enemies and defend them in combat.

### **Swarm Lord (75)**

A swarm lord can control an huge number of insects or small animals that he can attack other people with these deadly swarms.

### **Swashbuckler (76)**

These pirates and seamen are trained to sail a sea vessel and performing boarding operation of enemy ships.

### **Sword Mage (77)**

These mages can cast spells on a sword to give it powerful magical abilities.

### **Temporal Mage (78)**

These mages are masters of time and space magic allowing them manipulate the flow of time and the physical laws of the universe.

### **Valkyrie (81)**

These female warriors are master horsemen and experts swordswomen.

### **Vampire Hunter (82)**

These warrior are experts at tracking and killing vampires.

### **Warlock (83)**

These mages are masters of water magic and the control of all forms of water, moisture, and ice.

### **Warrior (84)**

These swordsmen are experts at armed and armored combat.

### **Witch Doctor (85)**

A witch doctor is a mage that uses totems and curses to control his environment.

### **Witch Hunter (86)**

These warrior have trained to kill mages so they have many protective wards and techniques designed to negate magical spells.

### **Wizard (87)**

These mages are masters of arcane magic so they can cast many destructive and manipulative spells and enchant scrolls and artifacts.

### **Zombie Hunter (88)**

These warriors are experts of fighting and permanently destroying the undead.

### **Character Motivations (D20)**

This is what causes a character to venture in the dangerous world to fight the forces of evil and make themselves a hero.

#### **Adventure (1)**

A person has always dreamed of excitement and adventure and wants to live a life of danger.

#### **Glory (2)**

A person lives to gain fame and honor.

#### **Healer (3)**

A person travels the world healing the injured and sick.

#### **Hero (4)**

A person lives to help others and protect the innocent.

#### **Insane (5)**

A person does things completely randomly.

#### **Killer (6)**

A person goes on adventures to kill things.

#### **Knowledge (7)**

A person live to learn about the hidden secrets of world.

#### **Patriot (8)**

A person will do anything to defend his kingdom and king.

#### **Power (9)**

A person desires power over other people and domination of the world.

#### **Pride (10)**

A person wants to become a powerful adventurer that has no equal.

#### **Redemption (11)**

A person attempts to make up for past sins.

#### **Duty (12)**

A person feels that they are responsible for the well being and happiness of other people and will do anything to help them.

#### **Revenge (13)**

A person wants to capture or kill someone that hurt them or killed a friend, lover, or family member.

#### **Safety (14)**

A person always tries to stay safe and avoids all signs of danger.

#### **Specific Goal (15)**

A person has lived their whole life to achieve this goal which might include becoming a noble or pirate king.

#### **Teacher (16)**

A person travels the world teaching special his special abilities and knowledge.

#### **Wanderer (17)**

A person travels the world to see all its wonders.

#### **Wealth (18)**

A person wants to become filthy rich.

#### **Independence (19)**

A person must wants to be left alone to do what he wants.

#### **Thrill Seeker (20)**

A person loves the adrenaline rush of the dangers found in deadly dungeons and during a massive battle.

## **Character Personalities (DI00)**

These are the personalities that can be assigned to a character or NPC.

### **Absent Minded (1)**

Absent minded characters have trouble remembering what they need to do. They are intelligent but have trouble remembering everyday things like names, important dates, what they are suppose to do that day, or even what they are currently doing.

### **Adventurous (2)**

Adventurous characters like to live on the edge. They are constantly looking for new and exciting things to do. They seek extreme and dangerous activities and relationships. They only feel truly alive when they are pushing themselves to the limits of their skills, instincts, and reflexes. They are daring, brave, and reckless.

### **Apathetic (3)**

Apathetic characters feel little or no emotion. They live their lives without any feelings about anything or anyone, even themselves.

### **Argumentative (4)**

Argumentative characters always want things to go their way. They are willing to fight and argue over the smallest things. Their short tempers cause them to erupt over the smallest provocations and misunderstandings, which puts a strain on all their business and personal relationships. They can be very judgmental.

### **Arrogant (5)**

Arrogant characters believe that they are always right and that they are the best at what they do. They love telling people about their many actual or imaginary accomplishments and how perfect they are. They are conceited, vain, obnoxious, and overbearing.

### **Bizarre (6)**

Bizarre characters have certain habits or beliefs that make them appear weird, deranged, and unpredictable to other people. Their behavior appears to be random and chaotic but they are not insane, just different.

### **Brash (7)**

Brash characters act without thinking and they allow their emotions to control their actions.

### **Brave (8)**

Brave characters are always willing to put themselves in the path of danger as long as it is for a good cause or the greater good.

### **Brooding (9)**

Brooding characters always seem to be deep in thought. They are always preoccupied with their ideas or an object of their obsession.

### **Carefree (10)**

Carefree characters always live their lives to the full. They care more about their personal happiness than their economic or material success. They always try to find something going on in their lives to be happy about so it takes a major tragedy to get them down. They are very spontaneous and fun loving.

### **Caring (11)**

Caring characters attempt to understand the feelings of other people. They always try their best to love and support everyone important to them.

### **Practical (12)**

Practical characters always want to plan everything out. They hate trying new things or taking unnecessary risks.

### **Charismatic (13)**

Charismatic characters are charming and have a good sense of humor. They have a natural ability to make people feel comfortable.



**Cold (14)**

To strangers, cold characters appear cold and uncaring because they only show their emotions to the special people in their lives including loved ones and people that they truly trust.

**Compassionate (15)**

These characters feel real empathy towards other people. They always try to give a helping hand, and they are extremely cooperative, helpful, and supportive.

**Confident (16)**

Confident characters realistically believe and trust in their own skills and abilities so most people wind up believing in them too.

**Conformist (17)**

Conformists always attempt to blend into the crowd. They always follow the latest trends and fads and have no real style of their own.

**Corrupt (18)**

Corrupt characters have abused the system for so long that they believe that they can get away with almost anything by simply lying or cheating. They are willing to take advantage or even hurt other people as long as they can gain some benefit or make a profit.

**Coward (19)**

Cowards are never willing to put themselves on the line or in the path of danger for anyone even themselves. They have learned to hide from responsibilities and they avoid all types of risk.

**Curious (20)**

Curious characters are always thinking about how things work and what other people are doing. They are extremely inquisitive and never worry about the risk. They stick their nose into everything, which usually gets them involved in unexpected adventures and a great deal of trouble.

**Cruel (21)**

Cruel characters enjoy physically and emotionally injuring or torturing other people and animals. They feel nothing when they hurt people and they actually find pleasure in other people's suffering and misery.

**Cynical (22)**

Cynical characters are scornful of other people's attempts at virtue and integrity. They believe that everyone is corrupt so they can no longer trust or believe in their society, government, and other people.

**Deceitful (23)**

Deceitful characters are willing to lie and cheat as long as it benefits them in some way.

**Dedicated (24)**

Dedicated characters are totally committed to their beliefs and they work hard to fulfill their own dreams and ambitions.

**Dependent (25)**

Dependent characters have someone or something that they depend on for their security and sense of well being. Without their crutch, they seem totally lost and unable to cope with new or stressful situations.

**Depraved (26)**

Depraved characters are willing to do anything in order to satisfy their needs and desires, no matter who they have to use or hurt.

**Depressed (27)**

Depressed characters view their world as a dark, negative, and unjust place. They view their lives as futile and meaningless.

**Diplomatic (28)**

Diplomatic characters try to make everyone around them happy even at their own expense. They are peacemakers and team builders that understand what people need and want.

**Disciplined (29)**

Disciplined characters have complete self control and they refuse to let their emotions control them or their lives. They live orderly lives and believe that their world must be must be tightly controlled and regimented.

**Dreamer (30)**

Dreamers are always wondering what their life could have been like or how it's going to be in the future. They view the future as a wondrous place with great promise and unlimited rewards but they have trouble focusing on the present.

**Driven (31)**

Driven characters are highly motivated to fulfill their dreams and goals to the point of compulsion. They are never satisfied with success and are true perfectionists.

**Eccentric (32)**

Eccentric characters are defiant individuals or true artists that do not want to conform to their society's standards. They behave, dress, talk, and think differently than other people. Their behavior is not abnormal but their appearance is usually very distinctive or flamboyant.

**Energetic (33)**

Energetic characters are always on the go, and they never tire of working towards their goals.

**Ethical (34)**

Ethical characters believe that there is a right and wrong way to live. They live their lives according to their strict religious and moral beliefs. They also believe that people that don't live their lives in the same way are sinners and deviants.

**Excitable (35)**

Excitable characters have trouble controlling their emotions. They are known to get overly excited and talkative during dangerous or emotional experiences.

**Extrovert (36)**

Extroverts are extremely social and talkative people. They are always the life of the party, and they hate to be alone.

**Fanatic (37)**

Fanatics have specific beliefs that dominate their personal lives. Some extremists would even hurt or kill other people or themselves for their beliefs.

**Friendly (38)**

Friendly characters are always considerate and helpful to everyone they meet. They have an inner light that makes other people happy just being near them.

**Gallant (39)**

Gallant characters are courageous, and they are always willing to put themselves on the line for other people.

**Generous (40)**

Generous characters are always willing to lend a helping hand or provide for people in need.

**Gentle (41)**

Gentle characters are soft spoken and helpful. They constantly put other peoples' needs before their own. They always try to understand the needs and feelings of other people and are very patient and understanding toward everyone.

**Greedy (42)**

Greedy characters would do or sacrifice anything to gain money or power.

**Hateful (43)**

Hateful characters are always angry and unpleasant. They hold onto grudges forever over the smallest infractions, and they hate people just because they are different.

**Honest (44)**

Honest characters always try to tell the truth even if the truth could hurt another person's feelings or their social or business standings. They truly believe that the truth will set you free.

**Honorable (45)**

Honorable characters uphold a personal code of honor that dictates what is and what is not right.

**Humble (46)**

Humble characters quietly do their best without any desire for personal recognition or reward.

**Humorless (47)**

Humorless characters never find humor or amusement in anything. They are usually dull and boring because they haven't found anything that gives their life meaning.

**Hypochondriac (48)**

These worriers believe that they are always sick and that everything and everyone might be contagious. These people are constantly looking for new miracle drugs and medical treatments.

**Illogical (49)**

Illogical characters seem to be unable to grasp how the world really works. They truly believe in the latest tabloid news and any rumors or conspiracy theory that they hear.

**Idealistic (50)**

Idealistic characters dream of an ideal and perfect world. Their actions are controlled by their overly idealistic beliefs, morals, and principles. They tend to be overly enthusiastic about everything.

**Impressionable (51)**

Impressionable characters are easily influenced by anyone that they trust, respect, or love.

**Independent (52)**

Independent characters are both self-reliant and self-confident. They always try to do everything on their own and never ask for help, even when they really need it.

**Insecure (53)**

Insecure characters have no confidence and they are constantly second-guessing their own decisions.

**Insensitive (54)**

Insensitive characters don't care what other people think or feel and they are almost completely emotionless.

**Intolerant (55)**

Intolerant characters are unwilling to accept the differences in other people including their species, race, gender, appearance, education, and nationality. They are prejudiced and openly discriminate against other people because of these differences.

**Introvert (56)**

Introverts don't enjoy the company of other people. They spend most of their time thinking or worrying. Introverted people have trouble interacting with other people because of their fear, anxiety, or lack of interest.

**Imaginative (57)**

Imaginative characters are very creative and fanciful. They tend to indulge in flights of fancy and are constantly daydreaming. They are always a fountain of new ideas.

**Impulsive (58)**

Impulsive characters always do or say whatever pops into their minds, no matter what the consequence. These characters never look before they leap. They are true free spirits.

**Intellectual (59)**

Intellectual characters are extremely rational and they never publicly display their emotions. They have dedicated their lives to the pursuit of knowledge and have little time for relationships or family.

**Just (60)**

Just characters are always trying to be fair and impartial in their dealings with other people. They believe that they must set an example for others and that evil will always be punished in the end.

**Kind (61)**

Kind characters are compassionate to everyone and everything. They are always generous and they try to put other people's needs before their own. They care for the unfortunate and truly feel for other people's pain and suffering. They are sympathetic and warmhearted.

**Lazy (62)**

Lazy characters are never willing to do anything and when they actually do something, they constantly complain until they are finished. Lazy people don't like to work or do anything that takes any effort to accomplish.

**Logical (63)**

Logical characters believe that everything can be explained through science and that anything that cannot be explained by science is false and illogical.

**Loving (64)**

Loving characters always express their affection for other people with love and kindness. They are always willing to make themselves vulnerable to the people that they care for and love. Their friends and family considered them to be affectionate, understanding, and devoted.

**Loyal (65)**

Loyal characters have a steadfast allegiance to their friends and family. They are extremely faithful and have a great sense of duty.

**Megalomaniac (66)**

A megalomaniac has delusional fantasies of immense wealth and power. They believe that they are omnipotent so they live their lives with great flamboyance and extravagance.

**Mysterious (67)**

Mysterious characters never reveal any facts about their personal lives or past to anyone. They enjoy their privacy and the sense of mystery that surrounds them.

**Naïve (68)**

Naïve characters are very innocent and they always have a positive view of the world and other people. They are usually easy to fool and overly trusting.

**Nervous (69)**

Nervous characters are always on edge and they believe that everything that they do is going to fail or backfire.

**Nurturing (70)**

Nurturing characters look after the other members in their group like their own family. These characters take care and comfort these people when they are sick, sad, or lonely.

**Obsessed (71)**

Obsessed characters are totally focused on something or someone. Their every thought and emotion is totally consumed by this obsession.

**Ominous (72)**

Ominous characters are both threatening and sinister. Their dark intentions are obvious from their gloomy and menacing personality and countenance.

**Optimistic (73)**

Optimistic characters are always looking at the bright side of things, and they believe that everything will work out in the end. They see the world as a wonderful place and their cup as overflowing.

**Overconfident (74)**

Overconfident characters usually have great skills but they believe that they cannot fail, so they try things that appear extremely dangerous or impossible to other people.

**Pacifist (75)**

Pacifists don't believe that physical violence should ever be used to solve a problem. They avoid violence and aggression whenever possible no matter what the consequence.

**Paranoid (76)**

Paranoid characters are extremely fearful and suspicious of the actions and motives of other people and large organizations. Paranoia leads these people to find extreme measures like isolation and constant surveillance to protect themselves against these imaginary threats and conspiracies.

**Passive (77)**

Passive characters never take charge and always let other people tell them what to do. They are competent but are too afraid to take responsibility or credit for their own actions and accomplishments.

**Peaceful (78)**

Peaceful characters always avoid arguments and try to find a peaceful and mutually beneficial solution to all their problems.

**Pessimistic (79)**

Pessimistic characters see the world as a dark and lonely place, and they feel that nothing ever works out for them. These characters always see their glass as being half empty.

**Polite (80)**

Polite characters have incredible manners and they show everyone respect and understanding. They act respectfully because they actually care about other people's feelings.

**Perfectionist (81)**

Perfectionists think that the world should be run a certain way. They are very organized and are driven by details and their carefully planned schedules.

**Prideful (82)**

Prideful characters believe that they are always right and that they are naturally better than other people.

**Proud (83)**

Proud characters believe in themselves and what they do, but they never talk about it. They believe in their cause and know what they are doing is just and right.

**Protective (84)**

Protective characters are always looking out for everyone and are willing to risk or sacrifice their own lives for their friends and family.

**Quiet (85)**

Quiet characters are never outspoken, and they make their beliefs and desires known through their actions without saying a word.

**Realist (86)**

Realists believe that the world is governed by simple rules that mean some people must fail in order that others can succeed. They also believe death and tragedy are simply undesirable facts of life that cannot be avoided.

**Rebellious (87)**

Rebellious characters resist any form of control or restriction on their lifestyle. They believe that governmental, corporate, religious, and societal control of their lives is corrupt and evil. They constantly rage against society and the system, and they refuse to accept uncaring and undemocratic laws and policies. They are not anarchists, they just don't believe in the current system.

**Romantic (88)**

Romantic characters are always looking for love and when they find it, they put all their energy into making their love lives passionate and romantic. They always put love first which often leads to a lifetime of heartbreak and disappointment.

**Rude (89)**

Rude characters have a tendency to put their own needs in front of the needs and comfort of others. They rarely think or care about other people's feelings or opinions.

**Sadistic (90)**

Sadistic characters enjoy hurting other people, animals, or anything that can feel pain. They gain immense pleasure in inflicting physical and mental pain and taking away other people's innocence and sense of freedom.

**Scheming (91)**

Schemers always have a big plan to get rich or famous. They are constantly looking for the easy way out that involves the least amount of work and responsibility. They have great ideas but their plans never seem to work out in the end.

**Selfish (92)**

Selfish characters always try to create situations where they gain the most benefit, no matter who gets hurt in the process.

**Sensual (93)**

Sensual characters enjoy physical pleasure and are not ashamed to try new experiences. They are like everyone else so they require love and attention from their loved ones.

**Sensitive (94)**

Sensitive characters feel deep emotions about everything. Their emotions seem to change quickly depending on what is going on in their lives. They allow themselves to be vulnerable so they always display their true feelings and emotions and talk about their inner most thoughts and beliefs with their friends and family.

**Sloth (95)**

Sloths are extremely lazy and they hate to work hard or even clean up after themselves.

**Suspicious (96)**

Suspicious characters constantly worry about what other people are thinking about them and what they may want from them. Extremely suspicious people might not be able to trust anyone.

**Talkative (97)**

Talkative characters are always talking about something so they often get into trouble when they say things that they probably shouldn't.

**Versatile (98)**

Versatile characters are very adaptable and they are always willing to change their beliefs and lifestyle in order to succeed.

**Virtuous (99)**

Virtuous characters always try to do what is right and they attempt to run their lives according to a set of golden rules or a spiritual code. These characters are honestly good people that care about the needs of other people.

**Worldly (100)**

Worldly characters have seen and experienced almost everything and they are not easily impressed or excited about the world around them. Their many and varied experiences have desensitized them to the true wonders of the universe. These characters usually find it difficult to have normal long term loving relationships.

## Character Traits (100)

These are unusual traits, behaviors, and mannerisms that make a character unique.

Accent (1)	Dying (26)	Mute (51)	Short (76)
Albino (2)	Excessive Piercing (27)	Nail Biter (52)	Short Attention Span (77)
Alcoholic (3)	Extremely Long Hair (28)	Necrophilia (53)	Sickly (78)
Always Looks Down (4)	Eye Patch (29)	Never Smiles (54)	Skinny (79)
Always Looks Up (5)	Eye Twitch (30)	No Arms (55)	Slurs (80)
Ancient (6)	Facial Acne (31)	No Legs (56)	Smelly (81)
Angry (7)	Facial Scar (32)	No Tongue (57)	Smokes (82)
Asthma (8)	Facial Tattoo (33)	Noisy Walker (58)	Always Sniffles (83)
Avoid Eye Contact (9)	Fat (34)	Nymphomaniac (59)	Spotted Skin (84)
Beard (10)	Fidgets (35)	Old (60)	Stupid (85)
Beautiful (11)	Flips Coin (36)	Orange Skin (61)	Super Athletic (86)
Blind (12)	Foreign Language (37)	Peg Leg (62)	Tall (87)
Blue Skin (13)	Furry Skin (38)	Pierced Ears (63)	Too Honest (88)
Bony (14)	Genius (39)	Piggy Tails (64)	Too Many Fingers (89)
Compulsive Behavior (15)	Hand Bland (40)	Pock Marks (65)	Too Many Toes (90)
Compulsive Liar (16)	Hand Gestures (41)	Pony Tail (66)	Too Much Makeup (91)
Constant Singing (17)	Hand Hook (42)	Profusely Sweaty (67)	Too Much Perfume (92)
Constant Whistling (18)	Jet Black Skin (43)	Purple Skin (68)	Ugly (93)
Constantly Snacks (19)	Lactose Intolerant (44)	Red Skin (69)	Unibrow (94)
Constantly Taps (20)	Limp (45)	Reed in Mouth (70)	Weak (95)
Danger Seeker (21)	Long Beard (46)	Religious Fanatic (71)	Wears Cap (96)
Deaf (22)	Missing Arm (47)	Rosy Cheeks (72)	Wears Glasses (97)
Depressed (23)	Missing Fingers (48)	Sad (73)	Wears Hat (98)
Different Colored Eyes (24)	Missing Hand (49)	Severe Acne (74)	Wears Monocle (99)
Dreadlocks (25)	Mustache (50)	Shakes Leg (75)	Weird Phobia (100)

## Coin Generator

The following lists will quickly make a random coin for your fantasy society.

### Material (D10)

These are the different material that local coins are made from.

Bone (1)

Brass (2)

Bronze (3)

Gold (4)

Iron (5)

Lead (6)

Shell (7)

Silver (8)

Silver (9)

Tin (10)

### Shape (D6)

These are shapes that a coin can be stamped.

Circle (1)

Circle with Hole (2)

Square (3)

Square with Hole (4)

Oval (5)

Oval with Hole (6)

### Stamps and Imprints (D12)

These are the image print on a coin.

Animal (1)

Building (2)

Castle (3)

Constellation (4)

Deities (5)

Emperor (6)

King (7)

Moon (8)

Religious Icon (9)

Sun (10)

Symbol (11)

Value Only (12)



### **Crafting (D30)**

These are the skills of making goods from basic resources allowing a character make their own items and make money selling their goods.

### **Alchemist (I)**

The craft of making magical potions and elixirs from various alchemical reagents.

### **Armorsmith (2)**

The craft of making fine suits of metal armor and shields.

### **Artificer (3)**

The craft of making magical items from magical ores and gems.

### **Artist (4)**

The craft of making paintings, frescos, and sculptures.

### **Brewing (5)**

The ability to make wine, grog, ale, and beer from fruits and grains.

### **Carpentry (6)**

The craft of making furniture from various types of wood.

### **Composing (7)**

The craft of writing music and operas.

### **Construction (8)**

The craft of building houses, buildings, and roofs from reeds, grass, mud, clay, brick, and stone.

### **Cooking (9)**

The craft of cooking raw food to make delicious and nutritious meals.

### **Farming (10)**

The ability to grow crops from seeds and harvest them.

### **Fishing (II)**

The craft to catch fish and other sea creatures using hooks and nets.

### **Fletching (I2)**

The craft of making bows and arrows.

### **Gathering (I3)**

The craft of collecting edible plants, fruits, nuts, mushrooms, and seeds from the environment.

### **Glass Making (I4)**

The craft of making sand into glass objects including cups, lamps, vials, bowls, dishes, and lenses.

### **Hunting (I5)**

The craft of catching animals for food using spears, bows, and traps.

### **Jeweler (I6)**

The craft to take precious metals and gems to make jewelry including rings, necklace, bracelets, and amulets.

### **Leather Working (I7)**

The craft of making leather into clothing including gloves, boots, and armor.

### **Mining (I8)**

The craft of extracting ores and gems from the Earth.

### **Playwright (I9)**

The craft of writing plays and poems.

### **Pottery (20)**

The craft of turning clay into pottery objects including pots, urns, dishes, and bowls.

### **Scholar (2I)**

The craft of writing tests and manuscripts.

### **Shipbuilder (22)**

The craft of making canoes, rafts, ships, and sails.

### **Smithing (23)**

The craft of turning metal ore and bars into metal items including weapons, armor, tools, and household goods.

### **Spinning (24)**

The craft of using a spinning wheel to create hemp, flax, wool, silk, and cotton thread.

### **Stonemason (25)**

The craft of turning different stones including granite and marble into different building material and decorations.

**Tailor (26)**

The craft of making clothes from wool, cotton, linen, and silk.

**Tanner (27)**

The craft of turning animal skins into leather.

**Weaponsmith (28)**

The craft of making fine metals weapons and swords.

**Weaving (29)**

The craft of using a loom to convert thread into fabric.

**Woodcutting (30)**

The craft of using an axe or saw to cut down trees for fire and construction wood.

### **Critical Hit Results (D20)**

These are the random results of a critical hit during a battle that causes severe and permanent damage.

#### **Armor Pierced (1)**

A character's weapon pierces through an opponent's armor completely ignoring it.

#### **Armor Shattered (2)**

A character hits so hard that it breaks or shatters an opponent's armor or shield.

#### **Bleeding (3)**

A character cuts an opponent so deeply that he profusely bleeds.

#### **Broken Bone (4)**

A character hits an opponent so hard that he breaks or shatters his bones.

#### **Chopped In Half (5)**

A character slices an opponent's torso in half.

#### **Damaged Eye (6)**

A character destroys an opponent eye.

#### **Damaged Organs (7)**

A character destroys or burst an opponent's internal organ.

#### **Decapitated (8)**

A character chops off an opponent's head.

#### **Fatal Wound (9)**

A character injures an opponent so that he dies within a few hours.

#### **Head Injury (10)**

A character hit or strikes an opponent's head causing severe brain damage.

#### **Infected Wound (11)**

A character causes a cut that becomes extremely infected.

#### **Killing Blow (12)**

A character hits an opponent that instantly kills him.

#### **Knocked Over (13)**

A character hits an opponent so hard that he is knocked to the ground.

#### **Limb Damaged (14)**

A character hits an opponent's arm or leg so hard that it is permanently damaged.

#### **Permanent Scar (15)**

A character hits an opponent so it leaves a permanent scar.

#### **Severed Limb (16)**

A character chops off an opponent's arm or leg.

#### **Stunned (17)**

A character hits with such force that an opponent is stunned and cannot respond for a few minutes.

#### **Unconscious (18)**

A character is hit so hard in the head that he knocked unconscious.

#### **Weapon Broken (19)**

A character strikes an opponent so hard that he breaks or shatters an opponent's weapon.

#### **Weapon Dropped (20)**

A character's attack causes an opponent to drop his weapon.

### **Cursed Items (D20)**

These are the curse that can be inflicted onto a magic items and weapons.

#### **Aging (1)**

This items causes a person to age at an incredibly high rate.

#### **Amnesia (2)**

This item causes a person to lose his memories about himself.

#### **Anger (3)**

This item causes a person to go into attack with blind fury.

#### **Attack Attraction (4)**

This item causes every opponent to attack him

#### **Ally Attack (5)**

This item causes a person allies to attack him.

#### **Bleeding (6)**

This item prevents a person's cuts from ever healing.

#### **Disease (7)**

This item gives a person disease that slowly gets worse and worse but never kills him.

#### **Hate (8)**

This item causes everyone to hate and fear him.

#### **Impaired Vision (9)**

This item distorts a person's vision making it hard for him to see clearly.

#### **Domination (10)**

This item slowly tries to take over a person mind.

#### **Encounter Attraction (11)**

This items draws monsters to a person from all over the world.

#### **Storm (12)**

This item causes it to rain where ever he is.

#### **Inaccurate (13)**

This cursed weapon never hits during combat.

#### **No Damage (14)**

This cursed weapon hits but causes little or no damage.

#### **Paranoia (15)**

This item slowly makes a person more and more paranoid.

#### **Possessed (16)**

This item slowly replaces a person personality with its own.

#### **Self Hitting (17)**

This cursed weapon always hits a person instead of his target.

#### **Sickness (18)**

This item causes a person to always be sick and tired.

#### **Smell (19)**

This item causes a person to smell weird or really bad.

#### **Weakness (20)**

This item causes a person to be physically weak.

### **Divination Methods (D44)**

These are different techniques used to determine the result of future events.

#### **Aeromancy (11)**

See the future in the patterns of atmospheric conditions and cloud patterns.

#### **Astrology (12)**

Determining future events using the movement of celestial bodies.

#### **Augury (13)**

See the future from the flight pattern of birds.

#### **Casting Lots (14)**

The throwing sticks, dice, stones, bones, beans, and coins to determine the answer to any questions.

#### **Ceromancy (21)**

The divination of future events using melting candles and the pattern created by dripping wax.

#### **Clairvoyance (22)**

These are spiritual visions a person has using various plants to determine the future and achieve religious enlightenment.

#### **Dowsing (23)**

Looking for hidden water or treasure using a diving rod.

#### **Dream Analysis (24)**

A person can determine the future of the world by understanding the hidden messages of his dreams.

#### **Leximancy (31)**

Determine the answer to any question by randomly riffling through the pages of a book and picking a random word.

#### **Loom Reading (32)**

Reading the thread pattern to determine the future of the world.

#### **Numerology (33)**

The use of random numbers to determine the answer to hidden questions.

### **Oracle (34)**

These people speak prophecies which is the direct words of the gods.

#### **Palm Reading (41)**

Determining the future of a person by reading the pattern on a person's hands.

#### **Scrying (42)**

The use of a crystal ball, crystals, smoke, water, or fire to determine the will of the gods.

#### **Seer (43)**

The people can interpret the signs of the gods from the world around him.

#### **Tarot Cards (44)**

Using tarot cards to determine a person's future.

## **Dragons (D20)**

These are the multitude of dragons that exist in the fantasy realms.

### **Astral Dragon (1)**

These silver dragons breathe a cloud of ice shards that will pierce the bodies of their opponents.

### **Bone Dragon (2)**

These animated dragon bones are very difficult to kill and they breathe necrotic energy from their mouth.

### **Chaos Dragon (3)**

These rainbow colored dragons project a cone of change that causes anything touched by it to change and mutate.

### **Cloud Dragon (4)**

These super long serpentine dragon fly without wings and breath fire.

### **Death Dragon (5)**

These black skinned dragons are pure evil and they spit necrotic energy that causes anyone touched by it to decompose within seconds.

### **Dune Dragon (6)**

These brown dragons breathe a cloud that strips all the moisture from a victim's body.

### **Earthquake Dragon (7)**

These rock dragons are entirely covered in a layer of rock and they spray intense blast of sand that will shred a person into pieces.

### **Ethereal Dragon (8)**

These spectral dragons are made of ectoplasmic residue and they spray a cone of phantasmal force from their mouths.

### **Fairy Dragon (9)**

These small dragons have fairy wings and they have an extremely poisonous bite.

### **Forest Dragon (10)**

This green dragon breathes a cloud of poisonous gas that can kill everyone within a massive area.

### **Frost Dragon (11)**

This white dragon breathes a cone of freezing cold wind that will freeze anything solid touched by its wind.

### **Inferno Dragon (12)**

These red dragons breathe an intense flame that will melt almost anything.

### **Judgment Dragon (13)**

These bronze dragons have a metallic hide that is almost impossible to penetrate and they breathe a liquid acid from their mouths.

### **Justice Dragon (14)**

These gold dragons breathe a pulse of sound that will crush an opponent's body into a liquid.

### **Lich Dragon (15)**

This undead dragon is a dragon that becomes a powerful necromancer allowing it to control powerful death magic.

### **Lightning Dragon (16)**

These yellow dragons project lightning from their mouths. These super intelligent dragons that live in the top of distant mountains away far away from civilization as possible.

### **Sea Dragon (17)**

These sea born creatures have paddle like arms and legs but they still have wings so that they can swim underneath the waves or fly high into the sky. They breathe a stream of water at such high velocity it will cut through a boat's hull in seconds.

### **Shadow Dragon (18)**

These gray dragons can change their entire bodies into smoke and they breathe a deadly cloud of smoke that absorbs the life force from anyone touched by it.

**Shock Dragon (19)**

These blue dragons are the most intelligent creatures in the world and they breath deadly sparks that will burn and sock anything touched by them.

**Zombie Dragon (20)**

These undead dragons are rotting corpses that slow moving but are very difficult to kill because of their regenerative abilities. They can spew plague ridden bile from their mouths.

## **Druid Spells (DI00)**

These are the nature spells cast by druids and rangers.

### **Acid Fog (1)**

This spell creates a cloud of corrosive fog to dissolve a druid's enemies.

### **Acid Spit (2)**

This spell allows a druid to spit a corrosive acid on an opponent.

### **Animal Companion (3)**

This spell summons an animal companion under a druid's control.

### **Animal Growth (4)**

This spell causes a animal to grow to an immense size.

### **Animal Instinct (5)**

This spell allows a druid to react with animal instincts that makes the deadly warriors.

### **Animal Messenger (6)**

This spell summons an animal messenger under the druid's control.

### **Avalanche (7)**

This spell causes any material on a slope that accelerate and crush a druid's enemies.

### **Aquatic Form (8)**

This spell causes gills to form and webs to form between a person fingers and toes.

### **Barkskin (9)**

This spell causes bark to form over a druid's skin.

### **Bear Form (10)**

This spell allows a druid to change in a giant bear.

### **Beast Lore (11)**

This spell gives a druid knowledge of all the powers and secrets of a target beast or monster.

## **Bloodlust (12)**

This spell causes a person to go into a violent blood rage that gives them incredible physical strength.

### **Burning Hands (13)**

This spell causes a druid's hand to burn with an intense fire that will cause anything catch on fire.

### **Call of the Wild (14)**

This spell cause animals to charge or stampede into a druid's enemies.

### **Camouflage (15)**

This spell allows a person to change his appearance to disappear into any natural environment.

### **Carapace (16)**

This spell forms a hard carapace over a druid's entire body.

### **Cat Form (17)**

This spell allows a druid to change into a giant predatory cat.

### **Charm Animal (18)**

This spell allows a druids to control the actions of an animal or beast.

### **Climb (19)**

This spell allows a druid to climb any surface no matter how smooth or slippery.

### **Control Water (20)**

This spell allows a druid to control the movement of any body of water.

### **Control Weather (21)**

This spell allows a druid to control the weather in any environment.

### **Create Water (22)**

This spell causes a spring of pure water to sprout out of the ground.

### **Cyclone (23)**

This spell produces a whirlpool in any body of water.



**Death Blossom (24)**

This spells causes plants and vegetation to explode.

**Death Seed (25)**

This spell causes a seed to form in a person body that slowly sucks the life force from a person's body.

**Demoralizing Roar (26)**

This spell allows a druid to create a roar that creates intense fear and self doubt in a druid's enemies.

**Earthquake (27)**

This spell causes a massive earthquake to hit a local area.

**Entangling Roots (28)**

This spell causes the roots of plants to sprout out of the ground to grab hold of the legs of a druid's enemies.

**Fairy Fire (29)**

This spell covers a person in hundreds of magical flames that burn him alive.

**Fairy Flight (30)**

This spell allows a druid to float and fly.

**Ferocious Bite (31)**

This spell allows a druid to bit through any material.

**Firestorm (32)**

This spell causes the entire ground under a druid's enemies to burst into flames.

**Fissure (33)**

This spell causes the ground to open up an swallow a druid's opponents.

**Flood (34)**

This spell produces an immense amount of water to burst over the land in front of a druid.

**Fog (35)**

This spell causes a thick fog to cover an entire battlefield.

**Force of Nature (36)**

This spell causes all the vegetation in a given area to gather together to form a powerful monster.

**Frenzy (37)**

This spell gives a druid incredible speed and agility.

**Gaseous Form (38)**

This spell allows a druid to turn into a gas.

**Grasping Trees (39)**

This spell causes all the trees in an area to come to life and grab hold of a druid's enemies.

**Gust of Wind (40)**

This spell creates a massive gust of wind that can knock over almost anything in its way.

**Hail Storm (41)**

This spell causes massive hail to hurtle down on a druid's enemies.

**Hurricane (42)**

This spell produces a hurricane level wind that can knock down an entire army of opponents.

**Insect Swarm (43)**

This spell produces a swarm of insects that will devour a druid's opponents.

**Iron Body (44)**

This spell makes a druid's body as hard as steel.

**Ironwood Skin (45)**

This spells makes a druid's body as hard as ironwood.

**Leap (46)**

This spell allows a druid to leap incredible heights and distances.

**Lifebloom (47)**

This spell allows a druid to absorb the life energy from the vegetation around him to heal him.

**Living Seed (48)**

The spell implants a seed in a druid's opponent to grows and consumes him from the inside.

**Long Strider (49)**

This spell allows a druid to leap from branch to branch within a forest.

**Maim (50)**

This spell allows a druid to tear an opponent apart.

**Mighty Leap (51)**

This spell allows a druid to jump hundreds of feet up or across any area.

**Naturalize (52)**

This spell causes all magic or enchantments to be absorbed by the nature.

**Overgrowth (53)**

This spell causes all the vegetation in an area to explosive grow.

**Pathfinding (54)**

This spell allows a druid to find the safest path to any location.

**Plant Animation (55)**

This spell allows a druid to animate the movements of plants and trees.

**Plant Mutate (56)**

This spell a druid to change plants and trees into deadly monsters under his control.

**Plant Form (57)**

This spell allows a druid to become a living plant or tree.

**Poison Bite (58)**

This spell makes a druid's bite deadly.

**Poison Wind (59)**

This spell creates a poisonous cloud that will kill anyone that breathes it in.

**Pounce (60)**

This spell allows a druid to knock down anyone that he hits.

**Prowl (61)**

This spell makes a druid impossible to detect.

**Rain (62)**

This spell cause it to rain.

**Rain of Fire (63)**

This spell causes it to rain fire onto a druid's enemies.

**Rain of Thorns (64)**

This spell causes it to rain poisonous thorns onto a druid's enemies.

**Razor Claws (65)**

This spells causes a druid to form razor sharp claws on his fingers that cut through almost anything.

**Regrowth (66)**

This spell causes a limb to regrow severed limbs.

**Roar (67)**

This spell allows a druid to roar that completely demoralizes all his opponents.

**Rock Rain (68)**

This spell causes rocks to rain down from the sky on to a druid's enemies.

**Rock Slide (69)**

This spell causes massive rocks to roll down any slope onto a druid's enemies.

**Savage Surge (70)**

This spell gives a druid an immense amounts of power and speed.

**Scale Skin (71)**

This spell covers a druid's body in protective scales.

**Serpent Arms (72)**

This spell turns a druid's arms into giant poisonous snakes.

**Serpent Form (73)**

This spell allows a druid to change himself into a giant poisonous snake.

**Sleep Pollen (74)**

This spells rains down magic pollen onto a druid's opponents to makes them fall into a magic sleep.

**Snake Arms (75)**

This spell turns a druid's arms into giant constricting snakes.

**Snare (76)**

This spell causes the grass or vines to grab and restrain a druid's enemies.

**Speak with Animals (77)**

This spell allows a druid to speak with animals and find out what they have experienced.

**Speak with Plants (78)**

This spell allows a druid to speak with plants and find out what they have experienced.

**Spider Climb (79)**

This spell allows a druid to climb any surface like a spider.

**Spike Growth (80)**

This spell causes any vegetation to grow poisonous spikes.

**Spirit of Oak (81)**

This spell makes a person body as hard as oak.

**Spit Poison (82)**

This spell allows a druid to spit a deadly poison.

**Splinter Bolt (83)**

This spell fires huge wood splinter at incredible speeds at a druid's opponent.

**Stone Rain (84)**

This spell causes giant stones to rain down on a druid's enemies.

**Symbiosis (85)**

This spell allows a druid to join with an animal to gain its special abilities.

**Tangling Weeds (86)**

This spell causes animated weeds to sprout out of the ground that grab at a druid's enemy's ankles.

**Thorn Shield (87)**

This shield of poisonous thorns forms

**Thorn Skin (88)**

This spell causes poisonous thorns to cover a druid's body.

**Tornado (89)**

This spell produces a tornado to slam into a druid's enemies.

**Tranquility (90)**

This spell causes a natural disaster to stop.

**Tsunami (91)**

This spell creates a massive water on any body of water.

**Underwater Breathing (92)**

This spell allows a person to breathe underwater.

**Unstable Mutation (93)**

This spell causes a person body to mutates uncontrollably and explode.

**Wall of Thorns (94)**

This spell causes a wall of poisonous vines to sprout out of the ground.

**Wall of Vines (95)**

This spell creates a wall of animated vines.

**Web (96)**

This spell fires a web that completely entangles a druid's opponents.

**Wild Growth (97)**

This spell causes a druid animal companion to grow to incredible size and power.

**Wind Mastery (98)**

This spell allows a druid to control the speed and direction of the winds.

**Wolf Form (99)**

This spell allows a druid to change into a giant wolf.

**Wood Psion (100)**

This spell causes massive trees to burst out of the ground an surround a druid's enemies.

### **Dungeon Encounters (DI00)**

These are the events and encounters that a party of adventurers must survive in order to reach the final boss of castle, keep, catacomb, wizard's tower, or dungeon.

### **Alchemical Laboratory (I)**

This room has tables filled with bubbling colorful liquids in various glass containers.

### **Animated Room (2)**

Everything including the furniture and walls are animated and dangerous.

### **Arcane Workshop (3)**

This room is filled with ancient artifacts and various golems under construction.

### **Art Gallery (4)**

This chamber is filled with normal and magical statues and paintings.

### **Barracks (5)**

This room is filled with bunks that each contains a sleeping soldier.

### **Bell Tower (6)**

This chamber has an immense bell that can produce an incredible sound when rung.

### **Bizarre Gravity (7)**

This room has a magically induced gravity field that cause the room to have little or no gravity or a gravity so intense that it will crush anyone that enters.

### **Blazing Room (8)**

This room gets hotter and hotter so everyone in it will be cooked if they don't get out quickly.

### **Blood Vault (9)**

This room is filled with immense glass tanks of human blood.

### **Cell Chamber (I0)**

These rooms have multiple prison filled with skeletons or imprisoned innocents.

### **Collapsed Hallway (II)**

The walls and ceiling of this hallway has collapsed making it totally inaccessible.

### **Collapsed Room (I2)**

The walls and ceiling of this room has collapsed making it totally inaccessible.

### **Crawling Space (I3)**

This hallway is extremely low so the party must crawl through it to get to the next chamber.

### **Crushing Room (I4)**

This room produces a magical field that produces immense amounts of gravity so everyone in it are pulled to the ground with immense force.

### **Crystal Ball (I5)**

These magical crystal balls allow a wizard to see future events with limited clarity that depends on the power of the wizard.

### **Dance Hall (I6)**

This room is a beautifully decorated ballroom that causes everyone in the party uncontrollably dance.

### **Dark Ritual (I7)**

There is a evil ritual being performed in this room.

### **Deadly Garden (I8)**

This garden is filled with deadly and poison plants that will try to kill anyone that enters it.

### **Dimensional Portal (I9)**

This is a magical portal to another dimension, Heaven, or Hell.

### **Dining Hall (20)**

This room is filled with long wooden tables but is in great disrepair and covered in dust.

### **Doppelgangers (21)**

These creatures can take on the appearance of the party and they have almost the same powers making them extremely deadly.

### **Egg Chamber (22)**

This room is filled with giant eggs and possible its mother.

### **Elemental Chamber (23)**

These chambers are filled with different magical elements including water, fire, ice, nature, and earth elements.

### **Escape Route (24)**

This secret passage leads to a tunnel that has access to the world outside the dungeon.

### **Eternal Stairs (25)**

This magical staircase has no end and leads a person on an eternal journey with no end.

### **Falling Hallway (26)**

This entire hallway suddenly sloped downward dropping everyone walking down it into a spiked wall.

### **False Treasure Room (27)**

This room is filled with fake treasure that looks like real treasure.

### **Final Boss (28)**

This is the owner of the dungeon that must be beaten to defeat this dungeon.

### **Floating Platform (29)**

These are magically levitating platforms that rise and lower in a rhythmic pattern.

### **Floating Stream (30)**

This is a stream the flow through the air that enters one hole in the room and leaves through another hole.

### **Flooded Chamber (31)**

This underground chamber is filled with water.

### **Frictionless Room (32)**

This floor and walls of this room are frictionless so it is impossible to walk or crawl in it without falling.

### **Giant Web (33)**

This entire room is filled with a huge magical web.

### **Guardian (34)**

This powerful monsters that guard the creator of this dungeon.

### **Head Room (35)**

This room is attached to hundred of heads mounted on a strange gold plate on the bottom of the next. These heads can be used to replace the head of the wizard.

### **Hidden Room (36)**

This room is entered from a secret passage at it provides sanctuary for the party so that they can rest.

### **Huge Expanse (37)**

A room may have a huge expanse that requires a party to swing across by ropes or magical forms of transportation to get across the abyss.

### **Hypnotizing Room (38)**

Everyone in this room are hypnotized causing paralysis and eternal slumber.

### **Ice Tomb (39)**

This room is freezing cold so anyone inside it will freeze solid if they don't get out quickly.

### **Immense Room (40)**

When a party enters this room that can instantly tell that it is impossibly large and is many times larger than the entire tower.

### **Levitating Disc (41)**

These are magical discs that float from different levels.

### **Levitating Room (42)**

This room causes anyone in it to float in the air.

### **Living Statues (43)**

The statues and suits of armor are animated and will attack anyone that goes near them.

### **Locked Door (44)**

A sequence of magical keys are required to make it all the way through a dungeon.

### **Magic Fountain (45)**

These fountains are filled with magical water that provide magical power and enchantments.

### **Magic Library (46)**

This room is filled with magic tomes, secret maps, and books filled with ancient secrets.

### **Magic Mirror (47)**

This magic mirror allows a wizard to see any place or person that the wizard speaks about.

### **Magic Portal (48)**

This magic gateway leads to any place that is visible on its swirling portal.

### **Magic Vortex (49)**

This room is filled with a magic cyclone that will suck anyone inside that touches it.

### **Magical Elevator (50)**

This is a magical elevator that can move a party at speed to different parts of the dungeon.

### **Magical Pool (51)**

This pool of water has magical properties that will enchant anyone that drinks or touches the water.

### **Magical Trap (52)**

This is a magical trap that kills or subdues by attacking the party with magical spells and enchantments.

### **Map Room (53)**

Simple maps have been painted on walls by past adventurers that have passed through in the past.

### **Marionettes (54)**

The animated dolls attack the party with various weapons.

### **Maze (55)**

The inside of a dungeon is a complex maze that has many dead ends and similar structure that can easily confuse an adventurer.

### **Mechanical Trap (56)**

This is a mechanical trap that kills or subdues by attacking the party with blades, darts, arrows, gases, and pits.

### **Memory Pool (57)**

A power wizard can pull memories directly from their minds and store it in this basin so that anyone can view it in the future.

### **Menagerie (58)**

This chamber is filled with a living examples of many exotic monsters that would be deadly if ever released.

### **Monster Generators (59)**

These arcane machines actually produce monsters when they are activated so a party must destroy them before a room is flooded with monsters.

### **Monsters (60)**

Each chamber of a dungeon may be defended by a monster or a group of monsters.

### **Multi Dimensional (61)**

These rooms exist in multiple dimensions so depending on how a party enter the room depends on which of its walls in the natural floor of that specific dimension.

### **Musical Crystals (62)**

This room is filled with giant crystals that play beautiful music when they are touched.

### **Natural Rift (63)**

This is a natural giant chasm.

### **Natural Stone Bridge (64)**

This is a natural bridge that spans an immense giant chasm.

**Observation Slit (65)**

These are small hole or slits built in a dungeon wall that allows a person on the other side to see or attack people in the observation room. This is usually hidden behind a painting or tapestry.

**Pillar Walkway (66)**

An endless abyss can only be crossed by walking on top of small pillars that magically appear to come from this abyss.

**Pocket Dimension (67)**

This room is an alternate dimension that might be as large as an entire kingdom.

**Puzzle Room (68)**

This room has puzzle or riddle that must be figured out in order to move onto the next room.

**Relic Room (69)**

This room has a single powerful magical artifact with a powerful magic field around it.

**Repository of Dreams (70)**

When this room is entered, the party enters a perfect representation of a wizard's dream or nightmare creating a very warped reality.

**Research Library (71)**

This is a library filled with arcane tomes and scrolls.

**Room of Darkness (72)**

This room is filled with a magical darkness that cannot be penetrated by any form of normal or magical light.

**Rope Bridge (73)**

This bridge of rope and wood panels cross a mass expanse and it can be cut to prevent passage over this raven.

**Rotating Room (74)**

This room rotates around its axis when the lever at its center is pulled.

**Secret Door (75)**

This is a hidden door or a door concealed by a magical enchantment.

**Secret Passageway (76)**

This is a series of secret tunnels that allow a party to avoid deadly chambers. The doors to these chambers are usually well hidden.

**Sinkhole (77)**

This room has a sinkhole in it that leads to a underground cave.

**Slave Pens (78)**

This a gate covered pits filled with humanoid and human slaves.

**Slippery Slope (79)**

The only way to a higher level of a dungeon is a oiled slope.

**Specimen Room (80)**

This room is filled with hundreds of monstrous specimens stored in vile liquids in glass containers.

**Spinning Cylinder (81)**

This hallway is a spinning cylinder that causes anyone walking through it to fall and slip.

**Spinning Floor (82)**

The floor of this room is a massive spinning disc that will throw everyone on it to the floor and against the walls.

**Squeezeway (83)**

These are very narrow hallways that must be squeezed through sideways to get through.

**Statue Room (84)**

This chamber has an immense statue that is a tribute to a deity or the owner of the dungeon.

**Stepping Stones (85)**

These are magic floating stepping stones that cross a giant ravine. These stepping stones float on top of a lake of lava. These stepping stones can also float over a lake of acid.

**Teleport Tile (86)**

These tiles instantly teleport a person to another tile when a person steps on it.

**Teleportation Platform (87)**

These magical devices allow a person to instantly teleport from one room to another simply by stepping on this device.

**Temple (88)**

This room is a temple or shrine to an evil god.

**Throne Room (89)**

This is the main hall or throne room of the ruler of this dungeon.

**Torture Chamber (90)**

This room is filled with numerous torture devices and the remains of many victims.

**Transformation Table (91)**

This table injects a person or monster with pure chaos or arcane magic to transform them into a twisted and super powerful monster.

**Transforming Room (92)**

This room has a powerful magic field that slowly transform anyone in it into a monster or mutant.

**Trash Pit (93)**

This is a chamber filled with refuse and trash.

**Treasure Room (94)**

This room is filled with coins, jewelry, gems, and magic items.

**Trophy Room (95)**

This chamber is filled with stuffed trophy animals.

**Unstable Room (96)**

This room is filled with strange magical energies causing the laws of physics to constantly change in it.

**Vertical Hallways (97)**

These very tall vertical hallways are the only way between different levels of a dungeon and they have no ladders.

**Wandering Monsters (98)**

This is an encounter with a wandering monster within the dungeon.

**Wind Tunnel (99)**

This tunnel has an immense wind that makes it almost impossible to walk through it.

**Wooden Bridge (100)**

This giant bridge crosses over a great expanse and it can be defended a single monster that must be defeated to get to the other side.



## **Elementals (D20)**

These creatures are made of pure substances that have been animated by some powerful magic.

### **Air Elemental (1)**

These creatures are made of pure air and they can form gust of wind so strong that they can lift up a horse and its rider and launch them across the battlefield.

### **Darkness Elemental (2)**

These evil creatures are made of pure darkness and they can absorb adventurers into the world of darkness and despair that makes up their bodies.

### **Dust Elemental (3)**

These elementals are created from air and earth elements. These creatures can tear a person apart with their gusting winds filled with dirt and grit.

### **Earth Elemental (4)**

These creatures are made of solid rock so they are incredibly strong and resistant to damage but they are also extremely

### **Fire Elemental (5)**

These elementals are made of magical flames that allow them to project baleful flames to consume their enemies. Their bodies are so hot that any non-magical weapon that touches them will instantly melt.

### **Hate Elemental (6)**

These creatures are created of pure hate allowing them to drive anyone around them into a murderous rage. They look like elongated black stick figures with bright red eyes.

### **Heat Elemental (7)**

These creatures are composed of air and fire elements making them a vortex of super hot air. These creatures can roast a person alive in seconds with this super hot air.

### **Ice Elemental (8)**

These elementals are made of magical ice and they will freeze solid anyone that they touch. They can also fire shards of ice to kill and impale.

### **Lava Elemental (9)**

These creatures are the combination of the elements of fire and earth and lava flows from their bodies. These creatures can smash their enemies with their rock hard obsidian hands or spew lava on them.

### **Life Elemental (10)**

These creature are made of solid gold and they radiate healing energy that will heal any wounded that they touch.

### **Light Elemental (11)**

These elementals are made of blindingly bright light that makes them impossible to look directly at without being permanently blinded. They can project intense beams of light that will melt through armor and

### **Lightning Elemental (12)**

They creatures are made of twisting lightning and charge. These deadly elementals can fire hundreds of lightning bolts at their enemies.

### **Mist Elemental (13)**

These creatures are composed of water and air elementals. They can fill an entire battlefield with a deadly mist that will suffocate everyone surrounded by it.

### **Mud Elemental (14)**

These creatures are composed of the water and earth elementals. Their semi-liquid forms allows them form the hand into crushing fists or liquefy parts of the body making them impossible to destroy.

### **Nature Elemental (15)**

There creatures are made of plants and moss combined together into a humanoid mass that is almost impossible to destroy.

**Sand Elemental (16)**

These elementals are forged from sand allowing them to form their bodies into almost any size and shape.

**Shadow Elemental (17)**

These elementals are formed from shadows allowing them to control or kill a living creature by joining with their victim's shadow.

**Sound Elemental (18)**

These creatures are made of pure sound so they can produce extremely painful sounds or crush with a burst of sound and they are almost impossible to hurt.

**Steam Elemental (19)**

These creatures are made of fire and water elements making them composed of extremely hot steam. These elements can blasts their enemies with this magical steam cooking them alive.

**Water Elemental (20)**

These creatures are pure water and they can lash out with whip like tendrils or surround a victim in order to drown them.

## **Enchantments and Curses (D20)**

These are permanent magical curses and enchantments provide spell properties and abilities to a person or an entire environment.

### **Aquatic Form (1)**

This enchantment makes a person able to survive and operate underwater by obtaining a partial sea creature form and gaining gills and webbed hands and feet.

### **Armor Skin (2)**

This enchantment makes a person's skin indestructible and total immune to damage.

### **Beauty (3)**

This enchantment makes anyone look incredibly beautiful.

### **Blindness (4)**

This enchantment prevents a person from seeing.

### **Charm (5)**

This enchantment cause a person to fall in love with another person.

### **Cursed Pool (6)**

This magical pool places a curse on anyone that touched its water that causes him to change form into a different gender or an animal whenever he gets wet.

### **Deadly Fog (7)**

A magical fog covers an entire land that is filled with monsters or cause anyone in it to mutate or change.

### **Eternal Darkness (8)**

The sky above a kingdom is permanently shrouded in a magical darkness.

### **Eternal Sleep (9)**

This causes a person or kingdom to go into an eternal slumber.

### **Genius (10)**

This enchantment makes a person extremely smart and wise.

### **Hunger (11)**

This enchantment makes a person always hungry so that he can never be full.

### **Immortality (12)**

This enchantment makes a person immortal and allows his body to regenerate from almost any injury.

### **Killer (13)**

This enchantment makes a serial killer that must go out every night to find a new victim.

### **Pure Shot (14)**

This enchantment causes a person to never miss when he fires an arrow or swings a sword.

### **Rubber (15)**

This enchantment makes a person body stretchable and elastic.

### **Storm Caller (16)**

This enchantment cause there to a storm wherever the person goes.

### **Ugly (17)**

This enchantment makes a person look extremely ugly or like a terrible monster.

### **Wanderer (18)**

This enchantment prevents a person from ever resting and gives them uncontrollable wanderlust.

### **Won't Heal (19)**

This enchantment prevent a person's wounds from healing causing a person to bleed to death if they are ever cut.

### **Youth (20)**

This enchantment gives a person eternal youth.

## **Fantasy Diseases (DI0)**

These are magical disease that can inflict a character.

### **Embrace of Decay (1)**

This magic disease causes anyone infected to slowly decay and rot but become an immortal plague carrier.

### **Gold Touch (2)**

This magic disease causes anything touched by the infected to turn into solid gold.

### **Lycanthropy (3)**

This disease cause a person to change during a full moon in a wereanimal that depends on what type of animal first spread the disease.

### **Moon Madness (4)**

This disease causes a person to become a raving mad lunatic when exposed to moon light.

### **Red Rage (5)**

This disease causes a person to become a blood thirsty murderer that cares about nothing but killing.

### **Stone Skin (6)**

This disease causes portions of a person's body to become petrified. It slowly petrifies the body and leading to eventual death.

### **Sun Sickness (7)**

This disease makes sunlight deadly so that exposure to sun causes burning flesh and eventual disintegration.

### **Vampirism (8)**

This disease is spread through biting and it causes a person to die and become an undead monster that needs to feed on human blood. It makes sunlight deadly to them but their undead form has super human strength and the ability to regenerate any physical damage.

### **Warp Touch (9)**

This magic disease causes anything touched by the infected to turn into a different random material.

## **Zombie Plague (I0)**

This disease turns anyone infected with it into an undead monster that has an desire to eat human flesh and brains.

**Fantasy Flaws (D30)**

These are the special disadvantages that make a character special.

**Ages Backwards (1)**

A person has a magic curse that causes him to get younger but eventually he will become a child and disappear.

**Ages Quickly (2)**

A person has a magic curse that causes him to age at an extremely fast rate.

**Bad Luck (3)**

A person has a curse on him so everything he does as turns out badly.

**Blind (4)**

A person's eyes are damaged or have been magically blinded.

**Crippled (5)**

A person's body has been damaged so one of his limbs does not function properly.

**Dark Secret (6)**

A person has committed a horrible crime or performed an unspeakable act and will do anything to keep it a secret.

**Deaf (7)**

A person cannot hear.

**Diabolic Pact (8)**

A person has sold his soul to a demon or devil.

**Disfigured (9)**

A person body or face is deformed or mangled.

**Feeble (10)**

A person is extremely physically weak.

**Feud (11)**

A person is at war with another person or family.

**Hunchback (12)**

A person has a bent back that greatly limits his movement and range of motion.

**Infamous (13)**

A person is known throughout the world as an evil criminal.

**Lame (14)**

One of a person's arms does not work.

**Lightning Rod (15)**

All forms of electrical discharge always seem to hit this person.

**Low Self Esteem (16)**

A person does not trust or believe in himself.

**Lycanthrope (17)**

A person changes into a partial animal form when the moon is full.

**Missing Arm (18)**

A person is missing one arm.

**Missing Eye (19)**

A person is missing one eye. He wears an eye patch or has a glass eye.

**Missing Hand (20)**

A person is missing one hand. He might have a metal hook or trident in place of the hand.

**Mute (21)**

A person cannot speak.

**No Sense of Direction (22)**

A person always gets lost and cannot tell where he is.

**Oath of Faith (23)**

A person has made an oath to always stay loyal to his religion.

**Obese (24)**

A person is very fat.

**Poor Eyesight (25)**

A person can barely see. He requires glasses to see.

**Poor Hearing (26)**

A person can barely hear. He might use an ear horn to hear.

**Possessed (27)**

A person is possessed by a demon or devil so he loses control of his body sometimes.

**Repulsive (28)**

A person is so ugly, people turn away in disgust.

**Ugly (29)**

A person is very ugly.

**Undead Magnet (30)**

The undead can always find this person and they are magically drawn to him.

## **Fantasy Genres (D12)**

These are the different fantasy genres that a gamemaster can base his campaign on.

### **Apocalypse Fantasy (I)**

These are worlds that have had a massive climatic change that has caused most of the life to die off and the survivors must fight for survival. This change can include intense winter conditions or the world becoming a permanent desert.

### **Dark Fantasy (2)**

These are apocalyptic worlds that are filled with deadly doomsday creatures or have been overrun by the undead or demons.

### **Fairytale Fantasy (3)**

This is a normal world with a single magical creature or race including unicorns, fairies, witches, fairy godmothers, gnomes, gremlins, and mermaids, pixies, and dragons.

### **High Fantasy (4)**

This is the traditional world of wizards, elves, dwarves, and orcs where the world is in balance and magic is a mystery but part of everyday life.

### **Low Fantasy (5)**

This is an ancient setting that has a few very rare and hidden magical creatures and items.

### **Mecha Fantasy (6)**

Giant iron or monster based mecha powered by magic fight on the battlefields of these stories alongside wizards, archers, and knights.

### **Modern Fantasy (7)**

This is our modern world where mythical creatures and magic has returned.

### **Myth Fantasy (8)**

This is a normal world filled with all the creatures and gods of a specific cultural myths.

## **Prehistoric Fantasy (9)**

This is a low magic setting set in the prehistoric era of cavemen.

## **Science Fantasy (10)**

This is a high fantasy world that also has incredible technology that includes robots, spaceships, and lasers.

## **Steampunk Fantasy (11)**

This is a world where magical steam engines allow people to create wondrous machines like flying warships and giant walking iron men.

## **Swashbuckling Fantasy (12)**

These stories focus on the adventures of sea bound adventurers that include pirates and merchants and can also include the adventure of an airship captain and his crew.

## Fantasy Locations (DI00)

These are the various mundane and incredible locations that a fantasy can be located.

Abandoned Mine (1)	Evil Shrine (26)	Haven (51)	Sea Castle (76)
Abandoned Village (2)	Fishermen's Village (27)	Hidden Shrine (52)	Sea of Blood (77)
Ancient Ruins (3)	Floating Castle (28)	Hidden Village (53)	Sewer (78)
Ancient Temple (4)	Floating Island (29)	Ice Cavern (54)	Shrine (79)
Arboretum (5)	Flying Fortress (30)	Infernal forest (55)	Slave Pits (80)
Arena (6)	Forbidden City (31)	Inn (56)	Smuggler's Hideout (81)
Assassin's Guild (7)	Forest Glade (32)	Keep (57)	Stronghold (82)
Bandit's Hideout (8)	Fortress (33)	Lighthouse (58)	Sunken City (83)
Bridge (9)	Frontier Outpost (34)	Lost Mine (59)	Sunken Shrine (84)
Castle (10)	Garden (35)	Lost City (60)	Temple (85)
Catacomb (11)	Ghost Tower (36)	Mage Observatory (61)	Temple of Chaos (86)
Cathedral (12)	Golden Spires (37)	Mage's Keep (62)	Theater (87)
Cave (13)	Graveyard (38)	Marsh Cave (63)	Thieves' Guild (88)
Caverns (14)	Great Corral Reef (39)	Mausoleum (64)	Tomb (89)
Church (15)	Great Desert (40)	Merchant's Guild (65)	Town (90)
Citadel (16)	Great Hall (41)	Mine Shafts (66)	Tribal Village (91)
Coastal Encampment (17)	Great Rift (42)	Mountain Keep (67)	Undersea Cave (92)
Cold Lands (18)	Great Wall (43)	Pirate Cove (68)	Undersea City (93)
Colosseum (19)	Guardhouse (44)	Pyramid (69)	Vampire Castle (94)
Crypt (20)	Hall of Giants (45)	Royal Palace (70)	Vault (95)
Dark Tower (21)	Hamlet (46)	Ruined Castle (71)	Village (96)
Desert Oasis (22)	Hanging Gardens (47)	Ruined Library (72)	Volcanic Tunnels (97)
Dragon Lair (23)	Harbor (48)	Ruined tower (73)	Waterfall Cave (98)
Dungeon (24)	Harbor Town (49)	Sanctuary (74)	Wizard's Tower (99)
Empire of Shadows (25)	Haunted House (50)	Savage Frontier (75)	World Tree (100)



## **Fantasy Machines and Vehicles (D30)**

These are the arcane vehicle and machines that are power with steam or magic.

### **Airship (1)**

The floating ships can float using levistones that raise these extremely heavy boats into the air and propelled using magical wakes.

### **Arcane Ships (2)**

These wooden ships are powered by magic allowing them to achieve incredible speeds without any sails or oars.

### **Arcane Sub (3)**

This arcane machine uses powerful hexes to dive under the water and create a breathable atmosphere inside its crew compartment.

### **Arcane Wings (4)**

This magical device has two arcane wings that can be strapped to person's back and allows him to fly through the air.

### **Balloon (5)**

A hot air balloon can lift a basket into the air and the passengers can drop rocks down on the battlefield.

### **Balloon Ship (6)**

A wooden ship is lifted by a massive lighter than air balloon and it moves forward using steam powered propellers.

### **Canoe (7)**

This boat is a carved out log that requires a oars to move.

### **Demon Engine (8)**

This is an machine that has been possessed by demons giving them life and movement.

### **Dragonfly Bike (9)**

This arcane machine has gossamer wings beat at an incredible rate lifting this one man cycle into air.

### **Floating Disc (10)**

These arcane disc attach themselves to anyone that stands on them and they fly at incredibly high speeds.

### **Flying Broomstick (11)**

This magical device channels a mage's magic powers so that he can fly at incredible speeds when riding this broomstick.

### **Iron Bull (12)**

This iron bull is animated by magic allowing it to charge and gore like a real bull but it is almost indestructible. An iron bull can be ridden and controlled by a rider.

### **Iron Dragon (13)**

This iron dragon is animated by magic allowing it to fight and fly like a real dragon but it is almost indestructible. An iron dragon can be ridden and controlled by a rider.

### **Iron Horse (14)**

This iron horse is animated with magic making it has agile and fast as a living horse but almost indestructible.

### **Long Ship (15)**

This large boat uses multiple oars and a sail to travel the ocean.

### **Magic Carpet (16)**

This carpet can fly at incredible speeds and it can hold any weight as long as it fits on its surface. A magic carpet is an intelligent device that can moves to its owners commands.

### **Ornithopter (17)**

This magical single man machine uses cloth wings to fly through the air then spreads these wings to glide through the air.

### **Outrigger Canoe (18)**

This canoe has another log on one or both sides that gives it stabilization during storms.

### **Raft (19)**

These are multiple log strapped together that float on the sea that can be propelled with a long stick, sail, or oars.

### **Oar Ship (20)**

The boat has many oars that propel it over the sea.

### **Sailing Ship (21)**

This massive boat use many large sail to sail across the ocean.

### **Sea Chariot (22)**

This undersea chariot is pulled by giant seahorses or by dolphins.

### **Spirit Barge (23)**

This ethereal ship can fly through the air and once it has been dominated, it will allow people to ride inside it.

### **Steam Armor (24)**

This massive suit of armor is powered by a magical steam furnace that allows it to move at will. These war machines carry an immense hand weapon or a magical cannon.

### **Steam Cycle (25)**

These cycles are powered by massive steam engines allowing it to move at incredible speeds.

### **Steam Ship (26)**

This giant wooden ship uses steam powered water wheels or beating sails to propel the ship forward.

### **Steam Tank (27)**

These heavily armored tanks have large wood wheels that are powered by a magical steam engine. These machines carry a deadly magical cannon into battle.

### **Steam Wagon (28)**

These wagons are powered by a steam engine allowing it to transport huge amounts of cargo or passengers.

### **War Chariot (29)**

This chariot is pulled by one or two horses, lions, boars, wolves, or lizards carrying a warrior to fire a bow at his enemies.

### **War Wagon (30)**

This armored coach is pulled by four horses and it carries magical cannons.

### **Fantasy Virtues (D30)**

These are special feats or abilities that make a character powerful and unique.

#### **Acrobatic (1)**

A person is extremely agile and has total control over his body.

#### **Amazing Orator (2)**

A person has an incredible ability to control and motivate large crowds with his words.

#### **Animal Companion (3)**

This is an animal that will protect its master.

#### **Athletic (4)**

A person is extremely strong and in excellent health.

#### **Berserker (5)**

A person can enter a battle rage that gives them incredible strength during a battle.

#### **Blind Fighting (6)**

A person uses his other senses to fight in total darkness.

#### **Deity's Child (7)**

A person is a child of the gods so has special powers.

#### **Die Hard (8)**

A person is almost impossible to kill because he refuses to die.

#### **Dungeon Sense (9)**

A person always knows the safest path to take when exploring a dungeon.

#### **Escape Artist (10)**

A person can always escape from ropes and chains to restrains him.

#### **Fairy Blood (11)**

A person is a descendant of fairies so has special power and access to the secret world of these creatures.

#### **Fearless (12)**

A person has no fear and will do anything no matter how dangerous.

#### **Fleet (13)**

A person is incredibly fast and agile.

#### **Giant Blood (14)**

A person is a descendant of giants so he is extremely tall and powerful.

#### **Good Luck (15)**

A person always seems to succeed no matter what the odds.

#### **Guardian Angel (16)**

An angel looks after this person and protects him in times of need.

#### **Immortal (17)**

A person has a magic enchantment that allows him to live forever unless he is not killed.

#### **Incredible Fortitude (18)**

This person has amazing endurance that allows him to absorb immense amounts of damage and keep on fighting.

#### **Iron Will (19)**

A person has incredible willpower and resolves and can withstand any hardship to finish her task.

#### **Monster Companion (20)**

This is a monster will follow and protect its master.

#### **Natural Magician (21)**

A person has the natural ability to cast spells and understand magical techniques.

#### **Perfect Aim (22)**

A person is a perfect shot with a bow and arrow.

#### **Perfect Balance (23)**

A person has perfect balance so he can never fall or be knocked down.

#### **Power Sink (24)**

A person can store immense amounts of magic power so he can cast incredibly powerful spells.

**Quick Draw (25)**

A person can draw and load a bow with incredible speed.

**Shapeshifter (26)**

A person can change his form completely or partially into another animal.

**Stubborn (27)**

A person never gives up so he will keep on fighting no matter how bad conditions get.

**Trap Sense (28)**

A person can sense the presence of hidden traps allowing him to always avoid them.

**Vital Strike (29)**

A person always knows the point of an opponent's body that hat cause the most damage when attacked.

**Wilderness Sense (30)**

A person can naturally guide through a forest and survive using only nature.

### **Festival Games (DI2)**

These are the games played at local festivals to win the hearts of local maidens or the princess of the land. These are games of skill, strength, or agility.

#### **Archery (I)**

Competitors fire arrows at targets and the one closest to bulls eye wins.

#### **Boxing (2)**

Two competitors wrap their hands in cloth and the first one to knock the other down wins.

#### **Caber Toss (3)**

In this Highland game a person balances a extremely long log and attempts to throw it so turns end over end.

#### **Hammer Throw (4)**

Competitors see who can throw a metal ball on a chain the farthest.

#### **Javelin Throw (5)**

Competitors throw javelin and the person the throws the farthest wins.

#### **Jousting (6)**

Two knights in full armor riding a war horse attempt to knock each other off using a padded lance.

#### **Log Fighting (7)**

Two competitors fight with sticks standing on a log bridge. The winner must knock the other player off the bridge.

#### **Log Rolling (8)**

Two men balance on a floating log and they attempt to roll the log with their feet so the other person falls off.

#### **Sheaf Toss (9)**

Competitors see who can throw a bundle of straw the farthest.

#### **Stick Fighting (10)**

Two competitors fight with sticks scoring points for hitting their opponent.

### **Stone Put (II)**

Competitors see who can shot put a stone the farthest.

### **Wrestling (I2)**

Two competitors wrestle and the first one to throw or pull a person to his back wins.

### **Forest Encounters (D50)**

These are the events or encounters that a party of adventurers will discover in a forest.

#### **Animal Stampede (1)**

All the animals of the forest are stampeding past your party without any fear of them because they are running from something even more dangerous.

#### **Antmen (2)**

These intelligent creature work together to gather food and build their underground villages.

#### **Bandits (3)**

These brigands lay in wait to ambush at travelers through a dark forest.

#### **Bear (4)**

These creatures roam the forest and they are extremely territorial so they will attack anyone that enters their territory.

#### **Bear Trap (5)**

This mechanical clamp will slam shoot around an animal or person ankle if it is stepped on breaking bone.

#### **Broken Road (6)**

This forest path is in total disarray so carts will find it difficult or impossible to traverse.

#### **Campsite (7)**

Other adventures or travelers have set up a campsite for the night.

#### **Carnivore Plants (8)**

This massive plants will grab and eat anyone that gets to close.

#### **Centaur (9)**

These human horse hybrids are the protectors of the forest and will destroy anyone that attempts to destroy the trees.

#### **Dryads (10)**

These tree spirits are guardians of the trees and she will die if her partner tree ever dies.

#### **Elf Village (11)**

These villages of wood elves has a magic barrier that will not allow anyone to enter without permission.

#### **Endless Forest (12)**

This magic forest has no end so anyone trapped in it will wander forever.

#### **Fairies (13)**

This small magical creatures are defenders of the forest and they will harass anyone that tries to hurt their trees.

#### **Forest Fire (14)**

The entire forest is on fire so the party must escape as soon as possible.

#### **Forest Glade (15)**

This is an open area where there are no trees and sunlight shines down.

#### **Forest Lord (16)**

This creature is the heart of the forest and the entire forest will die.

#### **Forest of Madness (17)**

This magical forest twists the mind of anyone wandering through it so a party must quickly get out before their minds are completely destroyed.

#### **Forest Spirit (18)**

These are ghosts and tree spirits defend the forest from invaders and they will do anything to scare away any intruders.

#### **Forgetting Pool (19)**

This magical pool lures people to drink from or bathe in it. Anyone that touches the water is inflicted with permanent amnesia.

**Giant Snake (20)**

This huge snake hides and strike with a poison bite anyone that gets to close.

**Giant Spider (21)**

This immense spider lays a giant web across the trees allowing it to capture people and large animals.

**Hallucination Fungus (22)**

These mushrooms produce spore that will cause anyone near them to have horrifying and realistic hallucinations.

**Hermit (23)**

This old man hides in the forest contemplating the world away from society.

**Hidden Hut (24)**

This small hut is hidden amongst the trees and it is the home of a witch or magician.

**Living Trees (25)**

These trees have faces and their branches are like arms but they are planted in the ground and cannot move from their position.

**Log Trap (26)**

One or two logs swing down from the trees and hit anyone that activated the trap.

**Magic Elk (27)**

These ancient creature is immortal and people believe that anyone that eats its heart will live forever.

**Magic Stream (28)**

The magic water of this stream will cause a person to fall into an eternal slumber if they touch it or drink from it.

**Moss Man (29)**

These creatures are nature elementals and they are formed from moss so they simply reform when they are damaged or cut. They only way to stop them is by burning them.

**Mushroom Folk (30)**

These intelligent fungus people have created a culture hidden the forest and they will kill anyone that discovers them to protect their hidden villages.

**Mushroom Forests (31)**

This forest is composed of massive mushrooms instead of forests.

**Pixies (32)**

These small creatures are magically linked to the forest and they have over time lost their ability to fly.

**Poisonous Fungus (33)**

These mushrooms produce deadly spore s that will kill anyone to close them.

**Razor Vine (34)**

This deadly plant constricts around its victims and kills with its venous barbs.

**Riderless Horse (35)**

A horse runs past the party without a rider.

**Rope Trap (36)**

If a person steps on this noose, his leg will be trapped and they will be pulled into the air.

**Sacrificial Stone (37)**

This giant rock is where pagans sacrifice people and animals to their forest gods.

**Screaming Fungus (38)**

This mushrooms create an intense screaming sound that will paralyzing anyone within a few hundred feet.

**Singing Plants (39)**

These sentient plants will answer questions to anyone that asks them nicely.

**Snare (40)**

This trap drop a net on a person or lifts them into the air in a rope net.

**Treant (41)**

These humanoid trees can lift out of the ground and directly attack invaders of their forest homes.

**Tree City (42)**

An entire village is built into the tree or high on top of their branches. The different houses are connected with a sequence of rope and plank bridges.

**Troll Bridge (43)**

The party must cross bridge to get to the other side of a raging river. Underneath the bridge awaits a hungry troll.

**Turtle Folk (44)**

These ancient creatures will leave lives in peace and tranquility and they mean no harm to anyone. They are usually defended by tree spirits.

**Unicorn (45)**

This immortal creature wanders the forest and it is believed that their horn can cure any ailment.

**Venomroot (46)**

These deadly plants spit poison at anyone that gets too close.

**Verom (47)**

These intelligent plant-like creatures have flower heads, leaf arms, and root legs.

**Werewolves (48)**

These feral creatures are protectors of the forest and they will tear apart anyone that they find wandering around their forest.

**Wolves (49)**

Wolves wander the forest looking for small prey but they will attack a party of adventurers if they get hungry enough.

**Woodland Trail (50)**

This is a path that has been created by large animals that usually lead to water or outside a large forest.



## Fortunes (D30)

These are the fortunes that a fortune can tell a character for a fee.

1. To win you must be willing to lose.
2. You will begin a new journey.
3. You will overcome many hardships.
4. Accept your destiny.
5. You will travel in the near future.
6. Avoid dark places.
7. Don't be hasty because prosperity is coming.
8. Fear anyone wearing orange.
9. Maintain your principles at all costs.
10. You will come into money.
11. You will discover a hidden power.
12. Never trust a man wearing purple.
13. You must be willing to take risks.
14. A profitable journey will soon begin.
15. Travel will be dangerous.
16. Wisdom will keep you from danger.
17. You will soon have immense success.
18. You are just beginning to live.
19. Accept the next proposition that you receive.
20. You will soon be deceived.
21. You will find love in an unusual place.
22. A long lost friend will come back to your life.
23. Don't underestimate someone small.
24. You can open doors with your charm.
25. Avoid deep places.
26. You must be patient in all your dealings.
27. Avoid high places.
28. You must not lose your cool.
29. You will make a life changing decision.
30. Danger comes in threes.

### **Giants (DI2)**

These huge monsters are elemental titans that represent the earliest inhabitants of the world.

### **Cloud Giant (1)**

The immense white giants are the rulers of the cloud kingdoms and they are as large and powerful as their brothers but they are almost completely weightless.

### **Cyclops (2)**

These giant beasts have a single eye that will kill anyone that looks directly at it.

### **Death Titan (3)**

These jet black giants are lords of death and they kill instantly with a touch.

### **Fire Giant (4)**

These giants have a fiery beard and their bodies can resist almost any temperature.

### **Frost Giant (5)**

These blue giants are freezing cold and they can cloud a cone of frost that will freeze anyone solid in seconds.

### **Hill Giant (6)**

These massive humanoids are created from the Earth so their bodies are hard as rock.

### **Ogre (7)**

The mutated giants will eat anything but they prefer to eat humans and other humanoids.

### **Sea Giants (8)**

These underwater creatures can cause massive waves to form that will destroy boats or coastal cities.

### **Stone Giant (9)**

These brown creatures are control the sands and they can forge sand into any shape on command.

### **Storm Giant (10)**

These giant creature can cause intense storm to form leaving an entire town in seconds.

### **Thunder Giant (11)**

These towering yellow giants can create lightning bolts in their hands that they can use as weapons or throw as a javelin.

### **Two-Headed Giant (12)**

These mutant creatures are two heads so they can still fight as long as one head remains operational.

### **Golems (D20)**

These humanoid arcane creations are forged into life by a powerful wizard. Golems are brought to life by trapping a spirit or demon within the golem.

### **Living Armor (1)**

These empty suits of armor have been brought to life and move and attack on their own.

### **Bone Golem (2)**

These golems are useful because they cause terror in most people.

### **Chain Golem (3)**

These golems are forged from chains making them extremely strong and difficult to hurt. They can wrap around and squeeze their opponents.

### **Clay Golem (4)**

These golems are easy to make and they can be very difficult to injure because their malleable bodies simply reform when they are injured.

### **Coral Golem (5)**

These golems are made of solid coral making their bodies razor sharp.

### **Diamond Golem (6)**

These crystal golems are made of the hardest substance in the world making them difficult to destroy.

### **Flesh Golem (7)**

These golems are created from parts of the dead that have been reanimated back to life.

### **Gear Golem (8)**

These golems are made of interlocking gears so they can pull opponents in and tear them apart.

### **Glass Golem (9)**

These golems are made of solid glass making them easy to break but once parts of their bodies break, their edges are razor sharp.

### **Gold Golem (10)**

These rare and expensive devices are usually created to show the power and wealth of a wizard or king.

### **Ice Golem (11)**

Ice golems are easy to form but they are only useful in freeze cold environments.

### **Iron Golem (12)**

These metal golems are extremely powerful because their solid steel bodies are almost impossible to destroy.

### **Living Statue (13)**

Living statues are stone or marble statues that have been brought to life. Gargoyles are a type of living statue.

### **Obsidian Golem (14)**

These golems are made of solid obsidian making them total immune to fire and heat.

### **Rope Golem (15)**

These golems are very weak but they can wrap around and strangle an opponent.

### **Silver Golem (16)**

These expensive golems are extremely deadly to many undead and were animals.

### **Stained Glass Golem (17)**

These colorful glass images can be animated into life and their thin structures allow them to fit through the smallest space.

### **Stone Golem (18)**

These golems are an animated pile of rocks that have been formed into a humanoid shape.

### **Straw Golem (19)**

These living scarecrows are easy to make but they are very easy to destroy.

### **Wood Golem (20)**

These golems are made from wood planks making them easy to manufacture but easily destroyed.

### **Hirelings (DI2)**

These are the helpers or mercenaries hired by a party of adventurers can hire at most local taverns to join them on an adventure or quest.

### **Guide (I)**

These guides know everything about the local area including its local monsters and geography.

### **Tank (2)**

These are warriors, paladins, and barbarians that can be hired by the group to fight attacking monsters and defend the rest of the party from attack.

### **Mana Source (3)**

These people actually provide the mages with extra magical energy when their power runs out.

### **Healer (4)**

The priests and clerics can be hired to heal the party when they take damage in combat.

### **Man at Arms (5)**

These old soldiers are very experienced but not extremely powerful warriors.

### **Magic (6)**

These are the wizards and mages are hired to use their magic to destroy their enemies and protect the party.

### **Archer (7)**

These long range threat use bow or crossbow to kill the enemies of the party.

### **Cook (8)**

These people will cook a healthy meal from local ingredients and the supplies that they carry for the party.

### **Scout (9)**

These rangers and hunters find the path through any forest for a group of explorers.

### **Dungeon Expert (I0)**

These rogues and tinkers must pick locked doors and disarm any traps experienced by a party.

### **Porter (II)**

These people carry the gear and supplies for a party.

### **Torch Bearer (I2)**

This hireling is just in charge of holding a torch and walking in front of the rest of the party.

## Jobs and Professions (DI00)

These are the jobs that a character can be trained in or trained in before his days of adventure.

Acolyte (1)	Craftsman (26)	Map Maker (51)	Sailor (76)
Alchemist (2)	Cutpurse (27)	Mason (52)	Scholar (77)
Apothecary (3)	Dairymaid (28)	Master Merchant (53)	Scout (78)
Architect (4)	Dancer (29)	Mercenary (54)	Scribe (79)
Armorer (5)	Dandy (30)	Merchant (55)	Sculptor (80)
Assassin (6)	Driver (31)	Military Officer (56)	Shepherd (81)
Baker (7)	Executioner (32)	Milk Maid (57)	Shipwright (82)
Bandit (8)	Farmer (33)	Miller (58)	Shoemaker (83)
Banker (9)	Fisherman (34)	Miner (59)	Slaver (84)
Blacksmith (10)	Fortune Teller (35)	Minstrel (60)	Slayer (85)
Bodyguard (11)	Friar (36)	Monk (61)	Soldier (86)
Bowman (12)	Gambler (37)	Musician (62)	Squire (87)
Brewer (13)	Glass Blower (38)	Nobleman (63)	Swordsmith (88)
Buccaneer (14)	Guard (39)	Painter (64)	Tailor (89)
Burglar (15)	Harlot (40)	Peddler (65)	Tanner (90)
Butcher (16)	Hatmaker (41)	Physician (66)	Tavern Keeper (91)
Caravan Master (17)	Hermit (42)	Playwright (67)	Tax Collector (92)
Carpenter (18)	Highwayman (43)	Plumber (68)	Town Crier (93)
Cheesemaker (19)	Hunter (44)	Pot Maker (69)	Trader (94)
Clockmaker (20)	Inn Keeper (45)	Priest (70)	Trapper (95)
Cobbler (21)	Inquisitor (46)	Printer (71)	Troubadour (96)
Composer (22)	Jester (47)	Raider (72)	Waitress (97)
Constable (23)	Knight (48)	Ranger (73)	Weaver (98)
Cook (24)	Locksmith (49)	Rat Catcher (74)	Whore (99)
Courtesan (25)	Magician (50)	Rugmaker (75)	Wine Maker (100)

### **Jungle Encounters (D30)**

These are the events or encounters that a party of adventurers will discover in a forest.

#### **Army Ants (1)**

These finger length ants swarm in the millions so they can dissect a man in a few minutes.

#### **Batmen (2)**

These humanoid creatures are bat like so they have wing flaps under their arms that allow them to fly.

#### **Cannibals (3)**

These primitive people hunt anyone that enters their jungle to kill them for food.

#### **Constrictor Snake (4)**

These immense snakes will grab and contract around a person suffocating and breaking all their bones. These snake will then swallow the person whole.

#### **Dire Apes (5)**

These apes are highly intelligent so they wear armor and use metal weapons. They live in vast village high in the forest canopy.

#### **Elder Wurm (6)**

This wingless green dragon lives in the forest and will protect its home from any invaders.

#### **Endless Cliff (7)**

This region ends in a cliff that seems to fall forever.

#### **Fishing Village (8)**

These villages live off the fish in the great rivers that flow through these great jungles.

#### **Gigantic Ape (9)**

These immense apes are twenty times larger than a normal ape and they are incredibly strong and powerful.

#### **Jaguarmen (10)**

These black furred humanoids are jaguar creatures so they can easily move and disappear in the jungle when they hunt for their prey.

#### **Jungle Spirit (11)**

These magical creatures get their power from the life force of the trees. These creatures grants wishes to anyone that save the forest from danger.

#### **Jungle Werewolf (12)**

These incredibly large and powerful werewolves exist to protect their jungle homes from the invasion of modern society.

#### **Lost City (13)**

This is the remains of a long dead society so all that remains are the bizarre stone pyramids and walls that they created.

#### **Mist of Immortality (14)**

The magical mist allows anyone living in this jungle to live forever.

#### **Native Village (15)**

These are the jungles villages made were a local human clan lives within the jungle.

#### **Poison Frogs (16)**

These poisonous skin excretion is so strong that they are deadly to touch.

#### **Poison Mist (17)**

This magical mist can roll into a jungle and it kills anything not native to this area.

#### **Quetzalcoatl (18)**

This legendary flying dragon is covered in colorful feathers and it will dive down and consume anyone found in its sacred forests.

**Quicksand (19)**

This pits are filled with water and sand and they are extremely hard to get out of without helping causing a person to drown.

**Rain (20)**

These forest may experience intense rains that might last weeks at a time that completely floods an entire forest.

**River Mermaid (21)**

These mermaids live in the great rivers of the jungle and they live in small villages underneath the greatest expanses of the river.

**Rust Rain (22)**

This magical rain melts through metal but leaves everything else unaffected.

**Sacrificial Pyramid (23)**

These great stone pyramids are used to sacrifice people to the jungle gods in hope of better crops and a plentiful hunt.

**Snakemen (24)**

These humanoid creatures are snakelike and they are renowned for their venomous bite.

**Swarming Serpents (25)**

Snakes can live together in the thousands so anyone that wanders into these snakes pits will quickly be overcome.

**Tiger (26)**

This huge orange cat with black stripes is the ultimate predator in the forest and they will attacks adventurers if they are hungry enough.

**Trading Outpost (27)**

These outpost are set up to collect special medicinal herbs and trade for animal pelts with the natives.

**Underground Caverns (28)**

Huge caves may exist under the jungle completely filled with fresh water and many types of fish.

**Volcanic Eruption (29)**

An active volcano can lie in the center of a rainforest and it may erupt releasing lava and raining down ash.

**Waterfall (30)**

These immense waterfalls exist all over a jungle because of the constant rainfall in these areas.

### **Languages (DI2)**

These are the special languages spoken by a few races or in specific groups of people in a fantasy setting.

#### **Abyssal (1)**

This is the language of the demons that can be used to destroy these demonic monsters.

#### **Angelic (2)**

This is the language of the angels that can only be understood by these holy creatures.

#### **Common (3)**

This is the language by most people who live on the surface of the world.

#### **Draconic (4)**

This is the ancient language of the dragons that is used when dragon meets in the council of wyrms to divide up the world amongst the elder dragons and their children.

#### **Dwarf (5)**

This ancient language is used by all dwarfs and it is perfect for creates runes and transcribe artifact blueprints.

#### **Elven (6)**

This ancient language is used by all high, dark, wood, and sea elves. It was designed to best cast spells and to inscribe ancient enchantments.

#### **Fey (7)**

This is the secret language of the fairies, dryads, gnomes, and pixies of the enchanted forest.

#### **Holy (8)**

This is an ancient language spoken only be priest and monks that allowed them to keep the most important secrets of their religions hidden from the public.

#### **Infernal (9)**

This is the language of devils that can be used to control these creatures for those that understand it.

### **Pirate Tongue (10)**

This is a secret language only known to pirates throughout the world so that they can communicate without being overheard and could send secret messages.

#### **Sign Language (11)**

This ancient and secret language is used by rogues and assassin to communicate in total secrecy.

#### **Under Common (12)**

This is the language for the people that live in the subterranean world.



### **Magic Altars and Fountains (D20)**

These are the magical properties that can be given to altars and fountains.

#### **Alignment Change (1)**

This enchantment randomly changes a person's alignment.

#### **Amnesia (2)**

This enchantment causes a person to lose his memories.

#### **Blindness (3)**

This enchantment causes a person to lose his sight.

#### **Fertility (4)**

This enchantment guarantees that a person will have child.

#### **Healing (5)**

This enchantment heals a person injuries and allows him to regenerate.

#### **Heroism (6)**

This enchantment makes a person incredibly brave and totally fearless.

#### **Madness (7)**

This enchantment causes a person to totally insane.

#### **Magical Restoration (8)**

This enchantment restores the magic power to a person.

#### **Mute (9)**

This enchantment causes a person to be unable to speak.

#### **Personality Morph (10)**

This enchantment randomly changes a person's personality.

#### **Poison (11)**

This enchantment poisons and kills anyone that touches this magic device.

#### **Power (12)**

This enchantment gives a person incredible power and fighting strength.

#### **Prettification (13)**

This enchantment turns a person to stone.

### **Resurrection (14)**

This enchanted device will bring a person back to life.

#### **Sleep (15)**

This enchantment causes a person to fall into a deep sleep.

#### **Sterility (16)**

This enchantment prevents a person from ever having a child.

#### **Teaching (17)**

This enchantment teaches a person a new skill or spell.

#### **Teleport (18)**

This enchantment causes a person to teleport to another location.

#### **Terror (19)**

This enchantment causes intense fear and terror.

#### **Transformation (20)**

This enchantment changes a person into an animal or monster.

### **Magic Armor (D50)**

These are magic armor and shields that an adventurer finds in a treasure horde.

### **Aegis Shield (I)**

This magic shield causes all missiles including arrows and slung rocks to be attracted to it.

### **Armor of Cleansing (2)**

This magic armor prevents a person from ever being effected by disease or poison.

### **Armor of Invulnerability (3)**

This magic armor makes a person completely immune to all types of physical damage.

### **Armor of Negation (4)**

This magic armor makes a person completely immune to magical attack.

### **Armor of Radiance (5)**

This magic armor produces a brilliant light that blinds anyone that looks at it.

### **Armor of Sacrifice (6)**

This magic armor allows a person to use his life force to heal other people.

### **Astral Shield (7)**

This magic shield sucks anything that touches it into an alternate universe.

### **Aura Armor (8)**

This magic armor prevents anything with a different alignment to approach a person.

### **Blazing Shield (9)**

This magic shield can fire a blast of fire.

### **Blizzard Shield (10)**

This magic shield can fire a blast of freezing cold.

### **Bone Armor (II)**

This magic armor makes a person immune to all forms of necrotic magic.

### **Brilliant Helm (12)**

This magic helm gives a person incredible intelligence and wisdom.

### **Champion's Helm (13)**

This magic helm makes a person an incredible warrior.

### **Chaos Armor (14)**

This armor causes a person to be total immune to a random element.

### **Coral Armor (15)**

This armor makes a person completely immune to water magic.

### **Crusader Shield (16)**

This armor creates a holy field around a person making them immune to the forces of evil.

### **Crystal Armor (17)**

This magic armor absorb magic energy and feeds it a person.

### **Dark Armor (18)**

This magic armor makes a person completely immune to all form of darkness and shadow magic.

### **Deflection Shield (19)**

The magic shield will harmlessly deflect anything that strikes it away no matter what its force.

### **Disguise Helm (20)**

This helm can changes a person appearance to look like anyone else.

### **Displacement Armor (21)**

This magic armor allows a person to teleport anywhere on a battlefield.

### **Draconic Helm (22)**

This magic helm allows a person to fly and breathe fire.

### **Dragon Mail (23)**

This magic armor makes a person immune to all dragon breath attacks.

**Flame Armor (24)**

This magic armor is covered in flames that will consume anyone that attempts to attack a person.

**Grave Armor (25)**

This magic armor makes a person to all undead creatures.

**Guardian Shield (26)**

This magic shield creates a deflective field around a person.

**Helm of Bravery (27)**

This helm makes a person completely fearless.

**Helm of Opportunity (28)**

This magic helm allows a person to attack without being defended.

**Helm of Perception (29)**

This magic helm allows a person to see anything hidden even if it is invisible or hiding in a shadow.

**Helm of Telepathy (30)**

This magic helm allows a person to read minds.

**Helm of Teleportation (31)**

This magic helm allows a person to teleport to any location that he has even been.

**Helm of Terror (32)**

This magic helm creates terror in a person's enemies.

**Hero's Armor (33)**

This magic armor makes a person a perfect warriors that can never be defeated in combat.

**Holy Armor (34)**

This magic armor makes a person completely immune to all attacks by the evil or undead.

**Ice Armor (35)**

This magic armor makes a person completely immune to cold or frost attacks.

**Manticore Shield (36)**

This magic shield can fire poisons thorns at an enemy.

**Mythril Armor (37)**

This magic armor harmlessly absorbs any impact.

**Night Armor (38)**

This magic armor covers a person in cloud of total darkness.

**Nova Armor (39)**

This magic armor can produce a burst of intense energy.

**Portal Shield (40)**

This magic shield sends anything that hits it to another location.

**Reflective Shield (41)**

This magic shield reflects any magic spell away.

**Shield of Blasting (42)**

This magic shield produces a massive blast of force that can knock down or crush an opponent.

**Shield of Eternity (43)**

This magic shield makes a person immortal.

**Shield of Honor (44)**

This magic shield makes everyone around completely fearless and charged with magical energies.

**Shield of the Ages (45)**

This magic shield can absorb or reflect any physical or magic attack with little or no effects.

**Shocking Armor (46)**

This magic armor with shock anyone that touches it.

**Strom Shield (47)**

This magic shield fires bolts of lightning at an opponent.

**Throwing Shield (48)**

This magic shield will knock down anyone that this shield is thrown at. The shield then reflects and flies back to its owner.

**Volcanic Armor (49)**

This magic armor sprays out molten lava on anyone that attempts to attack a person.

**Winged Helm (50)**

This magic helm allows a person to fly.

### **Magic Artifacts (DI00)**

These are magic items and artifacts that an adventurer finds in a treasure horde.

#### **Amulet of Recall (1)**

This magic amulet allows a person to remember anything that he has ever seen or heard.

#### **Amulet of Vitality (2)**

This magic amulet makes a perfectly healthy.

#### **Angel Robe (3)**

This magic robe allows a person to sprout wings of blinding light.

#### **Apocalypse Chime (4)**

This magic bell causes anyone to hear it to die.

#### **Aqueous Charm (5)**

This magic charm allows a person to change into a living fluid.

#### **Armageddon Clock (6)**

This magic device causes everything around it to die when its alarm goes off.

#### **Bag of Carrying (7)**

This magic bag can carry any amount of stuff that weighs nothing as long as it fits in the bag.

#### **Bag of Tricks (8)**

This magic bag will produce anything that a person thinks about.

#### **Book of the Dead (9)**

This magic book allows a person to control the undead.

#### **Boots of Balance (10)**

These magic boots allow a person to stay balanced no matter what happens to him.

#### **Boots of Quickness (11)**

These magic boots allow a person to change direction with lightning fast speeds.

#### **Boots of Speed (12)**

These magic boots allow a person to run at incredible speeds.

#### **Boots of Stealth (13)**

These magic boots make a person almost impossible to detect when he moves.

#### **Bracers of Accuracy (14)**

These magic bracers make a person perfectly accurate when firing a bow or crossbow.

#### **Burning Gauntlets (15)**

These magic gauntlets are covered in flames that can be used to melt through almost anything.

#### **Cape of Shielding (16)**

This magic cape twists around to deflect anything that attempts to hit a person.

#### **Chalice of Life (17)**

This magic cup cures any injury if a person drinks from it.

#### **Chaos Orb (18)**

This magic orb causes everything around it to uncontrollably change and mutate.

#### **Charisma Ring (19)**

This magic ring makes a person look incredibly handsome or beautiful to other people.

#### **Chromatic Lantern (20)**

This magic lantern changes the color of anything that it lights.

#### **Cloak of Darkness (21)**

This magic cloak produces a field of total darkness around it.

#### **Cloak of Displacement (22)**

This magic cloak allows a person

#### **Cloak of Flames (23)**

This magic cloak is covered in flames that will ignite anything that attempts to touch a person.

**Cloak of Protection (24)**

This magic cloak cannot be damaged by any physical or magical attack.

**Cloak of Repulsion (25)**

This magic cloak pushes away anything that get too close.

**Cloak of Shadows (26)**

This magic cloak allows a person to completely disappear in the shadows or any area of darkness.

**Conservator (27)**

This magic device directs a person to anything that he is searching for.

**Coral Crown (28)**

This magic crown allows a person to control sea creatures.

**Critical Ring (29)**

This magic rings allows a person to always hit a target in a vital or critical area.

**Crown of Dominance (30)**

This magic crown allows a person to control the actions of another person.

**Crown of Might (31)**

This magic crown gives a person super human strength and incredible fighting abilities.

**Defense Bracer (32)**

These magic bracers protect a person from any physical attack.

**Defense Ring (33)**

This magic ring produces an energy shield that deflect any enemy attack.

**Doom Bell (34)**

This magic bell with kill anyone that hears its terrible sound.

**Drum of Blasting (35)**

This magic drum fires a power blast of force when it is hit.

**Drum of Panic (36)**

This magic drum causes intense feelings of fear and panic in anyone that hears it.

**Essence Ring (37)**

This ring sucks the soul from anyone struck by a person.

**Fairy Belt (38)**

This magic belt allows a person to levitate and fly.

**Fairy Ribbon (39)**

This magic ribbon allows a person animate plants and trees.

**Forest Striders (40)**

These magic boots allow a person to jump from tree to tree with ease.

**Fury Necklace (41)**

This magic necklace allows a person to go into a berserk rage at will.

**Gauntlets of Might (42)**

These magic gauntlets allow a person to hit with the strength of a giant.

**Gloves of Catching (43)**

These magic gloves allow a person to easily catch a flying arrow or bolt.

**Gloves of Celerity (44)**

These magic gloves make a person hand movements super accurate and precise.

**Gloves of Haste (45)**

These magic gloves allow a person to moves his hands and arms with incredible speed and accuracy.

**Grasping Net (46)**

This magic net cannot be escape once a person i trapped inside it.

**Hammer Ring (47)**

This magic ring allows a person to punch with incredible force and power.

**Haste Necklace (48)**

This magic necklace allows a person to move faster than anyone in a battle.

**Hole to Nothingness (49)**

This magic device can suck anything no matter what its size into another dimension.

**Horn of Blasting (50)**

This magic horn produces a powerful gust of wind that will knock down anything when it is blown.

**Invisibility Ring (51)**

This magic ring causes a person to become invisible when he wears it.

**Lightning Stone (52)**

This magic stone fires hundreds of lightning bolts whenever it is thrown and lands on the ground.

**Mana Ring (53)**

This magic rings restores a wizard's magic power when it runs out.

**Meek Stone (54)**

This magic device makes everyone weak around it.

**Memory Jar (55)**

This magic device can steal the memories from another person.

**Might Stone (56)**

This magic stone gives a person super human strength.

**Moebius Ring (57)**

This magic ring allows causes a person's body to change from solid to ethereal making them difficult to hurt.

**Nightmare Robes (58)**

This magic robe creates intense terror in anyone that looks at a person wearing it.

**Oblivion Ring (59)**

This magic ring can suck another person into another dimension.

**Orb of Agony (60)**

This orb can produce a beam that causes unbearable agony in another person.

**Orb of Good Fortune (61)**

The magic orb gives a person incredible luck so everything that he does always succeeds.

**Orb of Insanity (62)**

This magic orb causes anyone struck by its beam to become permanently insane.

**Orb of Seeing (63)**

This magic orb allows a person to see anywhere in the world.

**Power Gauntlets (64)**

These magic gauntlets allow a person to strike with a weapon with incredible force and power.

**Premonition Ring (65)**

This magic ring alerts a person when a danger is present in any environment.

**Protect Ring (66)**

This magic ring produce a magic field around a person entire body.

**Puppet String (67)**

This magic device allows a person to control the movements and actions of another person.

**Quicksilver Ring (68)**

This magic ring allows a person's body to become liquid metal.

**Rage Ring (69)**

This magic ring gives a person an immense burst of energy when he becomes angry.

**Rebirth Ring (70)**

This magic ring can be used to resurrect anyone that has just died.

**Reflex Gloves (71)**

This magic gloves give a person incredible speed when fighting in hand to hand combat.

**Regeneration Ring (72)**

This magic ring automatically regenerates a person if he ever dies.

**Revival Stone (73)**

This magic stone will restore anyone make to perfect health simply by touching him with it.

**Ring of Adaption (74)**

This magic ring allows a person to safely survive in any environment including freezing cold and underwater.

**Ring of Retreat (75)**

This magic ring allows a person to always escape from any confrontation.

**Ring of Renewal (76)**

This magic ring can repair anything that it touches.

**Ring of Vigor (77)**

This magic ring gives a person unlimited endurance and stamina.

**Robes of Eyes (78)**

This magic robe allows a person to see all around himself at all times.

**Robes of the Righteous (79)**

This holy robe makes a person completely immune to the undead.

**Scroll of Regeneration (80)**

This magic scroll allows a person to resurrect the dead.

**Sentry Bracers (81)**

These magic bracers moves a person arms to automatically block any incoming attack.

**Serpent Generator (82)**

This magic device produces poisonous snakes that are under a person's command.

**Shield Ring (83)**

This magic ring will deflect anything that attempts to hit a person.

**Spider Ring (84)**

This magic ring allows a person to stick to walls and scale any surface.

**Sprint Ring (85)**

This magic ring allows a person to run at incredible speeds for an unlimited amount of time without getting tired.

**Static Orb (86)**

This magic orb causes anyone touched by its beam to be trapped in a moment of time until the beam is deactivated.

**Talisman of Good Luck (87)**

This magic talisman makes everything he does work out no matter what the odds.

**Talisman of the Future (88)**

This magic talisman allows a person to see glimpses of the near future making him almost impossible to defeat in combat.

**Terror Mask (89)**

This magic mask causes uncontrollable terror in anyone that sees it.

**Thunder Ring (90)**

This magic ring allows a person to throw a bolt of lightning.

**Tidal Gauntlets (91)**

These magic gloves can produce a massive of wave in any body of water.

**Time Key (92)**

This magic device allows a person to stop time around him.

**Titan Ring (93)**

This ring causes a person to grow into the size and strength of a giant when he puts it on.

**Tome of Command (94)**

This magic book allows a person to control another person action when he reads aloud from it.

**Tome of Infinity (95)**

This magic book can pull a person into his internal dimension when it is opened.

**Vapor Charm (96)**

This magic charm allows a person to become an sentient gas.

**Velocity Ring (97)**

This magic ring makes a person's movements lightning fast.

**Voodoo Doll (98)**

This magic doll allows a person to causes pain and discomfort on another person.

**Wheel of Fortune (99)**

This device randomly produces random positive effects on a person each time it is spun.

**Whirlwind Cane (100)**

This magic cane can produce a massive tornado on command.



## **Magic Potions and Elixirs (D30)**

Magic potions and oils give a person a special ability or power for a limited amount of time. A character must drink a magic potion in order to use it and magic oils must be rubbed on a person's body or an object.

### **Divinity Potion (1)**

This potion gives a person a blessing that protects them from all evil creatures and the undead.

### **Healing Potion (2)**

This potion heals all a person's injuries.

### **Oil of Absorption (3)**

This oil allows a person to absorb any magical attack aimed at him making him immune to all magic attacks.

### **Oil of Burning (4)**

This oil when thrown on an opponent burst into a magical flames that cannot be put out until he is completely consumed.

### **Oil of Clarity (5)**

This oil allows a person to see vision of the future.

### **Oil of Nullification (6)**

This oil when sprayed on a wizard prevents him from using his magical abilities.

### **Oil of Resurrection (7)**

This oil brings a dead person back to life and heals him of all his wounds.

### **Oil of Sharpness (8)**

This oil allows a blade to cut through any material.

### **Oil of Velocity (9)**

This oil allows a sword to be swung so fast that it can never be dodged or blocked and can cut through almost anything.

### **Potion of Animal Control (10)**

This potion allows a person to control the action of the animals around him.

### **Potion of Climbing (11)**

This potion allows a person to climb anything including completely smooth surfaces.

### **Potion of Elemental Protection (12)**

This potion protects a person from the specific element that a person declares when she drinks it.

### **Potion of Endurance (13)**

This potion gives a person incredible endurance so she work nonstop without ever getting tired for days.

### **Potion of Fire Resistance (14)**

This potion makes a person completely immune to heat and fire.

### **Potion of Firebreathing (15)**

This potion allows a person to breathe fire from his mouth.

### **Potion of Flying (16)**

This potion allows a person to fly.

### **Potion of Fortitude (17)**

This potion makes a person almost impossible to injure and he instantly regenerates from any injury.

### **Potion of Gaseous Form (18)**

This potion turns a person's body into a gas that can still effect the world around it.

### **Potion of Genius (19)**

This potion gives a person

### **Potion of Growth (20)**

This potion to grow to the size of a giant.

### **Potion of Heroism (21)**

This portion makes a person completely fearless.

### **Potion of Infravision (22)**

This potion allows a person to see in total darkness as if it he was in daylight.

### **Potion of Insight (23)**

This potion allows a person to always know what to do whenever anything happens.

**Potion of Invisibility (24)**

This potion makes a person totally invisible.

**Potion of Invulnerability (25)**

This potion makes a person's body totally immune to damage or injury.

**Potion of Longevity (26)**

This potion allows a person to live forever as long as he drinks this magic potion every day.

**Potion of Shadows (27)**

This potion turns a person into shadow that can manipulate its environment.

**Potion of Speed (28)**

This potion gives a person incredible speed allowing him to run so fast that he can't be seen.

**Potion of Tongues (29)**

This potion allows a person to understand and speak any language in the world.

**Potion of Water Breathing (30)**

This potion allows a person to breath underwater.

### **Magic Rituals (D30)**

These magic rituals are cast by a wizard that cause permanent enchantment and wide spread magic effects.

#### **Acquire Traits (1)**

This ritual gives a wizard the properties and abilities of a specific type of animal or monster.

#### **Control (2)**

This ritual gives a wizard total control over a specific person.

#### **Create Undead (3)**

This ritual allows a wizard to raise rotting bodies from their graves and bring back the spirits of dead.

#### **Curse (4)**

This ritual places a curse on another person or kingdom.

#### **Dark Vision (5)**

This ritual gives a person the ability to see in the dark.

#### **Disguise (6)**

This ritual makes a person look and talk exactly like another person.

#### **Doomsday Protocol (7)**

This ritual starts the beginning of a doomsday that may come by a destructive being or a world ending event.

#### **Enchant Artifact (8)**

This ritual gives an item or weapon special magical powers and abilities.

#### **Flight (9)**

This ritual gives a wizard the ability to fly.

#### **Golem Creation (10)**

This ritual gives a golem life.

#### **Immortality (11)**

This ritual gives a wizard eternal life and regenerative abilities.

#### **Invulnerability (12)**

This ritual makes a wizard invulnerable to all forms of damage.

#### **Levitation (13)**

This ritual allows a wizard to levitate in the air.

#### **Love (14)**

This ritual causes a person to fall totally in love with another person.

#### **Magical Senses (15)**

This ritual gives a wizard's special magical sense that allows them to perceive almost anything in her environment.

#### **Natural Disaster (16)**

This ritual causes a natural disaster including earthquake, tornados, hurricanes, droughts, and floods to occur.

#### **Portal Creation (17)**

This ritual opens a portal to another dimension, another time, an astral plane, a distant location, heaven, or hell.

#### **Possession (18)**

This ritual allows a wizard to take control of another person's thoughts and actions.

#### **Precognition (19)**

This ritual allows a wizard to see the future.

#### **Shape Changing (20)**

This ritual allows a wizard to change his shape or the shape of another person.

#### **Summon Demon (21)**

This ritual allows a wizard to bring a demon in this dimension under his control.

#### **Summon Familiar (22)**

This ritual summons a familiar to a wizard that is mentally linked to him.

#### **Summon Monster (23)**

This ritual allows a wizard to summon a monster through a portal that is totally under his control.

**Talk to Spirits (24)**

This ritual allows a wizard to talk to spirits and ghosts.

**Time Travel (25)**

This ritual allows a wizard to travel forward and backwards through time.

**Prison (26)**

This ritual allows a wizard to permanently trap a spirit or being within a permanent magic prison.

**Water Breathing (27)**

This ritual allows a wizard to breath and move with great ease underwater.

**Wealth (28)**

This ritual will give a wizard incredible wealth and power.

**Wisdom (29)**

This ritual gives a wizard incredible intelligence and wisdom.

**Wish (30)**

This ritual gives a wizard a single wish that will make anything that he asks for to become true or in existence.

### **Magic Staffs and Wands (D30)**

These are magic staffs and wands that an adventurer finds in a treasure horde.

#### **Abyssal Scepter (1)**

This scepter fires imprisoned ethereal spirits.

#### **Caution Staff (2)**

This staff signals its wielder if a passage or path is safe or not.

#### **Channeler Staff (3)**

This staff amplifies a wizard's magic spells.

#### **Eternal Staff (4)**

This staff makes a person stop aging as long as they hold it.

#### **Fire Wand (5)**

This wand allows a person to shoot fireballs.

#### **Focus Staff (6)**

This staff allows a wizard to cast multiple spells at once.

#### **Frost Wand (7)**

This wand allows a person to fire a blast of ice.

#### **Judgment Staff (8)**

This staff allows a person to cast a death sentence on another person.

#### **Life Staff (9)**

This staff allows a person to magically heal another person.

#### **Lightning Wand (10)**

This wand allows a person to fire lightning bolts.

#### **Mage Staff (11)**

This staff greatly increases the magic power of a wizard.

#### **Negation Wand (12)**

This wand negates the effects of another wizard's spells.

#### **Paradise Staff (13)**

This staff allows a person to create total ecstasy in any person that it is pointed at.

#### **Thorn Wand (14)**

This wand fires a stream of thorns.

#### **Power Staff (15)**

This staff gives a wizard more magical power when his own personal stores run out.

#### **Rod of Leadership (16)**

This rod allows a person to gain control of another person by pointing this artifact at him.

#### **Rod of Necromancy (17)**

This rod kills a person instantly.

#### **Rod of Ruin (18)**

This rod destroys buildings to rubble.

#### **Rune Staff (19)**

This staff makes a wizard more powerful.

#### **Scepter of Dominance (20)**

This scepter can control the minds of an entire army.

#### **Scepter of Insight (21)**

This scepter allows a person to see the future.

#### **Serpent Staff (22)**

This staff produces deadly serpents.

#### **Staff of Command (23)**

This staff will make a person attack his allies.

#### **Staff of Control (24)**

This staff allows a person to control another person's actions.

#### **Staff of Withering (25)**

This staff causes plants and trees to wither and die.

#### **Tornado Wand (26)**

This wand produces a controllable tornado.

#### **Wand of Cancellation (27)**

All spells cast around this wand fail.

#### **Wand of Fear (28)**

This wand will cause intense fear in someone.

#### **Wand of Resurrection (29)**

This wand will resurrect a dead person.

#### **Wand of the Wind (30)**

This wand produces a hurricane level wind.

### **Magic Weapons (DI00)**

These are magic weapons including daggers, blades, hammers, maces, bows, and crossbows that an adventurer finds in a treasure horde.

#### **Acid Bow (1)**

This magic bow fires arrow that will dissolve through anything that they touch in seconds.

#### **Air Saber (2)**

This magic sword has a blade that turns into a blast of wind that can knock an entire army to the ground.

#### **Assassin Blade (3)**

This magic sword drips with venom that will instantly kill anything that it touches.

#### **Astral Blade (4)**

This magic sword has the ability to cut through the fabric of space and time to open portals to new dimensions.

#### **Avenger Blade (5)**

This holy blade will instantly destroy an evil or undead creature on contact.

#### **Beast Blade (6)**

The magic blade can instantly kill any beast or animal on contact.

#### **Blade of the Ages (7)**

This is the ultimate blade that can cut through anything and destroys anything that it touches.

#### **Blood Sword (8)**

This blade grows stronger whenever it can feed on the blood of its victims.

#### **Bone Bow (9)**

This bow is made of bone that turns anyone killed by it to the undead.

#### **Bone Crusher (10)**

This magic hammer hits with such force that it shatter all the bones of anyone hit by it.

#### **Buster Sword (11)**

This magic sword causes anyone hit by it to instantly explode.

#### **Celestial Sword (12)**

A person holding this sword sprouts wings of pure light allowing him to fly.

#### **Chaos Blade (13)**

This blade causes a victim to randomly change when struck by this weapon.

#### **Coral Sword (14)**

This magic sword instantly kills any sea creature touched by its blade.

#### **Dancing Blade (15)**

This magic blade can dance around the battlefield fighting by itself.

#### **Dark Mace (16)**

This mace produces a magical darkness around the wielder that only allows him to see.

#### **Dawnbreaker (17)**

This magic blade glows with a blinding light an it instantly destroys any shadow or darkness creature.

#### **Death Bow (18)**

This magic bow will kill instantly anything that an arrow fired from it touches.

#### **Death Scythe (19)**

This magic scythe will instantly kill anything touched by its blade.

#### **Deathbringer (20)**

This magic blade will instantly kill anything touched by its black blade.

#### **Demon Bane (21)**

This holy blade has been encrusted with ancient inscriptions that allow it to instantly kill any demon that it touches sending this evil being back to its own dimension.

**Demonbane (22)**

This magic blade will instantly kills any demon that its blade touches.

**Disrupting Mace (23)**

This magic mace causes anyone struck by it to be totally confused and stunned.

**Doom Mace (24)**

This magic mace inflicts its victim with a curse that causes them to die within a few minutes.

**Dread Blade (25)**

This magic blade kills angels and anyone pure of heart.

**Dragon Slayer (26)**

This magic sword kills any dragon that its blade touches.

**Earthbreaker (27)**

The magic blade cause rock and stone to explode when touched by this blade.

**Earthcarver (28)**

This magic blade can cut through stone and rock with little or no effort.

**Entropy Hammer (29)**

This magic hammer causes anyone touched by its head to decay and turn to dust.

**Ethereal Blade (30)**

This magic sword has a ghost blades that passes straight through an opponent's armor and directly cuts its body.

**Exorcism Bow (31)**

This magic bow instantly destroys any spirit or poltergeist.

**Fire Axe (32)**

This magic axe has an axe head covered in flames that catches anyone hit by it to burst into flames.

**Fire Blade (33)**

This magic sword has a blade covered in flames that causes an opponent to catch on fire.

**Fire Bow (34)**

This magic bow causes arrows fired from it to be covered in magical flames.

**Flame Tongue (35)**

This sword has a blade made of magical flames that can melt through an opponent armor in seconds and engulf a person's body in flames with a single touch.

**Flesh Cleaver (36)**

This magic blade cuts through flesh and bone with little or no force.

**Force Hammer (37)**

When this magic hammer hits it blasts an opponent back with incredible force.

**Frost Bow (38)**

This magic bow fires arrows that will freeze a person solid when they hit.

**Frostbrand (39)**

This magic blade freezes an opponent solid when its blade hits.

**Ghost Blade (40)**

This blade of this magic sword is completely invisible.

**Giant Killer (41)**

This magic sword instantly kills any giant or large humanoid.

**Hammer of Conflagration (42)**

This magic hammer causes an opponent to burst into flame when it head makes contact.

**Healing Blade (43)**

This magic sword has the ability to heal any wound.

**Holy Mace (44)**

This magic mace instantly destroys evil and undead creatures.

**Holy Sword (45)**

This magic sword instantly destroys evil and undead creatures.

**Impaler Spear (46)**

This magic spear never stops until has completely pierced through a person's entire body.

**Inspiration Blade (47)**

This magic blade instills bravery in any companion that see it during a battle.

**Javelin of Piercing (48)**

This magic javelin penetrates through shields and armor as if they were not there.

**Leaf Bow (49)**

The magic bow fires arrows that cause a opponent to turn into a tree.

**Lich Blade (50)**

This magic sword causes a person to become the undead when they are struck down by its blade.

**Life Stealer (51)**

The magic sword sucks the life of an opponent into its blade making itself stronger.

**Lightbringer (52)**

This magic blade produces an intense light that is blinding to its wielder's opponents.

**Lightning Bow (53)**

This magic bow fires a bolt of lightning instead of an arrow.

**Lightning Javelin (54)**

This magic javelin turns into a bolt of lightning when it is thrown.

**Luckblade (55)**

This magic blade gives its wielder incredible luck.

**Lunar Bow (56)**

This magic bow fires a bolt of light instead of an arrow.

**Mace of Annihilation (57)**

This magic mace disintegrates an opponent on contact.

**Mace of Disruption (58)**

This magic mace knocks an opponent unconscious on contact.

**Magma Mace (59)**

The head of this magic mace is a ball of molten lava.

**Marine Blade (60)**

This magic sword instantly kills any sea creature.

**Millennium Bow (61)**

This magic bow fires arrows that explode with an incredible magic blast.

**Necrotic Mace (62)**

This magic mace causes the flesh of an opponent to rot and decay.

**Night Bow (63)**

This magic bow causes an impenetrable darkness to form wherever its arrow lands.

**Nightblade (64)**

This magic sword produces an impenetrable darkness around it that only the wielder can see through.

**Oathblade (65)**

This magic sword will instantly destroy any opponent that the wielder has sworn to destroy.

**Plague Axe (66)**

This magic axe causes a deadly disease that instantly kills anyone hits by its blade.

**Purity Mace (67)**

This magic mace destroys anyone that is evil or has an impure heart.

**Rock Breaker (68)**

Rock explodes whenever it is touched by the blade of this sword.

**Runeblade (69)**

This magic sword is covered in magic runes that allow it to cut through anything that its blades touches.



**Scalerender (70)**

This magic sword instantly kills any lizard, snake, or dinosaur.

**Shadow Axe (71)**

This magic axe produces a magical darkness around the wielder that only allows him to see.

**Shooting Star (72)**

This magic bow fires a small burning star instead of an arrow.

**Siege Hammer (73)**

This magic hammer will blast down a wall or building with a single hit.

**Singing Sword (74)**

This magic sword produces a beautiful melody that causes everyone but the wielder to fall asleep.

**Skybane (75)**

This magic sword instantly kills any flying creature.

**Sling of Seeking (76)**

This magic sling fires rocks that always hit their target.

**Soul Eater (77)**

This magic sword sucks out a person soul and traps it in its blade.

**Speed Blade (78)**

This magic sword causes its wielder to move with incredible speed and agility.

**Storm Edge (79)**

This magic sword blasts an opponent with lightning when it strikes.

**Storm Hammer (80)**

This magic hammer blasts an opponent with lightning when it strikes.

**Stormbolt (81)**

This magic crossbow fires lightning bolts.

**Sunblade (82)**

The blade of this magic sword is hot as the sun.

**Sword Breaker (83)**

This magic sword instantly breaks an weapon that attempts to block it.

**Sword of Sharpness (84)**

This magic sword can easily cut through anything.

**Sword of the Ages (85)**

This magic sword draws people to its wielder making him a great and powerful leader.

**Sword of Wind (86)**

Anyone struck by this weapon is blown to the sky by magic winds.

**Thronblade (87)**

The blade of this weapon is covered in thorns that drips a deadly venom.

**Thunder Hammer (88)**

A thunder hammer blasts an opponent with hundred lightning bolts when its run encrusted head strikes an opponent.

**Tidal Trident (89)**

This magic trident can causes the waves of the ocean to form a massive wave to destroy an opponent's ship.

**Timeblade (90)**

This magic blade causes time to slow down around so that everyone but the wielder of the sword seems to be moving in slow motion.

**Trident of Destruction (91)**

This magic trident instantly destroys any war machine or building that it touches.

**Vampire Spear (92)**

This magic spear drains the life from its victims and gives it to its wielder.

**Venom Blade (93)**

The blade of this magic swords drips with a poison that kills instantly on contact and melts through armor.

**Vorpal Blade (94)**

This blade always cuts off an opponent's head when it is swung.

**Web Bow (95)**

This magic bow fires a web that covers and traps an opponent.

**Wind Cutter (96)**

This magic sword allows a person to throw intense winds to knock down an opponent.

**Wither Sword (97)**

This magic sword causes a person to wither and turn into dust on contact.

**Wraith Dagger (98)**

This magic dagger steals the life force from an opponent hit by its blade.

**Wrym Killer (99)**

This magic sword instantly kills all dragons.

**Zephyr Bow (100)**

This magic bow fires an arrow that picks an opponent hit by it in a raging tornado.

### **Magical Disasters (DI2)**

This occurs when magic spells go wrong destroying the fabric of the universe destroying the known world.

#### **Anti-Magic Bubble (I)**

Huge random zones form all around the world where magic will no longer function.

#### **Armageddon (2)**

When a deity is displeased with its people, it will send down a punishment including flood, giant waves, massive beasts, insect plagues, or a burst of deadly energy.

#### **Death Winds (3)**

This evil winds kills anything that breathes in this contaminated wind.

#### **Demonic Portals (4)**

When the barrier between our world and Hell begins to break down, demonic forces will begin to pour out to devour the living world.

#### **Float Plague (5)**

Anyone infected by this magical disease starts to float and will disappear into the sky unless tied down.

#### **Gaea's Destroyers (6)**

Magical creatures forged from the world are created throughout the world to defend it from those that would pollute and destroy the world.

#### **Leyline Destruction (7)**

The leylines of the world that create the magic in the world are slowly dying causing all the magic in the world to slowly disappear.

#### **Magic Rot (8)**

A plague spreads throughout the world that causes anyone using magic has their flesh starts to rot.

#### **Mist of Horror (9)**

This corrupted wind causes people covered in this mist to mutate and change to into horrible beasts and monsters.

### **Multiplying Beast (10)**

These bizarre magical creatures quickly replicate and will eventually cover the entire world unless they are totally eradicated.

#### **Power Leech (II)**

This disaster causes all magic devices in an area to turn into dust.

#### **Undeath Plague (I2)**

This magical clouds cause anyone touched by them to change into the living dead and causes all the dead to be reanimated or brought back as an ethereal spirit.

## Map Terrain (D88)

These are the different type of terrain or structures found on a fantasy map. This table will allow you to quickly fill it a hex make of a new kingdom.

Amphitheater (1)	Dwarven Keep (26)	Lake (51)	Scrub (76)
Arena (2)	Elven Village (27)	Lava Stream (52)	Shrine (77)
Bay (3)	Eternal Mist (28)	Lich Crypt (53)	Silver Mine (78)
Beach (4)	Falls (29)	Lighthouse (54)	Skeleton Remains (79)
Brick Road (5)	Farm (30)	Marsh (55)	Spires (80)
Brick Wall (6)	Floating Fortress (31)	Massive Tower (56)	Standing Stones (81)
Building (7)	Floating Island (32)	Mesa (57)	Stone Bridge (82)
Caldera (8)	Forest (33)	Mine Shaft (58)	Stone Circle (83)
Canal (9)	Gem Mine (34)	Monument (59)	Stone Road (84)
Canyon (10)	Giant Statue (35)	Mountain (60)	Stone Wall (85)
Castle (11)	Giant's Castle (36)	Oasis (61)	Swamp (86)
Cave (12)	Glacier (37)	Ocean (62)	Tar Pit (87)
Cave Entrance (13)	Gold Mine (38)	Orc Encampment (63)	Temple (88)
City (14)	Graveyard (39)	Orchard (64)	Toadstool Forest (89)
Copper Mine (15)	Harbor (40)	Pit (65)	Tower (90)
Coral Reef (16)	Haunted Mansion (41)	Plain (66)	Trail (91)
Cove (17)	Haunted Mine (42)	Platinum Mine (67)	Tree Village (92)
Crystal Fields (18)	Hill (43)	Pyramid (68)	Vampire Castle (93)
Crystal Forest (19)	Hut (44)	Quicksand (69)	Village (94)
Dark Tower (20)	Ice Castle (45)	Rapids (70)	Vineyard (95)
Deadly Jungle (21)	Ice Sheet (46)	Ravine (71)	Volcano (96)
Desert (22)	Iron Mine (47)	River (72)	Wasteland (97)
Diamond Mine (23)	Island (48)	Rocky (73)	Wizard's Tower (98)
Dimensional Portal (24)	Jungle (49)	Rope Bride (74)	Wood Bridge (99)
Dragon Lair (25)	Keep (50)	Ruins (75)	Living Forest (100)

## **Martial Arts Styles (D30)**

These are different martial arts styles that can be used in your fantasy setting.

### **Aikido (1)**

This Japanese style attempts to redirect the energy of an attacker to quickly disable him.

### **Bending (2)**

This fighting style allows a person to bend the trajectory of arrows to hit a target no matter where it hides.

### **Boxing (3)**

This European style involves striking with the fists and blocking with the hands and arms.

### **Capoeira (4)**

This Brazilian style combines acrobatics and dance into a fighting styles that emphasizes legs sweeps and spinning kicks.

### **Chi Breaking (5)**

This fighting style allows a person to hit a person's body cutting the energy passing through his body and instantly killing him.

### **Chi Focus (6)**

This fighting style allows a person to focus his internal energy over his hands and feet allowing them to crush or cut through any substance.

### **Cord Breaking (7)**

This fighting style uses perfectly timed and located strikes to break nerve fibers to render a person's limbs useless.

### **Drunken Boxing (8)**

This Chinese style of martial art combines strikes and kicks but what makes it special is the fact the warrior must drink alcohol when fighting to make his body loose and his movements unpredictable.

### **Edged Fist (9)**

This fighting style allows a person to move their hands so fast that they can slice through skin and bone.

### **Eskrima (10)**

This Filipino style is a double stick or blade combat style.

### **Fast Hands (11)**

This fighting style is allows a person to strike with their hands hundreds of times per minute.

### **Fung Fu (12)**

This Chinese style is also known as Wushu. It has multiple fighting style that attempts to mimic the movement of animals.

### **Iaido (13)**

This Japanese style is the swordsmanship that use a single long blade to defend and attack.

### **Jitsu (14)**

This fighting style that allows a person to use their internal energy to cast magical spells.

### **Jiu-Jitsu (15)**

This Japanese style use pins, locks, and throws to redirect an opponent energy to subdue him.

### **Judo (16)**

This Japanese style uses grappling and submission hold to overcome an opponent.

### **Karate (17)**

This Japanese style use punches, kicks, knee and elbow blow, throws, and open had strikes to defeat an opponent.

### **Lucha Libre (18)**

This Mexican style use a rapid sequence of holds and maneuvers that emphasize high flying attacks.

### **Muy Thai (19)**

This Thai style is known as Thai kickboxing. This art use eight contact points to attack an opponent including the hands, feet, knees, and elbows.

**Ninjitsu (20)**

This Japanese style is a martial art and a form of espionage. Ninjas are trained in all forms of weapons and devices to defeat the defenses of enemy fortification.

**Oil Wrestling (21)**

This Turkish style is a form of wrestling where a person douses themselves in oil and relies on take down moves, holds, and locks.

**Pressure Point (22)**

This fighting style allows a person to hit a sequence of pressure points that allows them to instantly kill another person.

**Pro Wrestling (23)**

This American style is a wrestling form filled with acrobatic strikes, holds, and locks.

**Sambo (24)**

This Russian style is a combination of striking and grappling designed to quickly subdue an opponent.

**Savate (25)**

This French style is a pure kickboxing technique that only uses kicks to attack.

**Sumo (26)**

This Japanese style uses mass and power to push an opponent back or off their feet.

**Taekwondo (27)**

This Korean style includes punches, throws, and strikes but it focuses on various kicks.

**Temporal Hands (28)**

This fighting allows a person to move their hands and feet through time and space so that they can never be blocked.

**Viewing (29)**

This fighting style allows a person to predict an opponent's movements by looking at their body language and facial expressions.

**Weight Shift (30)**

This fighting style allows a person to shift their weight into a punch or kick to generate immense amounts of damage. They can allow loosen their body to absorb any physical attack

## **Medieval Armor (D20)**

These are the different types of body armor, helmets, and shields used in a fantasy setting.

### **Breastplate (1)**

This is a solid metal armor shell that cover a warrior torso.

### **Brigandine Armor (2)**

This armor is a fabric or leather shirt with a metal shell riveted to it. Usually fabric covers the outside of the armored shell to protect it from moisture.

### **Buckler (3)**

This is a small wooden shield.

### **Chain Mail (4)**

This armor is composed of small interlocking metal rings making it light and very flexible.

### **Dragon Armor (5)**

This armor is composed of the scales of a dragon.

### **Great Helm (6)**

These helmets cover a warrior's head and has a face shield that cover his entire face.

### **Helmet (7)**

These helmets cover a warrior's head but not his face.

### **Leather Armor (8)**

This armor is created from the cured hides of animals that is usually laminated to resist moisture.

### **Metal Shield (9)**

This shield are made of various metals including bronze and iron. It comes in many shapes including oval, rectangles, and circles.

### **Mirror Armor (10)**

This is a square or round chest plate attached to a harness designed to protect a warrior chest.

### **Padded Armor (11)**

This armor is made of fabric filled with natural fibers, seeds, or shells. It provide minimal protection from edged weapons.

### **Plate Armor (12)**

This suit of armor is crafted of solid plates of metal over chain mail.

### **Ring Mail (13)**

This armor is made of large interlocking metal rings so it provide little protection from piercing attacks.

### **Scale Armor (14)**

This armor is created by small or large metal or leather plates that are held together in overlapping patterns with rivets or rope.

### **Shell Armor (15)**

This armor is created from turtle shells that have been laced together.

### **Splint Mail (16)**

This is a suit of chain mail with interlaced plates to provide extra protection.

### **Studded Leather Armor (17)**

This is leather armor with metal bolts imbedded in it for extra protection.

### **Wall Shield (18)**

This huge shield are as tall as a soldier allowing a warrior to rest behind it.

### **Wood Armor (19)**

This armor is made planks of wood that have been laced together. It is often lacquered for strength.

### **Wood Shield (20)**

These shield are made of bands of wood held together with rivets and metal bands.

## **Medieval Weapons (D50)**

These are the weapons that blacksmiths, weaponsmiths, and swordsmiths in the ancient times.

### **Bardiche (1)**

This is a polearm with a broad axe at its end.

### **Battle Axe (2)**

This is a two head axe on a long wooden pole.

### **Bill (3)**

This is a spear with an extra hook on its end.

### **Bow (4)**

These short bows can easily fire an arrow.

### **Broadsword (5)**

These are short but very broad bladed swords.

### **Caltrops (6)**

These are metal spike thrown on the ground to injure horses.

### **Claymore (7)**

This is a body length bladed sword.

### **Club (8)**

This is a wood stick or pole.

### **Crossbow (9)**

This is mechanical device using a crank to pull back a bow to fire an arrow with incredible speed.

### **Dagger (10)**

This small hand blade can easily be concealed.

### **Dart (11)**

These are short pointed metal sticks that can be thrown at an opponent.

### **Dirk (12)**

This is a long thrusting dagger used in close combat.

### **Executioner Axe (13)**

This is a polearm with an axe blade almost half the length of the pole.

### **Falchion (14)**

These are swords with very thick blades that give it a great deal of weight.

### **Flail (15)**

This is a handle attached to spiked metal ball or a metal block by a metal chain.

### **Foil (16)**

This is a sword with an almost needle like blade.

### **Glaive (17)**

This is a spear with a thick blade that end in a point so its acts as a spear and halberd.

### **Great Sword (18)**

This is a sword with an extremely long and broad blade.

### **Guisarme (19)**

This polearm has a massive hook designed to pull a rider off their horse.

### **Halberd (20)**

This is a long pole with a massive bladed head.

### **Hammer (21)**

This is a small hand hammer used to knock out an opponent.

### **Hand Crossbow (22)**

This is a small single hand weapon that can fire an arrow good power and accuracy.

### **Hatchet (23)**

This is a small hand axe.

### **Javelin (24)**

This is a medium sized spear used to thrust at an opponent or throw at a distant enemy.

### **Lance (25)**

This long spear is designed to be used by a mounted warrior.

### **Long Sword (26)**

This is a long bladed sword.



**Longbow (27)**

This very long wood bow can fire an arrow with incredible power.

**Mace (28)**

This is a pole with a round or square metal head designed to break bones.

**Maul (29)**

This is a hammer on one side and a long spike on the other side.

**Military Fork (30)**

This is a pole with two long sharp pokers at its end.

**Morningstar (31)**

This is a pole with a spiked ball at its end.

**Partisan (32)**

This is a polearm with a long curved blade at the base of the spear head used to parry swords.

**Pike (33)**

These are extremely long spears that can be two or three body lengths long.

**Pitchfork (34)**

This is a simple wooden farming tool used as an improvised weapon.

**Poleaxe (35)**

This is a spear with an axe at its top.

**Quarterstaff (36)**

This is a long wooden pole.

**Rapier (37)**

This is a sword with a thin needle like blade. It usually has a round hilt guard.

**Ring Sword (38)**

This is a large sharpened ring that can be used to attack multiple opponents at once.

**Sap (39)**

This is a weighed leather strap designed to knock people out.

**Short Sword (40)**

This is a medium sized bladed sword.

**Sickle (41)**

This is a small hand blade shaped like a large C.

**Sledgehammer (42)**

This hammer has a long handle and a extremely heavy block of metal for a head.

**Sling (43)**

This is a piece of fabric or leather used to fling a rock at an opponent.

**Stiletto (44)**

This is a dagger with a thin slender blade.

**Trident (45)**

This is a pole with three long sharp pokers at its end.

**Voulge (46)**

This polearm is known as the pole cleaver because it looks like a pole with a meat cleaver at its end.

**War Club (47)**

This is a wood stick banded with metal bands or spikes.

**War Flail (48)**

This is a long pole with three to five spiked metal balls or metal bars attached to it with metal chains.

**War Scythe (49)**

This is a pole with a long curved blade on its end.

**Warhammer (50)**

This long hammer has a flat head on one side and a sharpened spike on the other.

## **Mounts (D50)**

These are the creatures used by warriors to ride into battle.

### **Battle Ape (1)**

A warrior can ride a trained ape into battle that may also have its own armor and weapons.

### **Battle Horse (2)**

These small but agile horses are bred to run at full speed for hours carrying an unarmored archer.

### **Bone Horse (3)**

This undead mount is the animated bones of a horse.

### **Bull (4)**

These mighty beast can gore an opponent and throw them around the battlefield.

### **Camels (5)**

These beast are perfect for crossing great expanses of a desert because they require little water for large periods of time.

### **Deer (6)**

Small warriors can ride a large deer into battle that can gore his opponents with its antlers.

### **Dire Wolf (7)**

Warriors can ride these immense wolves into battle that will tear the throats from their opponents.

### **Dolphin (8)**

These are the fastest underwater mounts available and they can stun with a sonic blast from their foreheads.

### **Dragon (9)**

Dragons of different types are incredibly powerful mounts because they can fly and they are extremely deadly monsters on their own.

### **Elephant (10)**

An elephant makes a great mount because it can carry immense amounts of cargo and can crush enemy soldiers under their feet.

### **Gazelle (11)**

Small warriors can ride a large gazelle into battle that will leap around the battlefield.

### **Giant Bat (12)**

Huge bats are extremely fast flyers and they can fly at night.

### **Giant Beetle (13)**

These giant insects are have a hard shell and deadly pincers.

### **Giant Bird (14)**

These flightless birds can run at incredible speeds carrying a rider into battle.

### **Giant Boar (15)**

These huge boars will carry a fully armored warriors and they can gore an opponent with their huge tusks.

### **Giant Centipede (16)**

These mount is extremely fast with its multiple legs and it has an extremely deadly bite.

### **Giant Eagle (17)**

These immense birds can carry a rider above a rider and dive bomb into a battle.

### **Giant Fish (18)**

They fish responds to their riders thoughts and they are extremely fast and maneuverable underwater.

### **Giant Fox (19)**

They slender and agile creatures are one of the fastest land mounts in the world.

### **Giant Grasshopper (20)**

These huge insects can hop over great distant or they can fly over any terrain for short periods of time.

### **Giant Lion (21)**

These steeds are extremely powerful combatant that can tear apart their enemies as their rider strikes down anyone left standing.

### **Giant Lizard (22)**

Giant lizards are unique mounts that are extremely useful in desert environments and they have a viscous bite.

### **Giant Panda (23)**

These bears are extremely powerful and they can bite or tear their opponents apart.

### **Giant Rabbit (24)**

A giant rabbit can make incredible leaps over the battlefield and they can use their incredible hearing to detect any incoming invaders.

### **Giant Sea Horse (25)**

Undersea warriors can ride they creatures into battle carrying a javelin.

### **Giant Snake (26)**

A warrior can ride this creature into battle and it can kill with a single poisonous bite.

### **Giant Spider (27)**

These huge creatures are extremely deadly but they are very difficult to control.

### **Giant Tiger (28)**

These huge beasts can run very fast and they leap on their enemies in battle.

### **Giant Turtle (29)**

These massive creatures are rather slow but their protective shells makes them extremely difficult to injure.

### **Great Bear (30)**

These giant bears carry a warrior into battle wearing full armor protecting their body and head.

### **Gryphon (31)**

Gryphon have the head, talons, and wings of an eagle and the body of a lion. These powerful beasts can carry a rider into the air and they are a powerful fighter on their own.

### **Hippogryphon (32)**

Hippogryphon has the head and wings of an eagle and the body of a horse. The powerful beasts can run and fly with incredible speeds and tear apart an opponent with their razor sharp beaks.

### **Hydra (33)**

A warrior can ride this three headed wingless dragon into battle but it can be hard to control its three heads.

### **Kirin (34)**

These dragon lions are run over land or over the clouds so they carry their riders over any terrain. These magical beasts can breathe a deadly magical flame.

### **Manticore (35)**

These winged beasts have a lions body and a scorpion's tail. These beasts can bite and sting with their poisonous stinger.

### **Nightmare (36)**

These demonic jet black horses can fly through the air running over a wake of pure evil. Their manes are created from baleful demonic flames that will not hurt its rider but will burn anyone else that touches the nightmare.

### **Orca (37)**

These fast and deadly sea mounts that can tear apart their enemies with their huge mouths.

### **Pegasus (38)**

Pegasus are winged horses that can carry their rider into battle through the air allowing them to strike an enemy from above.

### **Phoenix (39)**

These fiery birds will not burn their rider but will engulf an enemy in magical flames if they get to close.

**Polar Bear (40)**

These huge white bears ride into battle covered from head to toe in battle armor protecting itself and their rider.

**Pterodactyl (41)**

The flying dinosaurs are limited to gliding only but they can be deadly in close combat.

**Raptor (42)**

These predatory dinosaurs make fast and deadly mounts but they are extremely stupid so they can be difficult to control.

**Rhino (43)**

Rhino are a difficult animal to control but they can devastate an opponent battle lines with its horn and its bulk.

**Riding Bird (44)**

The large birds have powerful legs and a sharp beak and they can carry a fully armed soldier into battle.

**Triceratops (45)**

These immense dinosaurs are huge dinosaurs that can ram through an entire enemy army.

**Unicorn (46)**

These magical creatures project a field of protection that covers a rider making her completely invulnerable to attack.

**War Horse (47)**

The immense horses are bred to carry a knight wearing full plate armor into battle.

**Whale (48)**

A whale is one of the largest creatures in the sea and it can be unstoppable mount for an undersea warrior.

**Wurm (49)**

These giant worms can be hundreds of feet long and almost indestructible. A rider is so high in the air that the enemy below can harm him in any way.

**Zombie Horse (50)**

This animated corpse of a horse has is much slower than a living horse but it is almost impossible to destroy.

## **Necromancer Spells (DI00)**

These are the death and undeath spells cast by a necromancer.

### **Amnesia (1)**

This spell causes a person to forget who they are allowing a necromancer to easily control him.

### **Apathy (2)**

This spell takes an opponent will to fight making them easy to defeat.

### **Bane (3)**

This spell will destroy anyone touched by the necromancer.

### **Beam of Enfeeblement (4)**

This spell makes a person extremely weak.

### **Blood Ritual (5)**

This spell allows a necromancer to control anyone that he has drank his blood.

### **Blood Control (6)**

This spell allows a necromancer to control the movement of blood in a person's body.

### **Bone Armor (7)**

This spell creates bone armor around a necromancer's body that regenerates making it almost impossible to destroy.

### **Bone Form (8)**

This spell allows a necromancer allows his body to change into animated skeleton.

### **Bone Shield (9)**

This spell creates an shield of bones that floats in front of a necromancer protecting him from attacks.

### **Breathe of Undeath (10)**

This spell allows a necromancer to breath out a cloud that makes a person the living dead.

### **Chains of Torment (11)**

This spell cause spirit chains to form that cause intense pain in a person.

### **Chill Touch (12)**

This spell freezes a person solid.

### **Circle of Death (13)**

This spell produces an enchant circle that kills anyone that steps into it.

### **Clinging Darkness (14)**

This spell produces an impenetrable darkness around a person head.

### **Command Undead (15)**

This spell allows a necromancer to control any undead monster.

### **Condemn (16)**

This spell traps a person in a alternate dimension.

### **Consult Demon (17)**

This spell allows a necromancer to find out the most secret knowledge from a demon.

### **Contagion (18)**

This spell gives a person a deadly disease.

### **Convulse (19)**

This spell causes a person to convulse out of control.

### **Create Undead (20)**

This spell allows a necromancer to create undead monsters.

### **Crippling Blight (21)**

This spells destroys all the crops in an entire kingdom.

### **Dark Favor (22)**

This spells summons a shadow that will do anything that a necromancer asks.

### **Dark Possession (23)**

This spell causes a person to be possessed by shadow under a necromancer's control.

### **Dark Ritual (24)**

This spell allows a necromancer to control the thoughts of another person without his knowledge.

**Dark Sign (25)**

This spell creates a shadow that will lead a necromancer to anywhere that he wants to go.

**Death Grip (26)**

This spell causes a shadow to grab hold of another person sucking out his life.

**Death Pact (27)**

This spell makes it impossible to kill a necromancer unless a specific artifact has been destroyed.

**Demon Familiar (28)**

This spell summons a demon familiar under the necromancer's control.

**Demon Favor (29)**

This spell asks demons around the world to help a necromancer.

**Demon Tutor (30)**

This spell allows a necromancer to learn any secret simply by asking demons.

**Demoralize (31)**

This spell breaks the spirit of a person making it impossible for him to fight.

**Diabolic Revelation (32)**

This spell allows a necromancer to reveal the secret anything hidden in a given room.

**Disease Cloud (33)**

This spell creates a cloud that spreads disease throughout an entire kingdom.

**Doom (34)**

This spell causes a person to die within a few minutes.

**Doomsday (35)**

This spell causes fiery meteors to rain down on a necromancer's enemies.

**Drain Life (36)**

This spell sucks the life from a victim and feeds it to the necromancer.

**Enslave (37)**

This spell causes a person to become a necromancer's loyal servant.

**Entomb (38)**

This spell causes diseased bandages to tightly wrap around an opponent.

**Essence Drain (39)**

This spell slowly sucks the life force from a person's body.

**Eternal Bindings (40)**

The spell traps a person in a magic cell.

**Ethereal Form (41)**

This spell makes a necromancer ethereal in form.

**Evil Eye (42)**

This spell curses a person so he always fails at anything he does.

**Famine (43)**

This spell destroys all the crops in an entire kingdom.

**Fear (44)**

This spell creates fear in a person's mind.

**Flesh Feast (45)**

This spell causes the animals in an area to attack and consume a person.

**Foul Blood (46)**

This spell makes a person's blood poisonous.

**Gather Shadows (47)**

This spell causes a person shadow to gather and suffocate a person.

**Ghoul Touch (48)**

This spell allows a necromancer to suck a person life force out with a touch.

**Gloom (49)**

This spell causes all the light to be blocked out.

**Grasping Bones (50)**

This spell causes boney hands to burst out of the ground and grasp a person's legs.

**Grave Pact (51)**

This spell makes a necromancer immortal.

**Havoc (52)**

This spell causes a spell to become unstable when it is cast killing the spell caster.

**Hooks of Binding (53)**

This spell creates magic hooks that hook into the skin of a person and holds him in place.

**Horrific Mark (54)**

This spells creates a tattoo on a person that causes monster to search out and destroy a person.

**Icy Touch (55)**

This spell allows a necromancer to freeze a person solid simply by touching him.

**Infest (56)**

This spell causes a person body to become infested with flesh eating insects.

**Leech (57)**

This spell allows a necromancer to suck to blood from a person's body.

**Lifetap (58)**

This spell allows a necromancer to slowly suck the life from a person's body and absorb it into his own.

**Mind Control (59)**

This spell allows a necromancer to control another person like a puppet.

**Mind Rot (60)**

This spell causes a person to go insane and attack his own companions.

**Mind Shatter (61)**

This spell destroys a person's mind.

**Mind Twist (62)**

This spell destroys a person's mind leaving him a mindless slave.

**Monstrous Growth (63)**

This spell changes a person into twisted monster under the necromancer's control.

**Mutilate (64)**

This spell tears a person apart with spectral hooks.

**Night Shield (65)**

This spell produces a shield made of darkness that cannot be penetrated.

**Obliterate (66)**

This spell causes anything to be completely destroyed by massive demonic claws that burst from the ground.

**Panic (67)**

This spell causes a necromancer's opponents to be filled with intense fear.

**Paralyze (68)**

This spell causes a person to be paralyzed with intense terror.

**Pestilence (69)**

This spell spreads disease to anyone touched by the green mist produced by the necromancer.

**Phantasmal Armor (70)**

This spell surrounds a necromancer's body with spirit energy that makes his body almost indestructible.

**Phantom Monster (71)**

This spell summons a phantom monster under the necromancer's control.

**Phantom Warrior (72)**

This spell summons a phantom warrior under the necromancer's control.

**Plague (73)**

This spell creates a cloud that gives anyone that touches it the deadly plague.

**Plague of Rats (74)**

The spell summons a horde of diseased rats to assault a necromancer's enemies.

**Possession (75)**

This spell causes a person to be possessed by demon under the control of a necromancer.

**Puppet Master (76)**

This spell allows a necromancer to control the movements of another person.

**Rage (77)**

This spell causes a person to go into an insane rage giving him superhuman strength.

**Rain of Gore (78)**

The spell rains down pestilence and rotting gore onto a necromancer's opponents inflicting them with deadly diseases.

**Rancid Flesh (79)**

This spell causes a person flesh to rotten and deteriorate at an incredible rate.

**Rites of Reaping (80)**

This spell causes anyone touched by the necromancer to die a horrible twisting death.

**Scourge (81)**

This spell causes a person joints to feel excruciating pain whenever a person moves.

**Shadow Assassin (82)**

This spell summons a shadow assassin under the necromancer's control.

**Shadow Control (83)**

This spell allows a necromancer to control a person's movement by controlling his shadow.

**Shadow Meld (84)**

This spell allows a necromancer to disappear and hide inside a shadow.

**Shadow Stalker (85)**

This spell summons a shadow stalker under the necromancer's control.

**Soul Bind (86)**

This spell causes a person to be paralyzed when a necromancer takes control of his soul.

**Soul Shackles (87)**

This spells summons spirits that grab hold of a person's arms and legs.

**Soul Steal (88)**

This spell sucks the soul out of a person body and imprison it.

**Spectral Grasp (89)**

This spell creates spirits that will grab and hold a person in place.

**Spirit Bomb (90)**

This spell summons a horde of spirits that rush a necromancer's enemies and explodes.

**Summon Undead (91)**

This spell summons a random undead monster under a necromancer's command.

**Swarm of Rats (92)**

This spell summons a swarm of rats under a necromancer's control.

**Terror (93)**

This spell causes a person to see the most terrifying visions imaginable making it impossible for him to move.

**Torture (94)**

This spell causes a person to feel unimaginable pain as if a person flesh was being torn off.

**Touch of Death (95)**

This spell allows a necromancer to instantly kill anyone he touches.

**Unholy Covenant (96)**

This spell give a necromancer the power of a demon so he can cast unimaginably powerful spells.



**Unholy Strength (97)**

This spell possess a person with a demon giving him immense physical strength.

**Vertigo (98)**

This spell causes a person to collapse from intense nausea.

**Wail of the Banshee (99)**

This spell allows a necromancer to scream a deafening wail that will kill anyone that hears it.

**Wall of Bone (100)**

This spell produces an animated wall of bones.

## Nicknames (DI00)

These are descriptive words people get added to their name for their action. For example, Veroth the *Destroyer*.

Adventurer (1)	Evil (26)	Lazy (51)	Sinner (76)
Avenger (2)	Explorer (27)	Liberator (52)	Slayer (77)
Barbarian (3)	Fearless (28)	Lionheart (53)	Sloth (78)
Berserker (4)	Fool (29)	Lost (54)	Steadfast (79)
Bold (5)	Formidable (30)	Magnificent (55)	Stubborn (80)
Brave (6)	Freebooter (31)	Manhunter (56)	Swordsman (81)
Bright (7)	Gallant (32)	Marauder (57)	Tough (82)
Brutal (8)	Gladiator (33)	Meek (58)	Traveler (83)
Buccaneer (9)	Good (34)	Nomad (59)	Trickster (84)
Champion (10)	Great (35)	Outcast (60)	Triumphant (85)
Coldblooded (11)	Guardian (36)	Perfect (61)	Unbreakable (86)
Conqueror (12)	Hero (37)	Protector (62)	Unconquered (87)
Courageous (13)	Heroic (38)	Proud (63)	Unshakable (88)
Cowardly (14)	Honorable (39)	Punisher (64)	Upright (89)
Crazy (15)	Hunter (40)	Relentless (65)	Usurper (90)
Cruel (16)	Immoral (41)	Renegade (66)	Valiant (91)
Daring (17)	Impaler (42)	Resolute (67)	Valorous (92)
Dark (18)	Indomitable (43)	Retaliator (68)	Vanquisher (93)
Defender (19)	Insane (44)	Righteous (69)	Victorious (94)
Defiant (20)	Insolent (45)	Rogue (70)	Virtuous (95)
Depraved (21)	Invincible (46)	Ruthless (71)	Voyager (96)
Despoiler (22)	Jester (47)	Savage (72)	Wanderer (97)
Destroyer (23)	Just (48)	Seeker (73)	Warlord (98)
Doctor (24)	Kind (49)	Sentinel (74)	Wicked (99)
Drifter (25)	Lawful (50)	Shadow (75)	Wonderful (100)

## **NPCs (D66)**

These are different NPCs that a party can meet and hire during a fantasy adventure.

### **Assassin (11)**

An assassin is a hired murderer that will kill anyone for a price.

### **Bard (12)**

A bard is a musical mage that uses songs to cast spells and enchantments.

### **Blacksmith (13)**

A blacksmith is a craftsman that can forge tools, armor, and weapons from various metals.

### **Bounty Hunter (14)**

A bounty hunter is a hired warrior that hunts for wanted criminals and captures them for a fee.

### **Captain (15)**

A captain is the leader of a local army.

### **Child King (16)**

A child king is a young ruler of a kingdom that must rule its country with little or no experience. Many times these young leaders are only a figure head for the real hidden rulers.

### **Courtier (21)**

These are the attendants of a king or emperor that act as his loyal advisors.

### **Craftsman (22)**

Craftsmen are the people that manufacture and build everything in a village or city.

### **Diplomat (23)**

Diplomats are politicians that attempt to create political and trade agreements with foreign kingdoms.

### **Farmer (24)**

Farmers are the people that plant and sow fruits and vegetables and herd animals for food.

### **Fortune Teller (25)**

Fortune tellers use various methods to see glimpses into the future.

### **Guide (26)**

Guides know local areas like the back of their hands and they can get a party to anywhere that they want in this region.

### **Healer (31)**

These priests and clerics use magical powers to heal the sick and injured and raise the dead.

### **Inquisitor (32)**

These warriors hunt down and punish heretics and religious dissidents.

### **Mercenary (33)**

These battle hardened warriors are looking for a job and they will fight for a party of adventurers for money.

### **Merchant (34)**

Merchants sell various goods in a city or town.

### **Militia (35)**

Militia are volunteer soldiers that protect a village or city.

### **Monster Hunter (36)**

These hunters are trained to kill the largest and most dangerous monsters in the world.

### **Noble (41)**

Nobles are the richest and most powerful people in a town or village.

### **Physician (42)**

Physicians are the doctors that use medicinal herbs to cure most diseases.

### **Pilgrim (43)**

Pilgrims are voyagers that journey the entire world looking to spread their religious beliefs.

### **Pirate (44)**

Pirates are the criminals that sail the sea looking to loot ships on the open ocean and ransack coastal cities.

**Pirate King (45)**

A pirate king is the leader of an entire fleet of pirate ships that have terrorized the entire ocean.

**Prince of Thieves (46)**

A prince of thieves is the leaders of all the thieves in an entire town and he controls all of their illegal actions.

**Princess (51)**

A princess is the daughter of a local king or emperor.

**Prophet (52)**

A prophet has a direct link to a deity and speaks for it.

**Royal Executioner (53)**

A royal executioner kills anyone sentenced to death by the king.

**Sage (54)**

Sages write down all the knowledge and records for a church or government.

**Sailor (55)**

These are the seamen that pilot and crew the sailing ships.

**Soldier (56)**

Soldiers are the warriors that protect their kingdom from invasion.

**Spy (61)**

A spy infiltrates another kingdom to find out the political and cultures secrets of another kingdom.

**Thief (62)**

Thieves are the pickpockets and muggers that steal for a living.

**Tinkerer (63)**

Tinkerers use steam power to create powerful devices, vehicles, and war machines.

**Town Guard (64)**

Town guards patrol a city or kingdom to protect the commoners from criminals and outsiders.

**Warrior (65)**

Warriors are trained to fight and they are always willing to join a party on a journey.

**Wizard (66)**

Wizard are mages that can provide a party with magic potions and scrolls.

### **Ocean Encounters (D30)**

These are the events or encounters that a party aboard a sea bound ship will experience.

#### **Dead Sea (1)**

This is an region of the ocean with no wind that can completely trap a sailing ship in this deadly area.

#### **Demon Shark (2)**

This demonic shark has incredible power and the ability to bite through anything including the hull of a ship.

#### **Demon Whale (3)**

This whale shaped demon hunts the oceans looking for ships to capsize and destroy.

#### **Ghost Ship (4)**

This spirit ship is the ghost of a ship sunk by pirates that will attack anyone that enters their haunting area.

#### **Ghost Whale (5)**

This spirit of a whale can become material in order to capsize a ship that crosses the region where they were killed.

#### **Giant Eel (6)**

This immense eel can electrify the ocean around them killing anyone touching the water.

#### **Giant Shark (7)**

This giant shark is so large that it can swallow a man whole that is swimming in the ocean.

#### **Giant Squid (8)**

This giant squid will attack the deck of ship with its huge tentacles.

#### **Giant Squid (9)**

This a huge squid that attacks the deck of a ship with its massive tentacles.

#### **Giant Turtle (10)**

These giant sea turtle that can overturn a ship with its huge and heavy shell.

#### **Giant Wave (11)**

This is an immense wave that might be hundreds of feet high.

#### **Iceberg (12)**

These are huge icebergs floating in freezing cold water that is one forth above the water hiding a huge structure underwater.

#### **Island (13)**

This is a small tropical island found in the middle of the ocean.

#### **Kraken (14)**

This is a huge sea monster the size of a mountain that can swallow a ship with a single bite.

#### **Leviathan (15)**

This super long serpent like sea monster that can wrap around a ship.

#### **Mermaids (16)**

These mermaid armies will attack and sink any ships that enter their territories.

#### **Navy Ships (17)**

These are patrol ships looking for pirates to protect local shipping lanes.

#### **Octamen (18)**

These octopus like humanoids are massive undersea cities and they will destroy anyone outside intruders.

#### **Perfect Storm (19)**

This occurs when multiple storms slam into each other causing one massive super storm that creates immense waves and hurricane winds.

#### **Pirates (20)**

These pirate ships will attack your ship to loot it for any treasure or slaves.

**Sea Hag (21)**

These evil sea witches summon sea monsters and terrible storm to destroy any ship near them.

**Sea Serpent (22)**

This giant sea monster attacks any ship to eat the people aboard. The monsters travels the oceans with their head and different segments of their body present.

**Sharkmen (23)**

These viscous humanoids are extremely territorial so they will devour anyone that enters their region of the sea.

**Siren (24)**

These evil creatures appear to be beautiful naked woman that call to sailors. If a sailor comes to them they are devoured by these evil sea monsters.

**Storm (25)**

This huge thunder storms will capsize a ship not piloted by an expert crew.

**Treasure Island (26)**

This is a small island with buried treasure that can be found with a secret map.

**Water Elemental (27)**

These elementals have grown to immense sizes because of the huge amounts of water they have access to all the times.

**Water Jet (28)**

These are magical jets of water that fire from surface of the ocean that can capsize and destroy a ship.

**Whirlpool (29)**

These sucking vortexes of water that will pull a ship to its doom if it gets trapped in its raging waters.

**Zombie Whale (30)**

This is a undead whale that will try to destroy any ship that they can find.

## **Priest Spells (DI00)**

These are the divine spells cast by priest, healers, clerics, and paladins.

### **Absolution (1)**

This spell cures a person of any physical or magical effect on his body.

### **Alacrity (2)**

This spell allows a person to become perfect whenever they are working on a skilled task.

### **Angel Skin (3)**

This spell makes a person's body immune to all attacks by demons.

### **Angelic Armor (4)**

This spell surrounds a person with a brilliant light that will melt any evil or undead creatures that attempts to attack the person.

### **Angelic Wings (5)**

This spell causes brilliant feathered wings to sprout from a person's back allowing him to fly.

### **Balance (6)**

This spell causes everyone in a battle to have the same amount of magical energy.

### **Banish (7)**

This spell banishes as demon back to his own dimension.

### **Beam of Light (8)**

The spell produces a beam of holy light that will melt anything that it touches.

### **Bless (9)**

This spell makes a person's actions always succeed as long as his spirit is pure.

### **Bless Water (10)**

This spell turn water into holy water that will instantly destroy any undead monster.

### **Break Enchantment (11)**

This spell removes a magic enchantment.

### **Calm (12)**

This spell cures a person of any mental illness or mind twisting spell.

### **Clean Water (13)**

This spell makes any amount of water drinkable and removes any contaminants.

### **Cleansing (14)**

This spell cleans the environment around a priest of any contamination and magical curses.

### **Complete Heal (15)**

This spell completely heals a person's body and regenerates any severed limbs or destroyed organs.

### **Consecrate (16)**

This spells makes it impossible for the undead to enter a building.

### **Consecrate Land (17)**

This spell makes it impossible for the undead to enter an enchanted area.

### **Continuous Heal (18)**

This spell constantly heals a person of all minor wounds during an entire battle.

### **Courage (19)**

This spell makes a person completely fearless.

### **Create Food and Water (20)**

This spell creates food and water from nothing.

### **Cure Poisoning (21)**

This spell removes poison from a person's body.

### **Daylight (22)**

This spell allows a priest to produce brilliant daylight anywhere that he is.

### **Death Ward (23)**

This spell makes a person immune to all death magic.

**Destroy Undead (24)**

This spell instantly destroys an undead monster.

**Detect Evil (25)**

This spells allows a priest to detect anyone that is evil.

**Disenchant (26)**

This spell removes the magic from any magic item.

**Dismissal (27)**

This spell forces an extra dimensional creature like a demon or devil to go back to its own realm.

**Dispel Magic (28)**

This spell from the effect of any magic spell.

**Dive Punishment (29)**

This spell causes a beam of devastating energy to come down from the sky on a priest's enemies.

**Divine Aura (30)**

This spell crates a holy aura around a priest that reflects all magic spells from a priest's body.

**Divine Barrier (31)**

This spell creates a wall of holy light that cannot be penetrated.

**Divine Favor (32)**

This spell allows a priest's actions to always succeed.

**Divine Guidance (33)**

This spell makes a priest know exactly where to go or what to do during a time of need.

**Divine Power (34)**

This spell gives a person incredible strength and endurance.

**Divine Verdict (35)**

This spell causes an target person to die.

**Divine Ward (36)**

This spell protects a person from all attacks.

**Exorcism (37)**

This spell instantly destroys and spirit or incorporeal being.

**Forbid (38)**

This spell prevents a person from speaking.

**Halo Of Light (39)**

This spell causes a halo of brilliant light to form on a priest's head that allows him to see through walls.

**Hammer of Wrath (40)**

This spell causes a hammer of pure light to form in the hands of a priest that knock down any structure.

**Helping Hand (41)**

This spell causes lights to form that guide a priest to where is needs to go.

**Heroism (42)**

This spell makes a person completely fearless.

**Holy Armor (43)**

This spell enchants a suit of armor making it completely immune to any attack.

**Holy Aura (44)**

This spell surrounds a person's body with a magical field that makes his body indestructible.

**Holy Bridge (45)**

This spell creates a bridge of holy light allowing people to cross any river or ravine.

**Holy Light (46)**

This spell produces a holy light that will destroy any undead touched by it.

**Holy Might (47)**

This spell gives a person immense strength and physical power.

**Holy Resistance (48)**

This spell makes a person's body immune to physical attacks.

**Holy Shout (49)**

This spell allows a priest to shout that causes his companions to become fearless.

**Holy Smite (50)**

This spells strikes down anyone with a blast of holy light.



**Holy Word (51)**

This spell allows a priest to speak a word that instantly destroys a demon.

**Inner Peace (52)**

This spell makes a priest completely immune to all temperatures.

**Karma (53)**

This spell gives a priest incredibly good luck.

**Lionheart (54)**

This spell makes a person a valiant warrior that cannot be stopped.

**Major Heal (55)**

This spell allows a priest to completely heal a person's body of all injuries.

**Mass Heal (56)**

This spell casts a minor heal on everyone in a priest party.

**Minor Heal (57)**

This spell allows a priest to heal minor injuries and broken bones.

**Miracle (58)**

This spell allows a priest to ask his deity for help in a time of great need.

**Neutralize Poison (59)**

This spell prevents a person from being effected by any poison or venom.

**Pacify (60)**

This spell makes it impossible for a person to attack.

**Panacea (61)**

This spell will cure any illness or disease.

**Perfect Sight (62)**

This spell allows a priest to see anything no matter what enchantments attempt to hide it.

**Prison Seal (63)**

This spell prevents a person from moving.

**Protection from Elements (64)**

This spell makes a person immune to a specific element.

**Protection from Evil (65)**

This spell makes a person immune to all attacks from evil creatures.

**Protection from Undead (66)**

This spell makes a person immune to all attacks from the undead.

**Protection Ward (67)**

This spell protects a person from disease, enchantments, and curses.

**Purify (68)**

This spell removes the magic control over a person's mind.

**Purify Food And Water (69)**

This spell removes anything dangerous from food and water.

**Refresh (70)**

This spell completely renews a persons

**Rejuvenation (71)**

This spell causes a person to become physically young again.

**Remove Blindness (72)**

This spell cures a person of blindness.

**Remove Curse (73)**

This spell removes a curse from a person.

**Remove Deafness (74)**

This spell cures a person of deafness.

**Remove Disease (75)**

This spell heals a person of all illnesses and diseases.

**Remove Fear (76)**

This spell from all forms of unnatural fear from a person's mind.

**Remove Paralysis (77)**

This spell removes any form of stunning or paralysis from a person.

**Renewal (78)**

This spell makes a object completely new.

**Resistance (79)**

This spell makes a priest completely immune to all forms of physical damage.

**Restoration (80)**

This spell causes a building to be completely repaired.

**Resurrect (81)**

This spell brings back a person from death.

**Retribution (82)**

This spell causes a person to be hurt every time he attacks the priest.

**Reverse Damage (83)**

This spell causes any damage dealt to a priest to heal him instead.

**Righteous Authority (84)**

This spell allows a priest to take control of another person's actions.

**Righteous Might (85)**

This spell gives a priest incredible physical power.

**Safe Passage (86)**

This spell creates a magic passage through any wall.

**Sanctuary (87)**

This spell creates a magic shelter to protect a priest and his companions.

**Searing Light (88)**

This spell produces a light that causes a person to burst into flames.

**Shield of Faith (89)**

This spells causes a holy shield of faith that will deflect anything fired at a priest.

**Shield of the Righteous (90)**

This spell causes a holy shield of light to form in a priest's hand.

**Soul Blast (91)**

This spell smashes a person's soul knocking them unconscious.

**Soul Sword (92)**

This spell causes a holy blades of light to form in a priest's hand.

**Spiritual Weapon (93)**

This spell causes a holy rod of energy to form in a priest's hand.

**Summon Angelic Guardian (94)**

This spell summons an angelic guardian into existence under the priest's control.

**Summon Angelic Warrior (95)**

This spell summons an angelic warrior into existence under the priest's control.

**Summon Light Elemental (96)**

This spell summons a light elemental into existence under the priest's control.

**Tongues (97)**

This spell allows a priest to speak and understand any language.

**Valor (98)**

This spells makes a priest a powerful warrior.

**Virtue (99)**

This spells makes a person tell the truth.

**Words of Conviction (100)**

This spell makes a person totally convicted to his mission.

### **Psychic Abilities and Psionics (D20)**

These are mental powers that a fantasy character can be given for achieve enlightenment or being born with special mental powers.

#### **Astral Projection (1)**

The ability to project a person's spirit to

#### **Aura Reading (2)**

The ability to read a person aura to determine their current emotional state or physical condition.

#### **Automatic Writing (3)**

The ability to write incredible poems, plays, and stories without conscious thought.

#### **Channeling (4)**

The ability to act as a medium for spirits or outside intelligences.

#### **Clairvoyance (5)**

The ability to anywhere in the world as if you were right there.

#### **Danger Sense (6)**

The ability to sense incoming danger without having to physically sense it.

#### **Death Warning (7)**

This is the ability to sense when one's death is about to occur.

#### **Divination (8)**

The ability to see the future with rituals.

#### **Dowsing (9)**

The ability to find hidden objects and people.

#### **Empathy (10)**

The ability to detect and alter another person's emotions.

#### **Multiple Copies (11)**

The ability to create copies of oneself.

#### **Precognition (12)**

The ability to see glimpses of the future.

### **Psychic Surgery (13)**

The ability to remove tumors using only your hands.

### **Psychometry (14)**

The ability to determine facts about a person or object by touching it.

### **Pyrokinesis (15)**

The ability to create fires with your mind.

### **Sixth Sense (16)**

The ability to see ghosts and spirits even when they are hiding.

### **Suggestion (17)**

The ability to control a person's memories, thoughts, and actions.

### **Telekinesis (18)**

The ability to lift and throw objects with your mind.

### **Telepathy (19)**

This is a characters ability to communicate directly with another person with his mind over almost any distance.

### **Teleportation (20)**

The ability to teleport oneself or other people and objects to other places in an instant.

## Quests (DI00)

These are the quests that a character can take to gain experience and treasure.

1. Banish a demon.
2. Bring back a unicorn horn.
3. Break out a prisoner from the castle dungeon.
4. Bring back a feather of a phoenix.
5. Bring back a fruit from the Great Tree.
6. Bring back a person from the underworld.
7. Bring back a scale of a red dragon.
8. Bring back a tear of a mermaid.
9. Bring back ancient glacial ice.
10. Bring back the egg of a dragon.
11. Bring back the head of a medusa.
12. Bring back the pelt of an iron lion.
13. Bring back the scale of a basilisk.
14. Bring back the tail of a chimera.
15. Bring back the tooth of a sabertooth tiger.
16. Bring back the tusk of a wholly mammoth.
17. Bring back the water from the Black Sea.
18. Bring herbs to the healer.
19. Bring holy water to the ancient monastery.
20. Bring iron ore to the Mountain Forge.
21. Bring reinforcements from other towns.
22. Bring supplies to the frontier outpost.
23. Bring the elemental relics to the key site.
24. Build a well.
25. Capture a magic beast.
26. Capture a Pegasus.
27. Capture a pirate ship.
28. Capture an escaped animal.
29. Collect magic herbs.
30. Collect magic mushrooms.
31. Complete a pilgrimage.
32. Consecrate a forest glade.
33. Defeat a corrupt nobleman.
34. Deliver a sealed envelope to a distant King.
35. Deliver a weapons shipment.
36. Destroy a magic portal.
37. Destroy a raider's stronghold.
38. Destroy an enemy's siege weapons.
39. Destroy an evil artifact.
40. Destroy an evil ring.
41. Destroy an evil sword.
42. Destroy the walls of an enemy castle.
43. Discover your bloodline.
44. End the siege of the castle.
45. Escort a supply caravan to the castle.
46. Escort the orphans to a distant kingdom.
47. Explore a warring kingdom.
48. Explore the Dark Forest.

49. Find a cure for the plague.
50. Find a cure for the zombie plague.
51. Find a magic artifact.
52. Find a missing mage.
53. Find a rare magic plant.
54. Find a woman's missing husband.
55. Find an explorer's journal.
56. Find an orc stronghold.
57. Find and capture some fugitives.
58. Find and speak to a evil wizard.
59. Find of the land of giants.
60. Find the dwarven mines.
61. Find the entrance the underworld.
62. Find the Fountain of Youth.
63. Find the holy grail.
64. Find the pirate cove.
65. Find the soul mirror.
66. Gather animal pelts.
67. Gather enough wood to build a new defense tower.
68. Get a deadly poison from a medicine woman.
69. Heal the dying king.
70. Kill a beast that has been terrorizing a village.
71. Kill a dragon.
72. Kill a lich.
73. Kill the labyrinth minotaur.
74. Kills a giant.
75. Lay to rest a local spirit.
76. Map the interior of a dungeon.
77. Mine for precious ore.
78. Poison the waters of a warring kingdom.
79. Raid a pirate stronghold.
80. Recover a lost relic.
81. Recover a lost ring.
82. Recover a wizard's staff.
83. Recover the blood of a deity.
84. Rescue a captured noble.
85. Rescue a captured princess.
86. Rescue a missing child.
87. Return the pieces of a dead deity back to his temple.
88. Root out a traitor.
89. Scout an enemy army.
90. Speak with the Forge Father.
91. Steal a magic potion.
92. Steal a magic scroll.
93. Steal a statue from a local noble.
94. Steal the kingdom's tax records.
95. Stop a necromancer from achieving immortality.
96. Track down the spies in this kingdom.
97. Travel to the Stairs of Destiny.
98. Vanquish an evil wizard.
99. Win a local festival tournament.
100. Win an arena tournament.

## **Races (D30)**

These are the different races that can be used to create characters and friendly villages for a party to explore.

### **Angelborn (1)**

These angelic descendants are white feathered wings and they radiate a white light.

### **Beastman (2)**

These goatmen are covered in thick hair and they have cloven feet.

### **Centaur (3)**

This race has the lower half of a horse and upper half of a man. They have the intelligence and creativity of man and the speed and power of a horse.

### **Dark Elf (4)**

These evil elves have purple skin and their race has fallen into the worship of demons so their souls have been destroyed giving them powers over the shadows and darkness.

### **Demonborn (5)**

These half demons have dark red skin and black curling horns.

### **Dragonfolk (6)**

The dragon folk have powerful bodies and they immense wings that will lift their heavy bodies into the air. Their breathe weapon depends on the type of dragon they descended from.

### **Dwarf (7)**

This short and stout race are one with their mountain homes so they sense where precious gems and metals is located and they can see in total darkness.

### **Fairy (8)**

These small creature have delicate wings that allow them to fly around.

### **Gargoyle (9)**

These gray skinned winged beasts are extremely strong and have thick skins that are highly resistant to injury.

### **Gnoll (10)**

A gnoll is a hyena race of humanoids that are extremely excitable and have the most powerful bites in the world.

### **Gnome (11)**

A gnome is a small humanoid with a weak body and large nose.

### **Goblin (12)**

These small green skinned humanoids are very pointy noses and ears.

### **Halfling (13)**

These small and hairy humanoids are very intelligent.

### **High Elf (14)**

The high elves are a subspecies of elves that put magic enlightenment above all other pursuits and they constantly seeks new rituals to perform.

### **Human (15)**

Humans are the most common race that occupy most of the world because they easily adapt to survive in any environment.

### **Kobold (16)**

These small lizardlike humanoids prefer extremely hot environments because they are only partially warm blooded.

### **Lionmen (17)**

These huge lion humanoids are extremely proud warriors that still hunt for their meals every day.

### **Lizardman (18)**

These green lizard like humanoids are extremely strong and have a highly organized caste based society that allows them to survive in the worst environments on the world.

**Merman (19)**

These half man half fish creatures live under the sea and they can communicate directly with all types of sea creatures.

**Minotaur (20)**

These huge bull men have powerful bodies and cloven feet.

**Mousekin (21)**

These small furry mouse like humanoids are extremely shy and intelligent race.

**Ogre (22)**

These huge humanoid creature have muscular bodies and giant tusk that protrude from their lower jaw.

**Orc (23)**

These large green skinned humanoids are one of the most war like races in the world.

**Pixie (24)**

These extremely small humanoids are like fairies with retractable wings.

**Ratkin (25)**

These medium sized rat like humanoids are extremely intelligent.

**Sea Elves (26)**

These are a sub class of elves that have gills and lungs so they can live under the sea or above the waters.

**Tiger Folk (27)**

These orange furred tiger humanoids are one of the most powerful races in the world.

**Troll (28)**

These huge green skinned creatures are covered in bubbling sores. They are best known for their body's ability to regenerate.

**Wolfen (29)**

These werewolves are covered in thick brown or gray fur and their powerful bodies make their claws attacks and bite extremely deadly.

**Wood Elf (30)**

This sub race of elves has gone back to their primitive roots and lives amongst the trees and worships nature.

## Random Properties

These are different properties that can be applied to any object in the game world.

Random Colors (D20)	Random Materials (D20)	Random Textures (D20)	Random Smells (D20)
Aquamarine (1)	Aluminum (1)	Bumpy (1)	Alcohol (1)
Black (2)	Bone (2)	Cracked (2)	Ammonia (2)
Blue (3)	Bronze (3)	Furry (3)	Chocolate (3)
Brown (4)	Copper (4)	Glossy (4)	Cinnamon (4)
Chartreuse (5)	Crystal (5)	Grainy (5)	Citrus Fruit (5)
Gold (6)	Diamond (6)	Hard (6)	Flowers (6)
Gray (7)	Emerald (7)	Jagged (7)	Fruit (7)
Green (8)	Flesh (8)	Liquid (8)	Herbs (8)
Magenta (9)	Glass (9)	Matte (9)	Mint (9)
Orange (10)	Gold (10)	Rocky (10)	Mothballs (10)
Pink (11)	Granite (11)	Rough (11)	Musk (11)
Purple (12)	Iron (12)	Rough (12)	Pine (12)
Rainbow (13)	Marble (13)	Sharp (13)	Rotten Eggs (13)
Red (14)	Plant (14)	Slimy (14)	Rotting Meat (14)
Silver (15)	Platinum (15)	Smooth (15)	Sewage (15)
Teal (16)	Rock (16)	Soft (16)	Skunk (16)
Transparent (17)	Ruby (17)	Spiky (17)	Spice (17)
Violet (18)	Silver (18)	Squishy (18)	Urine (18)
White (19)	Steel (19)	Sticky (19)	Vanilla (19)
Yellow (20)	Wood (20)	Wet (20)	Vinegar (20)



**Random Tastes (D20)**

Acidic (1)  
Astringent (2)  
Buttery (3)  
Cooling (4)  
Corrosive (5)  
Delicious (6)  
Disgusting (7)  
Fishy (8)  
Fruity (9)  
Metallic (10)  
Minty (11)  
Planty (12)  
Pungent (13)  
Refreshing (14)  
Savory (15)  
Sour (16)  
Sweet (17)  
Tangy (18)  
Unusual (19)  
Vomit Inducing (20)

**Random Size (D10)**

Microscopic (1)  
Miniscule (2)  
Tiny (3)  
Little (4)  
Hand Sized (5)  
Arm Length (6)  
Large (7)  
Huge (8)  
House Sized (9)  
Gigantic (10)

**Random Weight (D6)**

Imperceptible (1)  
Light (2)  
Medium (3)  
Heavy (4)  
Cumbersome (5)  
Super Heavy (6)

## Riddles (D20)

These are some old traditional riddles that you can use to challenge your players.

1. What must you keep after giving?

**Your Word**

2. What can you put in a barrel to make it lighter?

**A Hole**

3. What has rivers but no water, forests without trees, and mountains without stone?

**A Map**

4. What kind of ear cannot hear?

**An Ear of Corn**

5. What runs around a city but never moves?

**A Wall**

6. What is full of holes but hold water?

**A Sponge**

7. What has fingers and thumbs but no flesh or bone?

**Gloves**

8. What makes you want to share it but when you do you don't have it?

**A Secret**

9. What is light as a feather but you can't hold for more than ten minutes?

**Your Breath**

10. What do you break if you ever name it?

**A Secret**

11. What lives when you feed it but dies when you give it something to drink?

**Fire**

12. What has keys but no locks but can unlock your heart?

**A Piano**

13. What has golden head and golden tail but no body?

**A Coin**

14. What produce a brilliant light but can never be touched?

**The Sun**

15. What has four legs in the morning, two legs at noon, and three legs at night?

**Man**

16. What does a rich man and a poor man both have in equal amounts each day?

**Time**

17. What is black when you buy it, red when you use it, and grey when you throw it away?

**Charcoal**

18. Name three consecutive days that don't include Monday, Wednesday, and Friday.

**Yesterday, Today, and Tomorrow**

19. What is the beginning of Eternity, the end of Time and Space?

**The Letter "E"**

20. What is impossible to see, never was, but will always be?

**The Future**

## Room Generator

This is a quick and easy home and dungeon generator designed to fill a room or chamber quickly with furniture and special traits.

<b>House (D66)</b>	Long Table (54)	Dais (28)	Relic (61)
Barrel (11)	Loom (55)	Desk (31)	Sacrificial Altar (62)
Basin (12)	Religious Icon (56)	Dining Table (32)	Sarcophagus (63)
Basket (13)	Rug (61)	Enchanted Circle (33)	Scroll Rack (64)
Bear Rug (14)	Stool (62)	Feasting Table (34)	Shrine (65)
Bed (15)	Strong Box (63)	Fire Pillar (35)	Spiked Pit (66)
Bench (16)	Study Table (64)	Fire Pit (36)	Statue (67)
Book Shelf (21)	Tapestry (65)	Floor Grill (37)	Stocks (68)
Bunk (22)	Vase (66)	Foot Vat (38)	Stone Altar (71)
Butcher Block (23)		Fountain (41)	Suit of Armor (72)
Cabinet (24)	<b>Dungeon (D88)</b>	Granit Altar (42)	Table (73)
Candle Chandelier (25)	Ancient Painting (11)	Hammock (43)	The Rack (74)
Candle Labara (26)	Animal Pen (12)	Hanging Cage (44)	The Wheel (75)
Candle Stick (31)	Ark (13)	Head on Spike (45)	Throne (76)
Carpet (32)	Barrel (14)	Incense Censer (46)	Torture Bench (77)
Chair (33)	Bed (15)	Iron Maiden (47)	Training Dummy (78)
Chest (34)	Book Case (16)	Laboratory Table (48)	Trap Door (81)
Crate (35)	Brazier (17)	Magic Barrier (51)	Treasure Chest (82)
Crib (36)	Cage (18)	Mining Cart (52)	Treasure Pile (83)
Dinner Table (41)	Cart (21)	Mirror (53)	Trophy Rack (84)
Dresser (42)	Cauldron (22)	Pile of Bones (54)	Vase (85)
Dressing Curtain (43)	Chair (23)	Pile of Skulls (55)	Warning Sign (86)
Family Shrine (44)	Coat of Arms (24)	Pit (56)	Weapon Rack (87)
Fireplace (45)	Coffin (25)	Pool of Water (57)	Well (88)
Flame Lamp (46)	Crate (26)	Potion Rack (58)	
Harp (51)	Crystal Ball (27)		
Hearth (52)			
Kitchen Table (53)			

### **Secret Societies (DI2)**

These are secret societies that attempt to covertly control different parts of society using religion, culture, terror, and military power.

### **Assassin's Doctrine (I)**

This group of warrior travel the world killing evil dictators, magicians, and liches that their society deems are a threat to the future of the world. These assassin are willing to risk their lives to protect the future.

### **Bloodletters (2)**

This is an evil organization of assassin that kill to gain power and manipulate the world.

### **Chaos Lords (3)**

This group worships the forces of chaos so their members constantly attempt to disrupt society and spread chaos throughout the world.

### **Control (4)**

This is a group of wizard that attempt to control the world using powerful spells that will give them incredible powers at the expense of the entire population of the world.

### **Demon Cult (5)**

These organization worship demons and devils and they try to bring these creatures into the world by performing evil rituals and creating portals to their infernal dimension.

### **Doomsday Cult (6)**

These groups worship a sleeping or imprisoned god of destruction that has been gone for thousands of years. These people attempt to unlock the magical prison that has kept this evil entity from destroying the world.

### **Guardians (7)**

This secret group of holy warriors have fought the forces of evil and the demon hordes to protect the world.

### **Illuminati (8)**

This group of rich nobles slowly tries to control the governments of the world using their immense amounts of money to control politics and social norms.

### **Iron Fists (9)**

This hidden group of warriors travels the world helping rebel forces to defeat evil rulers that have forgotten to true job of a leader.

### **Nature's Host (IO)**

This sect of druids secretly destroys an organization or kingdoms that attempts to destroy one of the seven immortal forests.

### **The Fountain (II)**

This secret organization of wizard's maintains vaults of secret magic so that it will always be ready when the world is in danger.

### **The Order (I2)**

This is a sect of paladins that travel the world protecting the innocent and fight evil.

### **Sewer Encounters (D44)**

These are the monsters and challenges that a party of adventure may encounter in a sewer.

### **Albino Crocodiles (I1)**

These creatures were flushed down generations ago and have adapted to living in this dark environment.

### **Band of Thieves (I2)**

These criminals are using the sewers as getaway for a crime and they will fight if they are cornered.

### **Death Cultist (I3)**

Many strange death and disease cults use the sewers as their church so they will kill anyone that finds them.

### **Floating Body (I4)**

A rotting corpses may float down the sewer river that was killed above and thrown down or killed by a sewer creature.

### **Flooded Passages (21)**

Entire regions of the sewer can flood when it rains heavily in the world above.

### **Giant Rats (22)**

These massive rats swarm when they attacks and their bites inflict a multitude of diseases.

### **Green Slime (23)**

These corrosive creatures are formed from the sewage and they will eat anything that they encounter.

### **Maintenance Crew (24)**

A few unlucky servants are sent down into the sewers to clear out clogs that prevent the flow of the sewage.

### **Mutants (31)**

Deadly magic wastes are dumped from the arcane laboratories of the city above causing mutant animals and humans to form. These beasts roam these sewers for food.

### **Rusty Grate (32)**

Many areas of a sewer are locked of f by gates that only allow sewage to pass through.

### **Sewage Elemental (33)**

These magical creatures are made of raw sewage so their smell can overpower a party and their touch is highly contagious.

### **Sewer Beast (34)**

These underwater creatures hide in the sewage and they use their long tentacles to pull their victims under the water to their doom.

### **Sewer Gas (41)**

Deadly gases can form in these dark catacombs that can overcome a party of adventurers.

### **Slime (42)**

This living mounds of slime and jelly can dissolve through skin with their corrosive secretions.

### **Slippery Walkway (43)**

The ground in a sewer can be covered in various liquids so if an adventurer is not careful, he might slip and fall in the sewer stream.

### **Wererat (44)**

The humans have been infect with rat lycanthropy so they have become a rat human hybrid that searches the sewers for prey at night.

### **Siege Weapons (D30)**

These are the massive war machines used to attack castles or defend them from attack.

#### **Acid Belcher (1)**

This monster is strapped to a platform and it spit a corrosive acid at a castle wall.

#### **Ballista (2)**

This is a huge crossbow designed to fire immense bolt at a target. Some ballistae have a clip allowing it to be fired multiple times before it needs to be reloaded.

#### **Battering Ram (3)**

This huge armored log is carried by many soldiers and it is designed to knock down a castle gate. Many time a roof is carried over it to protect the soldier to attack from above.

#### **Bee Generator (4)**

This arcane machine produce a magical swarm of bees that can black out the sky as it converges onto a castle.

#### **Cannon (5)**

This device uses gunpowder to fire a metal cannon ball.

#### **Catapult (6)**

This siege weapon using ropes to create a great deal of tension on a wooden launching arm that is released to fire rocks.

#### **Clockwork Engine (7)**

This mechanical siege tower has massive spinning blades designed to tear apart a castle wall.

#### **Colossus Catapult (8)**

This huge catapult uses magical energy to fire a rock across an entire kingdom.

#### **Demon Cannon (9)**

This arcane war machine belches fire from the demon trapped within it.

#### **Doom Horn (10)**

This huge horn can knock down a castle wall when it is blown into.

#### **Eye Cannon (11)**

An evil eye is strapped to a cart and it can be forced to fire an energy beam that will annihilate a castle wall.

#### **Harpooner (12)**

These ballistae fire rope tied harpoons so that soldiers can climb up tree cities or high castle walls.

#### **Ice Horn (13)**

This magical device will freeze a castle solid when it is blown.

#### **Inferno Cannon (14)**

These alchemical weapon are designed to fire incendiary liquids at an approaching army.

#### **Lightning Icon (15)**

These massive stone symbols can be towed that will produce massive bolts of lightning.

#### **Magma Cannon (16)**

This arcane cannon fire a stream of magma at an opponent or fortification.

#### **Onager (17)**

This type of catapult uses a sling to fire rock at a target instead of a bucket at the end of the launching arm.

#### **Petrifaction Icon (18)**

This stone icon can be fired from a catapult and it petrifies anything near it.

#### **Plague Horn (19)**

This magical device that produce a plague wind when it blown that will fill a castle.

#### **Rat Generator (20)**

This arcane device produce a swarm of plague rats that will swarm into a castle.

### **Seismic Ram (21)**

This war machine has an arcane battering ram that can knock down a castle wall with a single blow.

### **Siege Ram (22)**

This wheeled platform has a large ram on ropes that can be used to knock down a castle gate.

### **Siege Tower (23)**

This wooden tower is rolled over to a castle wall so that soldiers can cross over the top of it into a castle. There can also be a battering ram deployed at the bottom of the tower.

### **Skull Launcher (24)**

This arcane catapult fires hundreds of skulls that explode when they land.

### **Spear Lobber (25)**

This device uses a large plank covered in hundreds of arrows that when pulled back and released fire a hail of arrows.

### **Spring Mortar (26)**

These siege cannons fire a cannonball with the power of a huge spring.

### **Steam Drill (27)**

These steam powered devices allow engineers to dig underneath a castle wall causing it to collapse.

### **Steam Ram (28)**

This tank has a massive iron ram on its nose and it is powered by magic steam.

### **Trebuchet (29)**

This siege weapon works like a massive teeter totter with an extremely heavy counter weight on one side. A large rock is placed in the launching basket which is lowered with pulleys and ropes. When the rope is released, the rock is launched into the air by the counter weights.

### **Trojan Horse (30)**

This large statue is designed to be brought into a fortification and a small army attacks from within at night.

## **Skills (D30)**

These are the skills that a fantasy character might learn.

### **Acrobatics (1)**

The ability to perform physical stunts including flips, tumbles, and rolls. It also allows a person to walk on wires and thin ledges.

### **Alchemy (2)**

The ability to produce medicinal compounds and magic elixirs from herbs and alchemical reagents. Alchemy also allows a person to change the composition of materials.

### **Archery (3)**

The ability to fire an arrow from a bow or crossbow. This also includes the ability to make bows and arrows.

### **Bluffing (4)**

The ability to make a person believe something that is not true.

### **Cartography (5)**

The art and craft of map making. It also allows a person to see the hidden secrets drawn in a map.

### **Cooking (6)**

The ability to make a delicious meal and turn anything that he gathers into food.

### **Crafting (7)**

The ability to make things from different materials. The crafting options includes masons, carpenters, painters, cloth makers, tanner, cobbler, pottery, and candle maker.

### **Diplomacy (8)**

The ability to make political deals and alliances between different kingdoms.

### **Disarm Trap (9)**

The ability to detect and disarm a hidden trap before it activates. This also includes the ability of create and set a trap using materials from the local environment.

### **Escape Artist (10)**

The ability to escape from any restraint or prison.

### **First Aid (11)**

The ability to set a broken bone or stop a person from bleeding. This also includes the ability to stabilize severely injured people.

### **Haggle (12)**

The ability to get the best price when buying or selling merchandise.

### **Hide (13)**

The ability to hide an object so that it can never be found.

### **Horse Riding (14)**

The ability to ride and maintain a horse.

### **Intimidate (15)**

The ability to scare another person into doing what you want.

### **Leathercrafting (15)**

The ability to make objects, clothing, and armor out of leather.

### **Literacy (16)**

The ability to read and write in your local language..

### **Lockpick (17)**

The ability to pick locked doors and chests.

### **Machine Riding (18)**

The ability to ride and control a magic war machine.

### **Magic Lore (19)**

The knowledge of magic spells and enchantment. This lore allows a person to cast and defeat many known spells.

### **Metalworking (20)**

The ability to make tools, weapons, and armor out of various metals.

### **Monster Lore (21)**

The knowledge of the physiology and history of monsters. This lore allows a person to know the strengths, weaknesses, and special abilities of a monster.



**Monster Riding (22)**

The ability to ride and maintain a monstrous steed. This also includes the ability to capture and train one of these beasts.

**Poison Crafting (23)**

The ability to manufacture poisons and venoms.

**Religious Lore (25)**

The knowledge of a specific religion and all its beliefs and customs.

**Seamanship (26)**

The ability to sail ships on the open sea. This includes navigation and the maintenance and repair of everything found on a sailing ship.

**Search (27)**

The ability to find anything even if it has been physically or magically hidden.

**Stealth (28)**

The ability to move silently and stay hidden in the darkness and shadows.

**Swim (29)**

The ability to swim including across fast moving rivers and in the ocean.

**Tracking (30)**

The ability to follow an animal or person using the evidence that they have left behind when they pass. They use broken branches and leaves and foot prints to determine the size, type, and number of things that have just passed.

## Spell Components (200)

These are the unusual materials required to perform magical incantations and create power elixirs.

Adamant (1)	Carnelian (26)	Elder Wood (51)	Hollow Reed (76)
Agate (2)	Cat Hair (27)	Emerald (52)	Holy Water (77)
Aluminum (3)	Chalk (28)	Eye (53)	Honey (78)
Amaranth (4)	Chameleon Tail (29)	Eyebright (54)	Horn (79)
Amber (5)	Cinnabar (30)	Fan (55)	Hyssop (80)
Amethyst (6)	Clam Shell (31)	Fin (56)	Ice (81)
Ancient Bone (7)	Claw (32)	Finger (57)	Idol (82)
Ancient Wood (8)	Cobalt (33)	Flawless Diamond (58)	Incense (83)
Antler (9)	Coin (34)	Float Stone (59)	Ink (84)
Azurite (10)	Colcothar (35)	Fossil (60)	Insect (85)
Barbs (11)	Comfrey (36)	Frankincense (61)	Insect Husk (86)
Bark (12)	Copper (37)	Fur (62)	Iron (87)
Basilisk Eye (13)	Coral (38)	Ginseng (63)	Ivory (88)
Beads (14)	Cork (39)	Glass Lens (64)	Jade (89)
Bell (15)	Cornea (40)	Gold (65)	Jewelry (90)
Beryl (16)	Cotton (41)	Gold Key (66)	Kidney (91)
Bistort (17)	Damiana (42)	Gossamer (67)	Lampblack (92)
Black Rose (18)	Darksteel (43)	Granite (68)	Lead (93)
Blood (19)	Demon Horn (44)	Grave Dirt (69)	Leaf (94)
Bloodstone (20)	Diamond (45)	Gypsum (70)	Leather (95)
Bone (21)	Dog Hair (46)	Hawthorn (71)	Linen (96)
Brimstone (22)	Dragon Scale (47)	Heart (72)	Liver (97)
Cadmia (23)	Dragon Tooth (48)	Hematite (73)	Lodestone (98)
Calcite (24)	Dragonsblood (49)	Henbane (74)	Maiden's Tears (99)
Candle (25)	Egg Shell (50)	Hide (75)	Malachite (100)

Mana (101)	Oil (126)	Sand (151)	Tiger's Eye (176)
Mandible (102)	Onyx (127)	Sapphire (152)	Time Shard (177)
Mandrake (103)	Oyster Shell (128)	Scales (153)	Tin (178)
Marble (104)	Paw (129)	Sea Weed (154)	Tongue (179)
Meat (105)	Peacock Feather (130)	Seeds (155)	Totem (180)
Medusa's Serpent (106)	Pearl (131)	Severed Hand (156)	Turpeth (181)
Mercury (107)	Phoenix Feather (132)	Shadowroot (157)	Turquoise (182)
Mermaid Flesh (108)	Phosphorous (133)	Silk (158)	Unicorn Horn (183)
Metal Ball (109)	Pixie Dust (134)	Silver (159)	Urine (184)
Meteor Rock (110)	Platinum (135)	Skin (160)	Venom Sac (185)
Milk (111)	Poison (136)	Skull (161)	Verdigris (186)
Minotaur Horn (112)	Pollen (137)	Slime (162)	Vermillion (187)
Mirror (113)	Porcupine Quills (138)	Snake Poison (163)	Vervain (188)
Mistletoe (114)	Putrid Essence (139)	Snake Skin (164)	Vile Essence (189)
Moonstone (115)	Pyrite (140)	Soulweed (165)	Vitriol (190)
Moss (116)	Quartz (141)	Spider's Web (166)	Water (191)
Mugwort (117)	Quicksilver (142)	Spirit Statue (167)	Wax (192)
Mushroom Spores (118)	Radiant Dust (143)	Stibnite (168)	Werewolf Fang (193)
Myrrh (119)	Realgar (144)	Sunstone (169)	Wing (194)
Mystic Dew (120)	Reliquary (145)	Swamp Water (170)	Wood (195)
Mythril (121)	Rope (146)	Talon (171)	Wool (196)
Needle (122)	Ruby (147)	Tarot Card (172)	Wormwood (197)
Nightshade (123)	Rune Stone (148)	Teeth (173)	Yarrow (198)
Nymph Tear (124)	Saffron (149)	Tentacle (174)	Yew (199)
Ocean Water (125)	Saltpeter (150)	Thread (175)	Zinc (200)

### **Swamp Encounters (D30)**

These are the events or encounters that a party of adventurers will discover in a swamp.

#### **Aging Mist (1)**

This mist causes anyone in it to quickly age resulting in old age in a few days.

#### **Bog Zombies (2)**

Lie in wait underneath the water and they drag an unexpected victim into the muck.

#### **Crocodile (3)**

These massive reptiles will hide under the surface of the water and when anyone gets too close they strike, pulling a victim into the water.

#### **Deadly Mosquitoes (4)**

These insects carry deadly diseases that will require magical cures to heal.

#### **Deranged Humans (5)**

These inbred humans hunt anyone that enters their swamps to kill them for their supplies and equipment.

#### **Devouring Cabin (6)**

This giant mimic is shaped like a cabin and it will attempt to eat anyone that tries to enter it.

#### **Draining Fog (7)**

This fog covers the entire swamp and it slowly drains the life energy from anyone traveling through it.

#### **Endless Mist (8)**

This mist traps a traveler into an eternal loop that will cause them to wander these swamps forever.

#### **Fishmen (9)**

These humanoid fish search the swamps for victims that they can drag underwater to their death.

#### **Frogmen (10)**

These intelligent forest creatures live off the insects of the swamps and they will protect their forest home by using deadly traps.

#### **Fugitives (11)**

These criminals are running from justice and they will attack anyone to prevent their capture.

#### **Gatormen (12)**

These low intelligence alligator humanoids harvest the fish in these swamps and they will eat anyone that wanders into their swamp.

#### **Giant Leech (13)**

These man-sized leeches can drain the blood from a man in a few seconds.

#### **Giant Toad (14)**

This massive amphibian will grab a human with its sticky tongue and pull him into his mouth.

#### **Haunted Cabin (15)**

This cabin has been haunted by the spirit of the family murdered in this cabin.

#### **Jumping Fish (16)**

These massive fish jump out of the water and can swallow a man whole who is sitting in a tree.

#### **Leeches (17)**

These creatures float in the water or drop from trees and they suck the blood of anyone that they latch on to.

#### **Lizardmen (18)**

These intelligent warm-blooded humanoid creatures live in the bogs and they harvest the moss that grows on the trees for food. They are extremely territorial so they kill anyone that enters their swamps.

#### **Marsh Gas (19)**

This buildup of methane gas will bubble to the surface and it can ignite if it touches a flame, causing the entire surface of a swamp to catch on fire.

**Piranha (20)**

These man-eating fish will devour anyone in the water with them.

**Quickbog (21)**

These are holes in the swamp filled with sand that can be very difficult to get out of if a person falls in causing people to drown without assistance.

**Ruined Campsite (22)**

A destroyed campsite is littered with bones of the people that originally made this campsite.

**Sunken Boat (23)**

A capsized boat is stuck in the mud. Something very large has bitten the boat in half.

**Swamp Beast (24)**

This underwater creature uses tentacles to pull its victims into the water where they devour them alive.

**Swamp Elemental (25)**

This elemental is created from moss and vines allowing it to entangle an enemy and regenerate any non-fire damage.

**Swamp Island (26)**

This large island is found in the center of the swamp allowing ground-based creatures to thrive.

**Swamp Ruins (27)**

These are the ruined stone buildings of a swamp city that has long been destroyed.

**Swamp Troll (28)**

These hideous beasts tower over a human and they are covered in a thick layer of slime that makes them difficult to destroy. They vomit a fountain of acid on any enemies that get too close.

**Will-o-Wisp (29)**

These brilliant balls of light or death spirits that will blast anyone with lightning that travels into their territory.

**Witches (30)**

These evil magicians live hidden in the swamps and bogs and they will kill anyone that they can sneak up on.

## Sword Generator

These eight lists will allow you to create different looking swords.

### Blade Material (D6)

Iron (1)  
Bronze (2)  
Brass (3)  
Steel (4)  
Stone (5)  
Shell (6)

### Cross Guard Design (D6)

Basket (1)  
Cross (2)  
Dome (3)  
Edged (4)  
Oval Plate (5)  
Round Plate (6)

### Decorations (D6)

Gold Gilded (1)  
Inscriptions (2)  
Jewel Encrusted (3)  
Pattern Engraved (4)  
Rune Encrusted (5)  
Tassels (6)

### Blade Condition (D6)

Bent (1)  
Broken (2)  
Dull (3)  
New (4)  
Rusty / Tarnished (5)  
Used (6)

### Grip (D6)

Leather (1)  
Metal (2)  
Shark Skin (3)  
Studded (4)  
Wood (5)  
Woven (6)

### Scabbard Type (D6)

Belt Leather Frame (1)  
Belt Loop Frame (2)  
Belt Metal Frame (3)  
Belt Wood Frame (4)  
Shoulder Leather Frame (5)  
Shoulder Wood Frame (6)

### Blade Shape (D6)

Broad (1)  
Curved (2)  
Serpentine (3)  
Thin (4)  
Triangular (5)  
Unusual (6)

### Pommel Shape (D6)

Circle (1)  
Cross (2)  
None (3)  
Sharp (4)  
Square (5)  
Star (6)

## **Tavern Drinks (D6)**

All drinks served at a tavern are alcoholic because the water available is usually not very clean.

### **Ale (1)**

This is an alcoholic beverage made of barley.

### **Beer (2)**

This is an alcoholic made of barley and wheat.

### **Cider (3)**

This is an alcoholic beverage made of apples.

### **Fruit Wine (4)**

This is an alcoholic drink made of different fruits including cherries, currant, raspberries, and mulberries.

### **Mead (5)**

This is an alcoholic drink made of honey.

### **Wine (6)**

This is an alcoholic drink made of grapes.

## **Tavern Food (D20)**

These are examples of food found at the average tavern where adventurers may visit.

Bacon (1)

Cheese (2)

Dark Bread (3)

Gruel (4)

Light Bread (5)

Peas and Beans (6)

Porridge (7)

Rabbit (8)

Roast Beef (9)

Roast Goose (10)

Roast Lamb (11)

Roast Lark (12)

Roast Mutton (13)

Roasted Capon (14)

Roasted Chicken (15)

Salted Herring (16)

Smoked Eel (17)

Smoked Fish (18)

Smoked Salmon (19)

Soup (20)

## Tavern Rumors (D88)

These are the rumors that a party might hear while having drinks in a local tavern.

11. A beggar knows a secret entrance to a dungeon.
12. A civil war is about to start.
13. A death cult controls most of the harbor.
14. A local artificer has claimed to have created a flying machine.
15. A mage claims to have created a working time machine.
16. A merchant wants to hire bodyguards.
17. A monster lives in the lake.
18. A new land has been discovered across the ocean.
21. A noble family has been abducted.
22. A prophecy states that adventurers will come that will finally destroy the evil that looms over this city.
23. A race of ratmen live in the sewer under the city.
24. A unicorn lives in the dark woods.
25. A vampire is kidnapping damsels at night and taking them to the immense black castle to the west.
26. A zombie plague is being spread by the local priests.
27. An ancient crone in this city was the high priestesses.
28. An enchantress is bewitching adventurers.
31. An evil cult is taking over the city.
32. An evil knight blocks the road.
33. An invading army is forming behind the mountain.
34. An old man in this city was the infamous pirate.
35. At night, giant bats attack the city and take away naughty children.
36. Bandits are terrorizing the countryside.
37. Beasts are terrorizing the country.
38. Brigands have kidnapped a few local nobles.
41. Children are disappearing every night.
42. Demons guard a holy item.
43. Fishmen live in the city canals.
44. Ratmen live in the sewers underneath the city.
45. The city fire was caused by arsonists.
46. The dark towers in the East are filled with magical treasure.
47. The dead rise at night.
48. The famine is caused by magic.
51. The hermit is an ancient wizard.
52. The Illuminati control all the trade in this city.
53. The King has been possessed by a demon.
54. The King is extremely sick and dying.
55. The lights in the forest are actually fairies.
56. The lights in the mountains at night are baby dragons.
57. The local mine has struck gold.
58. The local temple is actually a demonic shrine.
61. The mansion on the hill is haunted.
62. The merchants are being destroyed by a giant sea monster.
63. The mine shaft leads to an underground catacomb.



64. The missing villagers were killed by a werewolf.
65. The natural disaster was caused by magic.
66. The newcomer is an ambassador from another country.
67. The old hag is a witch.
68. The orcs seem ready to go on the warpath.
71. The potions sold at the magic shop are must pond  
water.
72. The princess has been kidnapped.
73. The queen was murdered.
74. The river runs backwards.
75. The volcano is about to erupt.
76. The war with neighboring Kingdom is about to start  
again.
77. There is a huge reward for the capture of local thief  
that stole the royal crown
78. There is a subterranean world under the mountains.
81. There is a Thieves' Guild hidden in this city.
82. There is an underground river.
83. There is going to be a total eclipse tomorrow.
84. There is gold in the local mountains.
85. These is a hidden pirate treasure buried in the forest.
86. These is an underground lake.
87. Villagers are being killed and mutilated.
88. Whoever pulls the sword out of the stone in the  
courtyard becomes the king of this kingdom.

### **Traps (DI00)**

These are the deadly traps that a party of adventurers must defeat when they are exploring a dungeon.

#### **Acid Trap (1)**

This trap fires pressurized acids directly at anyone that activates it.

#### **Adhesive Handle (2)**

A person's hand permanently sticks to the handle when it is touched.

#### **Animated Furniture (3)**

The furniture in a room begins to move and attack anyone that enters a room.

#### **Arrow Trap (4)**

These crossbows are designed to fire at anyone that activates a trip wire or pressure plate.

#### **Art Prison (5)**

This cursed painting will draw anyone near it into the painting forever.

#### **Assassin Vine (6)**

This living vine captures anyone near it and drags them toward its devouring mouth.

#### **Bear Trap (7)**

This mechanical device will clamp down and break a person's ankle when stepped on.

#### **Blinding Light (8)**

This magic device produces an intense magic light that will permanently blind anyone that looks directly at it.

#### **Boiling Mud Trap (9)**

The ceiling or wall turns into boiling mud and falls on anyone near it.

#### **Boiling Water Trap (10)**

This device sprays out boiling hot water over anyone that activates it.

#### **Bottomless Pit (11)**

This magical pit has no bottom so a person falling in will fall forever.

#### **Caustic Jet (12)**

This device produces a corrosive cloud that will dissolve anyone in the room.

#### **Chasm (13)**

This huge expanse must be crossed by swinging ropes to get to the other side.

#### **Collapsing Floor (14)**

This floor is designed to look solid but as soon as someone stands on it, it will start to collapse.

#### **Collapsing Stairs (15)**

The steps of the stairs collapse creating a ramp that drops the party into a pit.

#### **Confusion Beam Trap (16)**

This artifact produces a beam that permanently muddles the mind of anyone hit by it.

#### **Crumbling Bridge (17)**

A bridge starts to crumble and fall apart when a person steps onto it.

#### **Crushing Ceiling (18)**

The ceiling begins to lower in the room and it will crush the party if they do not escape.

#### **Crushing Columns (19)**

These two columns slowly move together closing the only entrance out of a room.

#### **Cursed Altar (20)**

This altar places a curse on anyone that touches it.

#### **Deadly Maze (21)**

This immense maze slowly drains the life from anyone in it so that they will die if they do not quickly escape.

#### **Deadly Vines (22)**

Vines covered in poisonous barbs attempt to grab anyone in a room.

**Dissolving Cube (23)**

A cube of slime blocks a corridor and anyone that touches will dissolve a person skin in seconds.

**Door of Slumber (24)**

A person is inflicted with a sleeping enhancement when they walk through this cursed door.

**Draining Room (25)**

This room drains the life or magic from an adventurer's body.

**Dropping Ceiling (26)**

The entire ceiling caves in when people enter the room.

**Dropping Gate (27)**

A gate will slam down from the ceiling trapping the party in the room.

**Earthquake Icon (28)**

This magical device creates a localized earthquake in the room.

**Electrified Floor (29)**

This floor has a magical hex that will shock anyone that touches it.

**Emotion Door (30)**

A door will slowly open or close depending on a specific emotion felt by the people in the room.

**Endless Passage (31)**

This magical has no end so once someone enters they will walk forever in both directions.

**Exploding Door (32)**

This door explodes when anyone opens it.

**Exploding Treasure (33)**

A treasure chest has a magical hex that causes it to explode when opened.

**Explosive Chest (34)**

This treasure chest explodes with a magical blast once it is opened.

**Fake Door (35)**

This false door leads to a brick wall or a bottomless pit.

**Falling Rocks (36)**

Large rocks fall from the roof or roll down a ramp toward anyone that triggered the trap.

**Fear Icon (37)**

This magical device causes intense fear in anyone near causing them to run in insane fear.

**Flame Jet (38)**

This magic device blasts intense fires on anyone that activates it.

**Flooding Room (39)**

The door of this room slam shut and it begins to fill with water to its ceiling.

**Grasping Hand (40)**

A massive rotting or bone hand reaches out and tries to grab an adventurer.

**Greased Slide (41)**

A door leads to greased slide so anyone that walk through it will slide into a pit or a cage.

**Grinding Pit (42)**

This covered pit has a mechanical grinder that will destroy anyone that falls into it.

**Hanging Hooks (43)**

This room is filled with floating hooks designed to hook a victim's eyes.

**Haunted Painting (44)**

This magic painting will draw anyone near it into the painting.

**Hot Metal Trap (45)**

The room has a magical device that will cause any metal in the room to heat up so everyone must take off their armor or drop their metal weapons.

### **Hydraulic Wall (46)**

A segment of a wall is pushed at high speed and smashes into anyone that activated it.

### **Ice Jet (47)**

This magical device freeze anyone that activates it solid in seconds.

### **Illusion Trap (48)**

This magical device will create powerful illusions so real take they can kill a person.

### **Illusionary Door (49)**

This is a fake door that leads to death but looks like a perfect normal door.

### **Illusionary Wall (50)**

This wall is an illusion and it hides a door to the next room behind it.

### **Insanity Gas Trap (51)**

This device release a gas that causes permanent insanity in anyone that breathes it in.

### **Invisible Bridge (52)**

This bridge is magically invisible or it is painted in a way that makes it appear to not be there.

### **Killer Statue (53)**

These animated statues will attack and kill anyone that passes them.

### **Lava Pit (54)**

This covered pit is filled with molten lava.

### **Lightning Trap (55)**

This magical device fires bolts of lightning at anyone that enters the room.

### **Magic Prison (56)**

This device creates a magical cage that will kill anyone that touches its walls.

### **Magnetic Floor (57)**

The floor of this room produces a magic field that causes anything metal in to be pulled with incredible force to it.

### **Massive Boulder (58)**

A giant boulder is released from behind a wall that rushes toward anyone that activated it.

### **Net Trap (59)**

This trap drop a weighted net on top of anyone that activates it.

### **Null Magic Field (60)**

This magical device drains the magical energy from anyone in the same room preventing them from using their magic.

### **Paranoia Trap (61)**

This device makes everyone in the room believe that everyone else is trying to kill them causing them to fight each other.

### **Pendulum Blade (62)**

Massive blades are released from the ceiling and it will swing down and slice a victim in half.

### **Personality Switcher (63)**

This magical device switches the personality and memories of the people in the room with it.

### **Poison Gas Trap (64)**

Poison gas is released at anyone that activates it.

### **Poisoned Handle (65)**

This is a handle covered in a deadly contact poison.

### **Prettification Trap (66)**

This magical device turns anyone to stone that activates it.

### **Razor Wire (67)**

This is a razor sharp thread strung across of the room that will slice a person in half.

### **Sand Floor (68)**

The floor of this room is sand that causes anyone to step into to sink in to his death.

### **Saw Trap (69)**

These mechanical saw shoots through the walls and floor to slice open anyone that activates it.

### **Scalding Water Chute (70)**

Boiling water drops from the ceiling on anyone that activates it.

### **Shocking Handle (71)**

A person is electrified when they touch the handle of a cursed door.

### **Shrink Trap (72)**

This magical device will permanently shrink anyone that activates it.

### **Sinking Floor (73)**

The floor in this room becomes sinking sand that will swallow a party or drop them to a room below.

### **Slamming Door (74)**

This door will slam shut trapping the party inside a room after is let go.

### **Sleep Gas Trap (75)**

This device fills a room with a gas that will cause everyone to fall into a magical slumber forever.

### **Slick Floor (76)**

This room has a greased floor that causes anyone walking over it to slip and fall.

### **Snake Pit (77)**

The entire room is filled with hundreds of poisonous snakes.

### **Sonic Trap (78)**

This device produced such a horrible noise that everyone in the room is stunned by the sound.

### **Soul Trap (79)**

This device actually pulls out and traps to soul of anyone that activates it.

### **Spear Trap (80)**

This device fires a spear at anyone that activates it.

### **Spectral Tendrils (81)**

This trap causes ethereal tentacles to come out of the ground and grab hold of everyone in it.

### **Spiked Stair Trap (82)**

The step of this stair breaks when stepped on and spikes are hidden underneath these false steps to puncture a person's foot.

### **Spiked Pit (83)**

This is a pit covered in a rug with sharp spikes at its bottom.

### **Spore Blossom (84)**

The fungus fire a deadly spore whenever anyone passes near them.

### **Stasis Prison (85)**

The magic device produce a stasis field in a room when it is activated that will cause everyone in it to be trapped in the moment of time when it was activated.

### **Stasis Trap (86)**

This magical device produces a magical stasis field that traps a person in a set moment of time forever.

### **Steam Trap (87)**

This device sprays out steam hot enough to cook a person in seconds.

### **Sticky Floor (88)**

The floor of this room is covered with a magical substance that will stick a person solid to the floor.

### **Swinging Block (89)**

This is a block on a chain that will swing down and hit anyone that triggers it.

### **Teleport Door (90)**

A person is teleported to another location when they step through this magic door.

### **Teleport Trap (91)**

This device is on the floor and anyone that steps on it will be transported to another location.

**Teeter Totter Floor (92)**

The floor of this room has a fulcrum underneath it that allows it to act like a teeter totter. The floor flips down when stepped on that cause a person to fall into a pit.

**Time Accelerator Trap (93)**

A person starts to age at an incredible rate when they are in the cursed room.

**Time Trap (94)**

The magic device stops time around it causing anyone near it to trapped in this temporal prison.

**Tipping Floor (95)**

The floor of this room tips downward and causes everyone to fall into a pit.

**Trap Door (96)**

This door in the floor will open and drop a person in a pit if they ever step on it.

**Wall of Fire (97)**

A wall of magic fire blocks a hallway.

**Wall of Ice (98)**

A wall of magic ice blocks a hallway.

**Web Trap (99)**

This device sprays magical webs on a person that are almost impossible to break.

**Wizard Bane (100)**

The arcane device drains all the magical energy from anyone that gets close to it.

## Treasures (D 88)

These are the different types of monetary treasure a person may find in a treasure trove.

Amethyst (11)	Golden Mask (37)	Jeweled Staff (65)
Blue Diamond (12)	Golden Sarcophagus (38)	Jeweled Sword (66)
Diamond (13)	Golden Shield (41)	Jeweled Tiara (67)
Emerald (14)	Golden Shoes (42)	Jeweled Utensils (68)
Giant Pearl (15)	Golden Sword (43)	Pearl Earrings (71)
Gold Bracelet (16)	Golden Throne (44)	Pearl Necklace (72)
Gold Coins (17)	Golden Utensils (45)	Platinum Coins (73)
Gold Crown (18)	Huge Diamond (46)	Ruby (74)
Gold Cup (21)	Huge Jewel (47)	Sapphire (75)
Gold Earrings (22)	Ivory Statue (48)	Silver Bracelet (76)
Gold Hairpins (23)	Jade Comb (51)	Silver Coins (77)
Gold Necklace (24)	Jade Hairpin (52)	Silver Dish (78)
Gold Ring (25)	Jade Mask (53)	Silver Goblet (81)
Gold Scepter (26)	Jade Statue (54)	Silver Necklace (82)
Gold Statue (27)	Jeweled Crown (55)	Silver Ring (83)
Gold Tiara (28)	Jeweled Earrings (56)	Silver Statue (84)
Gold Vase (31)	Jeweled Egg (57)	Silver Utensils (85)
Golden Armor (32)	Jeweled Hairpins (58)	Silver Vase (86)
Golden Coffin (33)	Jeweled Necklace (61)	Topaz (87)
Golden Comb (34)	Jeweled Orb (62)	Yellow Diamond (88)
Golden Dagger (35)	Jeweled Pin (63)	
Golden Dish (36)	Jeweled Shield (64)	

## **Undead (D20)**

These creatures are the living dead or the disembodied spirits destined to haunt some region of the world forever.

### **Banshee (1)**

These female ghosts haunt the area where they were unjustly killed. Their mournful scream is so powerful that it can kill a man in seconds.

### **Bone Giant (2)**

These are the animated bones of a giant that can crush an opponent.

### **Crypt Fiend (3)**

A crypt fiend is a rotting corpse that can manipulate the minds of any victim.

### **Death Knight (4)**

A death knight is the rotting remains of a warrior that has been corrupted by evil and greed.

### **Decay Elemental (5)**

A decay elemental is the undead rotting remains of many individuals that have melded together into a single oozing mass.

### **Flaming Skull (6)**

These skulls blaze with a magical flame and they fly around the battlefield looking for prey.

### **Flesh Rot (7)**

These small creatures burrow into a person's body turning them into the living dead controlled by this creature.

### **Ghoul (8)**

These rotting corpses move with incredible speed and agility making them deadly opponents.

### **Grotesque (9)**

These rotting corpses drip with disease and will infect anyone that touches them with a deadly plague.

### **Lich (10)**

These are necromancers that have made themselves immortal using dark magic. They can cast powerful necrotic spells.

### **Mummy (11)**

These embalmed corpses are wrapped in ancient and diseased bandages that allow them to bind and suffocate their enemies.

### **Reverent (12)**

A reverent is a spirit that haunts a suit of armor or a weapon and uses it to destroy the living.

### **Shade (13)**

These spirits are living shadows that can hide amongst the darkness and they can control people by manipulating their shadows.

### **Shadow (14)**

These spirits come into existence as a mass of pure darkness with glowing red eyes. Anyone touched by these creatures has all their life instantly drained out.

### **Specter (15)**

A specter is a disembodied spirit forced to haunt the area where they were murdered or where they committed a lifetime of heinous crimes.

### **Vampire (16)**

These undead creatures feed on the blood of the living and have the ability to change shape into a bat.

### **Wight (17)**

These living corpses suck the souls from their victims simply by touching them.

### **Winged Skull (18)**

These living skulls have bat or raven wings that allow them to fly around the battlefield.



**Wraith (19)**

These powerful spirits are the disembodied remains of a powerful wizard that can still cast magic spells at his enemies.

**Zombie (20)**

These mindless animate corpses only exist to feed on the living and they love to eat human brains.

## **Unique Weapons (D50)**

These are weapons found throughout the ancient world.

### **Antler (1)**

This is a makeshift weapon made of a set of antlers.

### **Bladed Whip (2)**

This whip has bladed edges embedded in it throughout its length.

### **Blowgun (3)**

This thin tube is designed to fire poisoned darts.

### **Bolas (4)**

This is a rope with two or three interconnected ropes with a weight on their ends. A bola is designed to be thrown to entangle an opponent or prey's legs.

### **Boomerang (5)**

This is a curved flat wooden stick designed to hit a victim or come back to the thrower.

### **Cestus (6)**

These are leather gloves with metal plates or spikes.

### **Chain (7)**

This metal link can be used as a whip or wrapped around a person's hands.

### **Chakram (8)**

These are sharpened metal rings designed to be thrown.

### **Clawed Cestus (9)**

These metal gloves have razor sharp claws at the end of each finger.

### **Dangpa (10)**

This is a spear with a tri-bladed edged trident at the other end.

### **Edged Parasol (11)**

This folding umbrella has a metal edge allowing it to cut.

### **Emei Dagger (12)**

These are stabbing spears mounted to a ring worn on the middle finger.

### **Foot Spikes (13)**

These are spiked metal plates strapped to the bottom of a person's foot. It is used as a weapon or to climb.

### **Hand Claws (14)**

These are curved metal blades placed on a person's fingers.

### **Harpoon (15)**

This short spear has a rope to pull it back after it is thrown.

### **Hook Sword (16)**

The blades of these swords have a hooked tip and a crescent blade for a hand guard.

### **Iron Arm (17)**

This is a huge armored arm guard and cestus that a person can smash into an opponent.

### **Iron Fist (18)**

This is an enormous metal weight that a person places his hands inside and uses as a bashing weapon.

### **Kama (19)**

These are small hand-held scythes.

### **Katana (20)**

A single-bladed long sword.

### **Katar (21)**

These are pushing knives that are held by a handle perpendicular to the blade.

### **Khopesh (22)**

This sword has a blade shaped like a question mark.

### **Kunai (23)**

These are trowel-shaped throwing blades.

### **Lasso (24)**

This is a rope with a loop that can be thrown around an opponent and when it is pulled, it will tighten.

### **Machete (25)**

These are broad-bladed swords used to hack branches.

**Mallet (26)**

This is a huge barrel shaped wooden hammer.

**Man Catcher (27)**

This is a rope loop at the end of a pole that can be tightened to subdue an opponent.

**Manriki - Gusari (28)**

This is a chain with weights at each ends designed to hit an opponent at a distance.

**Meteor Hammer (29)****Obsidian Knife (33)**

This is a piece of chiseled obsidian that is as sharp as a piece of broken glass.

**Pata (34)**

This is a gauntlet that end with a blade.

**Pillar (35)**

This is a giant stone pillar that a person can use as a weapon or shield.

**Repeating Crossbow (36)**

This is a crossbow that has a self loading magazine filled with multiple bolts.

**Sais (37)**

This is a pointed metal baton with curved metal prongs coming from its base. These weapon are used to stab or catch an opponent swords.

**Sansetsukon (38)**

This is a three segmented staff attached together with shorts chains.

**Scimitar (39)**

This is a wide and curved bladed sword.

**Shoge Hook (40)**

This is a small pointed scythe at the end of a chain that can be spun an thrown at an opponent.

**Shuriken (41)**

These are star shaped throwing blades.

This is a chain connected to very large and heavy weights that are swung around to hit an opponent.

**Monk's Cudgel (30)**

This is a pole with an metal basket on its top.

**Net (31)**

This is a weighted rope net designed to capture another person.

**Nunchucks (32)**

These are wood or metal sticks attached by a chain or rope.

**Stave Sling (42)**

This is a sling at the end of a long pole.

**Surujin (43)**

This is a rope with rocks ties to both ends.

**Tanto (44)**

A single bladed short sword.

**Tekko (45)**

This is a stirrup used to strengthen a person's punch.

**Tonfa (46)**

This is a wood or metal rod with a perpendicular handle used to hit and block.

**War Fan (47)**

This weighted fans have a metal strip on its edge allowing it to cut.

**Weighted Rope (48)**

This is a circular rope with huge stone orbs throughout its length that can be used to guard or strike.

**Whip (49)**

This is a leather string on a handle that can be used to knock weapon from opponents hand.

**Wrist Blade (50)**

This blade is hidden up a person sleeve and it is deployed with a spring load mechanisms.

### **Urban Encounters (D66)**

These are the encounters and unusual events that a party of explorers will find in a town.

#### **Actor (11)**

Your party comes across a local actor in need of help.

#### **Adventure Party (12)**

Another adventure party in town for a rest is blocking your way.

#### **Assassins (13)**

A group of assassins attacks your party but when you defeat them they will kill themselves instead of reveal their employer.

#### **Beggar (14)**

A poor beggar pleads with your party for money or food.

#### **Brawl (15)**

Your party come along a street or barroom brawl.

#### **Burn a Witch (16)**

A woman is tied to a pole and she is about to be burned alive because people have accused her of being a witch.

#### **City Mayor (21)**

Your party meets the mayor of the city that wants to hire you to take care of a job that will protect the city.

#### **Corpse (22)**

Your party comes along the body of someone that has just been killed.

#### **Crime Lord (23)**

Your party is confronted with a local crime lord that wants you to join his organization.

#### **Doppelganger (24)**

A stranger comes to a group that is actually a monster that can disguise himself as anyone that it has seen.

#### **Duel (25)**

Your party comes along a duel between two men that are trying to resolve an argument.

### **Escaped Prisoner (26)**

Your party comes along an escaped convict that wants you to help him escape in exchange for future treasures.

### **Festival (31)**

There is a huge harvest festival or celebration going on throughout the town.

### **Fire (32)**

Large sections of the town are on fire and the people need any kind of help that your party will offer.

### **Fortune Teller (33)**

Your party meets a fortune teller that can help them see the result of their future adventures.

### **Haunted Graveyard (34)**

The local graveyard for this town is haunted by spirits.

### **Injured Scout (35)**

Your party comes along a bloody scout that has fainted on his horse.

### **Lost Child (36)**

Your party comes along a lost child looking for his mother.

### **Meeting with the King (41)**

The king has ordered you to his castle so the party must quickly make their way to his castle.

### **Muggers (42)**

A merchant is being assaulted by thieves right in front of you.

### **Overturned Cart (43)**

An overturned cart has spilled out its contents blocking traffic down the street.

### **Patrol (44)**

A patrol of city guards asks the party what business they have in the city.

### **Pickpocket (45)**

A pickpocket attempts to steal from one of the party members.

**Proposition (46)**

A rich nobleman comes up to the party and offers them a job for a huge reward.

**Public Execution (51)**

A public execution is going on in the middle of town that turns out to be someone that one of your party knows.

**Public Stocks (52)**

A person is placed in a stocks in the middle of town for a minor crime.

**Religious Fanatic (53)**

A religious fanatic comes up to the party and tells them to repent.

**Retired Adventurer (54)**

An old adventurer comes up to party and tells them some good advice.

**Robbery (55)**

A robbery is going on in a local shop near the party.

**Runaway Cart (56)**

A cart is out of control and the rider has fallen off. It is about to run over a small child.

**Serial Killer (61)**

A serial killer is loose in the city and must be stopped.

**Street Performer (62)**

Street performers are give a show right in front of your group.

**Street Urchin (63)**

Starving and homeless children come up to your party and beg for money or food.

**Thugs (64)**

A group of local thugs threat to hurt the party if you don't give them money.

**Wedding (65)**

A huge wedding is going on and everyone in the town is invited.

**Woman's Screams (66)**

The sounds of a woman's scream can be heard from a dark alley.

### **Village Locations (D66)**

These are the buildings found in most fantasy villages, towns, and cities.

### **Animal Pens (11)**

These are where all the local animals are held that are used for food and milk.

### **Armory (12)**

This building stores all the weapons that can be distributed to the army and people during an invasion.

### **Assassin's Guild (13)**

This secret building is where assassins live and train. Clients hire these assassins from an independent negotiator.

### **Barracks (14)**

This building is where local soldiers are housed and trained.

### **Bath Houses (15)**

Some cities have local bath houses where everyone comes to bathe.

### **Bizarre (16)**

These are series of stalls and carts that sell all types of food and goods.

### **Blacksmith (21)**

A trained blacksmith can repair most metal objects and they can create tools from iron and most alloys of copper.

### **Castle (22)**

A castle is a castle with a full castle wall at the center of the city.

### **Catacomb (23)**

These are underground caverns where the dead of the city are buried.

### **Church (24)**

This is a local religious building where people can come to pray and where religious services are held.

### **Farm (25)**

There are farms surrounding a town where all the local foods are produced.

### **General Store (26)**

These stores sell food and household goods.

### **Graveyard (31)**

This is a walled-off area where the dead of the town are buried.

### **Harbor (32)**

These docks service the fish boats and merchant ships for the town.

### **Hunter's Guild (33)**

These are the local monster hunting guilds that provide information on local monsters and post any current hunting jobs available.

### **Inn (34)**

This small hotel is a safe place for adventurers to sleep the night.

### **Jail (35)**

These prisons or underground dungeons are used to lock up criminals or anyone that defies the ruler of the town.

### **Keep (36)**

A keep is a very small castle or tower at the center of the city.

### **Library (41)**

This is a collection of books that can be borrowed by the citizens of the town.

### **Magic Shop (42)**

These shops are run by the local wizard and they sell cures and potions to the locals.

### **Mansion (43)**

This is a huge house of a noble or rich merchant.

### **Marketplace (44)**

These are carts set up so that local merchants and farmers can sell their goods.

**Mill (45)**

This is a wind, water, and animal based stone grinding mill that grind grains for the entire town.

**Quarry (46)**

This is the entrance to a local mine where miners go down to dig out useful ores.

**Sewers (51)**

These underground sewers are where sewage and garbage is dumped into.

**Stable (52)**

These are where horses are kept and maintained.

**Stonemason (53)**

This is a local workshop where artisans work with local rocks to create statues, building materials, and furniture.

**Tavern (54)**

This local bars are a wonderful place to hear all the local gossip, get hired for a quest, or pick up a few henchmen.

**Temple (55)**

These are holy places are the homes of priests and healers that will magically heal the wounded and resurrect the dead for a donation.

**Thieves' Guild (56)**

This secret building is where local thieves meet to determine who will be assigned to work each region of the city.

**Town Hall (61)**

This is the meeting place for all the people when important events or celebrations occur.

**Training Ground (62)**

This is where soldiers are trained for the local militia.

**Warehouse (63)**

These large building are used to store food and goods for future use or to be shipped to other towns.

**Watch Tower (64)**

These towers allow guards to look out for invaders and to keep an eye of the town from above.

**Weapon Shop (65)**

A trained swordsmith or armor craftsman can create fine weapons and suits of armor for a high price.

**Wizard's Workshop (66)**

This is the home of a local mage that people go to for help and buy magical potions.

## Weather Conditions

These lists allow you to quickly generate the current weather condition in a specific region.

### Wind Conditions (D10)

No Wind (1)  
Calm (2)  
Gentle Breeze (3)  
Strong Breeze (4)  
Moderate Gale (5)  
Strong Gale (6)  
Storm (7)  
Deadly Wind Chill (8)  
Tornado (9)  
Hurricane (10)

### Temperature (D10)

Deadly Cold (1)  
Extreme Cold (2)  
Freezing Cold (3)  
Very Cold (4)  
Cool (5)  
Warm (6)  
Moderate (7)  
Hot (8)  
Very Hot (9)  
Deadly Hot (10)

### Moisture Conditions (D20)

Sunny (1)  
Clear Skies (2)  
Overcast (3)  
Partly Cloudy (4)  
Drizzle (5)  
Light Showers (6)  
Moderate Rain (7)  
Torrential Rain (8)  
Thunderstorm (9)  
Snow Flurries (10)  
Light Snow Fall (11)  
Moderate Snow Fall (12)  
Heavy Snow Fall (13)  
Blizzard (14)  
Humid (15)  
Extremely Humid (16)  
Light Fog (17)  
Heavy Fog (18)  
Hail (19)  
Heavy Hail (20)



## **Wizard Spells (DI00)**

These are the arcane spells cast by a wizard.

### **Acid Rain (1)**

This spell causes corrosive acid to rain down onto a wizard's enemies.

### **Acid Spray (2)**

This spell allows a wizard to blast an opponent with a corrosive acid.

### **Animate Object (3)**

This spell causes an inanimate object to move to a wizard's commands.

### **Arcane Arrow (4)**

This spell produces a magic arrow that seeks out its target.

### **Arcane Lock (5)**

The spell places a magical lock on any door or gate.

### **Arcane Shield (6)**

This spell produces a magic shield in front of a wizard.

### **Avoid Fate (7)**

This spell warns a wizard when something bad is about to happen.

### **Ball Lightning (8)**

This spell summons a living ball of chain lightning under the wizard's command.

### **Blade Barrier (9)**

This spell summons a wall of flying blades to block the path of the wizard's enemies.

### **Blade Storm (10)**

This spell causes swords and daggers to rain from the sky onto a wizard's enemies.

### **Blindness (11)**

This spell causes an opponent to go permanently blind.

### **Blink (12)**

This spell allows a wizard to disappear and reappear right when a weapon or magic attack is about to hit him.

### **Blizzard (13)**

This spell allows a wizard to blast an entire battlefield with icy cold winds to freeze anyone touched by them solid.

### **Burning Soul (14)**

This spell causes a person to spontaneously combust from the inside.

### **Chain Lightning (15)**

This spell fires off multiple lightning bolts that will hit every opponent on the battlefield.

### **Charm Person (16)**

This spell allows a wizard to control another person's actions.

### **Clone (17)**

This spell creates a perfect clone of another person under the wizard's control.

### **Cold Breathe (18)**

This spell allows a wizard to breathe out freezing cold winds.

### **Cold Ray (19)**

This spell produces a beam that freezes anyone solid in a second.

### **Confusion (20)**

This spell causes a person to become confused and bewildered.

### **Construct (21)**

This spell allows a wizard to create any object with a thought.

### **Control Magic (22)**

This spell allows a wizard to take control of a monster.

### **Counterspell (23)**

This spell prevents another spell from activating.

### **Crushing Grasp (24)**

This spell creates a magic force that grasps another person.

### **Deconstruct (25)**

This spell causes any building or machine to fall apart.

**Deflect (26)**

This spell deflects any weapon or magic spell away from a wizard.

**Deluge (27)**

This spell produces a flood of water to fill a battlefield.

**Detect Secret Doors (28)**

This spell reveals the location of any secret or hidden doors in a room.

**Diamond Skin (29)**

This spell makes a wizard's skin as hard as diamond but totally pliable.

**Dimensional Door (30)**

This spell opens a portal to another dimension.

**Disintegrate (31)**

This spell produces a beams that will completely disintegrate anything that it touches.

**Dispel (32)**

This spell destroy any magic enchantment or arcane machines.

**Displacement (33)**

This spell causes a person to be teleported anywhere that a wizard wants to put him.

**Divination (34)**

This spell allows a wizard to see the future.

**Enchant Armor (35)**

This spell enchants a suit of armor to make it completely indestructible.

**Enchant Weapon (36)**

This spell enchants a weapon that can now cut or melt through anything that it touches.

**Energy Drain (37)**

This spell sucks the magic energy from anyone that its beam touches.

**Erase (38)**

This spell makes an person or object disappear forever.

**Evocation (39)**

This spell allows a wizard to summon a demon under his command.

**Feather Fall (40)**

This spell allows a wizard to safely fall from any height.

**Fire Blast (41)**

This spell fires an intense blast of fire.

**Fire Breathe (42)**

This spell allows a wizard to breathe fire.

**Fire Shield (43)**

This spell produces a magic shield made of flames.

**Fireball (44)**

This spell produces a massive fireball that explodes into an inferno on impact.

**Firestorm (45)**

This spell rains down magic flames from the sky onto a wizard's opponents.

**Flame Arrow (46)**

This spell fires a magic arrow that causes anything it touches to burst into fire.

**Flashfire (47)**

This spell causes an entire battlefield to burst into fire.

**Fly (48)**

This spell allows a wizard to fly at incredible speeds.

**Force Blast (49)**

This spell produces a massive blast of force that will knock back any opponent.

**Force Field (50)**

This spell produces a huge magic field that will defend an entire party from missile attacks.

**Frost Bolt (51)**

This spell fires a bolt of magic energy that will freeze anyone completely solid.

**Giant Growth (52)**

This spell causes a person to grow to a size of a giant.

**Haste (53)**

This spell causes a person to move incredibly fast.

**Hypnotism (54)**

This spell allows a wizard to control the mind of another person.

**Ice Beam (55)**

This beam freezes anything including the environment completely solid.

**Ice Storm (56)**

This spell causes razor sharp icicles to rain down on a wizard's opponents.

**Immobilize (57)**

This spell prevents an opponent from moving.

**Immolate (58)**

This spell causes any person or object to burst into flames.

**Implosion (59)**

This spell causes an opponent to be sucked into itself and disappear.

**Incinerate (60)**

This spell causes a person to burn into a pile of ash.

**Invisibility (61)**

This spell causes a person to become invisible.

**Iron Skin (62)**

This spell makes a person skin as hard as iron.

**Irresistible Dance (63)**

This spell makes a person irresistibly dance so that he cannot do anything else.

**Lava Lance (64)**

This spell fires a stream of lava at an opponent.

**Lava Storm (65)**

This spell causes lava to rain down on a wizard's opponents.

**Lightning Bolt (66)**

This spell fires a bolt of lightning.

**Mage Armor (67)**

This spell surrounds a wizard's body in a magic field that protects him from all attacks.

**Mage Bomb (68)**

This spell produces a magic orb that explodes with an immense blast of energy.

**Magic Lock (69)**

This spell makes a door or gate impossible to open by anyone but the wizard.

**Master's Touch (70)**

This spell makes a wizard a master of a specific type of craft.

**Metal Form (71)**

This spell changes anyone into a metal statue.

**Meteor Storm (72)**

This spell causes meteorites to rain down on a wizard's opponents.

**Mirror Image (73)**

This spell produces multiple images that make it impossible for an opponent

**Molten Armor (74)**

This spell covers a wizard's in a suit of lava making him impossible to touch.

**Negate (75)**

This spell cancels the effect of another spell that has already been cast.

**Petrify (76)**

This spell turns a person into stone.

**Polymorph (77)**

This spell changes any opponent into a small animal like a rat or toad.

**Prismatic Strike (78)**

This spell produces a burst of colorful light that will melt through anything that it touches.

**Rain of Spikes (79)**

This spell causes steel spikes to rain down on a wizard's opponents.

**Rain of Swords (80)**

This spell causes steel swords to rain down on a wizard's opponents.

**Reconstruct (81)**

This spell allows a wizard to reconstruct any device or structure after it has been damaged.

**Redirect (82)**

This spell changes the target of a spell as it is cast.

**Rewind (83)**

This spell allows a wizard

**Shatter (84)**

This spell destroys a weapon, shield, or suit of armor.

**Shrink (85)**

This spell allows a wizard to shrink anyone to an extremely small size including himself.

**Sleep (86)**

This spell causes a person to fall into a magic sleep so he cannot be awoken.

**Slow (87)**

This spell causes an opponent to move extremely slowly.

**Sonic Blast (88)**

This spell produce a sonic blast that will crush a target and deafen it.

**Stasis (89)**

This spell stops an opponent in time so he is trapped in the moment the spell was cast.

**Static Shock (90)**

This spell shocks an opponent with a bolt of electricity.

**Summon Monster (91)**

This spell summons a random monster under a wizard's control.

**Teleport (92)**

This spell allows a wizard to teleport himself instantly around a battlefield.

**Time Warp (93)**

This spell slows down time around a wizard allowing him to see the world as if it were moving in slow motion.

**Titan Strength (94)**

This spell gives a person the strength of a giant.

**Trap Sense (95)**

This spell allows a wizard to detect the presence of hidden traps and how to disarm them.

**Treasure Sense (96)**

This spell allows a wizard to detect the presence of any treasure no matter how it is hidden.

**Wall of Fire (97)**

This spell produces a wall made of magic flames.

**Wall of Ice (98)**

This spell produces a wall of solid ice.

**Wall of Water (99)**

This spell produces a wall of magically animated water.

**Water Breathing (100)**

This spell allows a wizard or another person to breathe underwater.

### **Wizard's Familiar (D50)**

These creatures give a wizard special powers that mimic its own. A wizard can communicate with her familiar so they can be used to spy and relay messages.

### **Baby Dragon (1)**

A wizard gains the ability to breathe different attacks that depend on the type of dragon.

### **Basilisk (2)**

A wizard gains the ability to petrify with a glance.

### **Bat (3)**

A wizard gains sonar.

### **Bear (4)**

A wizard gains incredible physical power.

### **Cat (5)**

A wizard gains the ability to safely land from incredibly high falls.

### **Centipede (6)**

A wizard can sprout extra arms.

### **Chameleon (7)**

A wizard gains blend into his background.

### **Crab (8)**

A wizard gains an hard outer shell.

### **Dodo (9)**

A wizard gains immortality.

### **Dog (10)**

A wizard gains incredible sense of smell.

### **Eagle (11)**

A wizard gains incredible eye sight.

### **Earth Spirit (12)**

A wizard can turn his body into rock.

### **Falcon (13)**

A wizard gains the ability to fly.

### **Ferret (14)**

A wizard gains the ability

### **Fire Spirit (15)**

A wizard become resistant to heat.

### **Fox (16)**

A wizard gains incredible agility.

### **Ghost (17)**

A wizard can become ethereal.

### **Gorilla (18)**

A wizard gains incredible strength.

### **Hawk (19)**

A wizard gains incredible speed.

### **Hedgehog (20)**

A wizard can grow needle like quills over his body.

### **Homunculus (21)**

A wizard can detach parts of his body.

### **Iguana (22)**

A wizard can regenerate limbs.

### **Imp (23)**

A wizard gains the ability to cause fires.

### **Kangaroo (24)**

A wizard gains the ability to jump with incredible distance.

### **Monkey (25)**

A wizard gains the ability to swing from trees.

### **Mouse (26)**

A wizard gains the ability to fit in any space.

### **Octopus (27)**

A wizard can spray ink.

### **Otter (28)**

A wizard gains an incredible ability to swim.

### **Owl (29)**

A wizard gains incredible intelligence.

### **Parrot (30)**

A wizard can communicate in any language.

### **Penguin (31)**

A wizard gains an incredible resistance to cold.

**Rabbit (32)**

A wizard gains the ability to jump high.

**Rat (33)**

A wizard gains the ability to move with incredible speed.

**Raven (34)**

A wizard can cover his body in feathers.

**Salamander (35)**

A wizard can excrete a mucous over his entire body.

**Scorpion (36)**

A wizard gains a poisonous stinger.

**Seal (37)**

A wizard can balance anything on his nose.

**Serpent (38)**

A wizard gains a poison bite.

**Snail (39)**

A wizard can excrete a sticky slime.

**Snake (40)**

A wizard gains a poisonous bite

**Spider (41)**

A wizard can produce webs.

**Squirrel (42)**

A wizard can easily climb trees.

**Toad (43)**

A wizard can launch out his sticky tongue.

**Trapped Demon (44)**

A wizard can encase himself in flames.

**Turtle (45)**

A wizard can form a hardened shell around his body.

**Vulture (46)**

A wizard can digest anything.

**Water Spirit (47)**

A wizard can breathe underwater.

**Weasel (48)**

A wizard gains the ability to quickly evade and hide.

**Wind Spirit (49)**

A wizard can blow gusting winds from his mouth.

**Wolf (50)**

A wizard bite with incredible power.