

M20 FIFTH (VERSION 0.92)

This is a trimmed-down, subminiature version of the Fifth Edition of the World's Most Popular Role-playing game (see license for more info) that has been designed to be quick and easy to play.

The goal was to create a simpler game, but one where all of the resources of the Fifth Edition (monsters, spells, adventures and equipment) could be used without conversion.

CHARACTERS

STATS

There are 3 stats : Strength (**STR**), Dexterity (**DEX**) and Mind (**MIND**).

Roll 4d6, drop lowest die. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Alternatively you may use the array of 15, 12, 8.

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

RACES

Humans: +1 to all Stats

Magical Races (e.g. Elves, Gnomes): +2 MIND

Tough Races (e.g. Dwarves, Half-Orcs, Dragonborn): +2 STR

Quick Races (e.g. Halflings): +2 DEX

CLASSES

The classes are **Fighter, Rogue, Mage and Cleric**. Characters start at level 1 with a **proficiency bonus** of +2.

FIGHTER

Skill and Save Proficiencies: Physical, STR or DEX Saves (pick one)

Armor Proficiencies: All armor, Shield

Extra Ability Score Increase: At level 1, you get an extra ability score increase.

Improved Stamina: +3 to HP per level. When taking short rests, add 3 hp per rest dice spent.

Multiple Attacks: You gain an additional attack at 5th level, and again at 11th and 20th level.

Extended Crit Range: At level 3 you crit on a 19-20. At level 15 you crit on an 18-20.

Starting Equipment: chain mail (+6 AC heavy armor), shield, one weapon (and ammunition if applicable), 10 gp, a fast pack (see Equipment)

ROGUE

Skill and Save Proficiencies: Subterfuge, DEX saves

Armor Proficiencies: Light armor

Sneak Attack: Whenever you have advantage, or your target is distracted by melee combat with another foe you may add [half level, rounded up]d6 to your damage.

Cunning Action: As a bonus action, you may make a Subterfuge check or Dash.

Starting Equipment: leather armor (+1 AC light armor), one weapon (and ammunition if applicable), thieves tools, 15 gp, a fast pack (see Equipment)

MAGE

Skill and Save Proficiencies: Knowledge, MIND Saves

Armor Proficiencies: No armor

Signature Spell: Choose one spell (or one action-realm combination if using Words of Power.) Casting this spell costs 1 MP less.

Arcane Spellcasting: See Magic for more information.

Starting Equipment: spellbook, wand, 10 gp, a fast pack (see Equipment)

CLERIC

Skill and Save Proficiencies: Communication, MIND Saves

Armor Proficiencies: Medium Armor, Shield

Divine Spellcasting: See Magic for more information.

Channel Divinity: You have the ability to channel positive energy once per rest to Turn Undead or Preserve Life. At level 6 this becomes twice per rest, and at level 18 this becomes three times per rest. To **Turn Undead** the cleric brandishes their holy symbol forcing all undead within 30 feet to make a MIND save (DC 8 + cleric's MIND bonus + cleric's proficiency) or flee. If the undead roll a 1 on their save, they are immediately destroyed. **Preserve Life** restores [5 * level] hp divided to taste among allies within 30 feet.

Starting Equipment: scale mail (+4 AC medium armor), shield, holy symbol, mace (one-handed weapon), 15 gp, a fast pack (see Equipment)

BACKGROUNDS

Every character should also choose a background, which grants them proficiency in one skill, and grounds them in the world. Every background provides a great starting point for role-playing. Perhaps a criminal has underworld contacts, perhaps a soldier can still get respect among patriotic peasants, perhaps a sage can easily find obscure information in books when they need to.

- **Communication Backgrounds:** Acolyte, Noble, Folk Hero, etc.
- **Subterfuge Backgrounds:** Criminal, Urchin, Charlatan, etc.
- **Knowledge Backgrounds:** Sage, Hermit, etc.
- **Physical Backgrounds:** Soldier, Sailor, etc.

Optional Rule (Specialization): If a character has a background which grants a proficiency which they already get from their class, they may add twice their proficiency bonus to d20 rolls.

SKILLS AND SAVING THROWS

There are just 4 skills : **Physical, Subterfuge, Knowledge and Communication.** Roll equal to or higher than the given Difficulty Class (DC) to succeed.

Skill/Saving Throw roll = d20 + stat bonus + (proficiency bonus)

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

COMMON DC'S

- **Very easy:** 5
- **Easy:** 10
- **Moderate:** 15
- **Hard:** 20
- **Very hard:** 25
- **Nearly impossible:** 30

ADVANTAGE AND DISADVANTAGE

Whenever a character has increased or decreased odds of succeeding on a d20 roll, the GM may elect to give that character Advantage or Disadvantage. This involves rolling twice and taking the better or worse of the two rolls respectively.

MAGIC

All casters have Magic Points (MP) equal to their max HP. They may cast spells of a level equal to ½ their class level, rounded up. Use the spells from Appendix F, or the spell system described in Appendix G. Alternatively, let casters know 6 spells of any spell level they have access to from the Fifth Edition Basic Rules.

Concentration: Certain spells require concentration. While concentrating on a spell, a caster may not cast other concentration spells. If a caster is hit while concentrating on a spell, they must make a DC 10 or half the damage taken (whichever is higher) MIND save or the spell fizzles.

Casting a spell of any kind requires magic points. The cost is: **1 + double the level of the spell being cast**

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

The DC for saving throws to resist a caster's spell is: **8 + MIND bonus + proficiency bonus**

OPTIONAL RULES

- **Blood Magic:** Instead of having MP equal to their HP, a caster has MP equal to half their HP. In addition, a caster may choose convert their HP to MP at a rate of 2 HP per 1 MP.
- **Ritual Casting:** A caster may cast any spell without expending MP if they take an additional 10 minutes casting the spell.

CANTRIPS

A caster starts with knowledge of [MIND bonus] cantrips, which may be any combination of damaging and utility cantrips. A cantrip is a spell that can be cast again and again without any MP cost.

DAMAGING CANTRIPS

You may make a damaging cantrip using the table below - a damaging cantrip may add up to at most 9 points and must have a range, damage and method. At levels 5, 11 and 17 they do an additional dice of damage. (If a cantrip has separate beams, instead of additional dice of damage at these levels, you get an additional beam which can target separate creatures.)

Points	Range	Damage	Method	Additional Effects
1	Touch	1d4	Magic Attack	Separate beams
2	10'	1d6	DEX save	Pull 10' closer to you
3	30'	1d8	MIND save	
4	60'	1d10		
5	120'	1d12		

Optional Rule (Damage Type): In addition to the effects mentioned on the table, choose any one damage type your cantrip qualifies for based on its range:

- Touch: Lightning (Advantage if target wearing metal armor)
- 10 ft or less: Poison
- 30 ft or less: Piercing
- 60 ft or less: Radiant, Psychic, Acid
- 120 ft or less: Necrotic, Force, Fire

UTILITY CANTRIPS

Instead of damaging cantrips, you may choose one of the following utility cantrips:

Prestidigitation: Perform minor tricks for 1 hour.

Ghost Sound: Figment sounds for 1 minute.

Mage Hand: 5-pound telekinesis. Lasts until concentration ends.

Light: Object shines like a torch for 1 hour.

Guidance: Subject gets +1d4 on one skill check. Lasts for one minute or until discharged.

Resistance: Subject gets +1d4 on one saving throw. Lasts for one minute or until discharged.

COMBAT

Hit Points = (1d8 + STR bonus)/Level. If HP reaches 0, unconscious and near death. Every round, make unmodified d20 rolls to avoid death. DC 10, must get three successes before three failures.

Roll d20 + DEX bonus for initiative order. Everyone can move (30 ft.) and perform an action each turn. Actions include: additional movement (dashing), casting a spell and attacking. In addition, a single bonus action may be taken if granted by a class feature, spell or other ability.

Melee attack bonus = STR bonus + proficiency bonus
Missile attack bonus = DEX bonus + proficiency bonus
Magic attack bonus = MIND bonus + proficiency bonus

Add attack bonus to d20 roll. If equal to or higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical hit doing double damage.

Add STR bonus to melee damage, and DEX bonus to missile damage.

Armour Class (AC) = 10 + Armour bonus + (DEX bonus).

OPTIONAL RULES

- **Finesse:** Fighters and Rogues can use DEX bonus + proficiency bonus as Melee attack bonus and damage instead if wielding a light weapon.
- **Dual Wielding:** Fighters and Rogues can wield 2 light weapons and may use an action to attack with their main weapon, and a bonus action to attack with their offhand weapon. Don't add your ability modifier to the damage on the second weapon.
- **Great Weapon Fighting:** When a Fighter or Rogue is wielding a two-handed weapon, they may re-roll 1 and 2 results on their damage dice, but you must use the new roll.

NATURAL HEALING

Characters have rest dice equal to their level.

A **short rest** is one hour long, and a character may spend rest dice to regain 1d8 + STR bonus hit points per dice. Casters regain [double level] magic points on a short rest.

A **long rest** is 8 hours long. A character regains all hit points and magic points, and half of their total rest dice. Casters regain all magic points on a long rest.

IMPROVISED HAZARDS AND TRAPS

Use the below information to improvise damage for things like being pushed into a campfire or falling into lava.

Examples:

- 3d6 - being pushed into a campfire, falling 30 feet
- 6d6 - suffering a cave-in, falling 60 feet
- 28d6 - falling into lava

Character Level	Minor	Major	Deadly
1-4	2d6	3d6	6d6
5-10	3d6	6d6	16d6
11-16	6d6	16d6	28d6
17-20	16d6	28d6	38d6

ADVANCEMENT

After every encounter, add up the Challenge Rating (CR) of every monster, trap, etc. that was overcome. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Hit Points: 1d8 + STR bonus per level

Proficiency Bonus: 1-4: +2; 5-8: +3; 10-12: +4; 13-16: +5; 17-20: +6

Ability Score Increases (Casters): 4, 8, 12, 16, 19

Ability Score Increases (Non-Casters): 4, 8, 10, 12, 16, 19

When a character receives an ability score increase, they either gain +2 to one stat or +1 to two stats (max 20.)

BESTIARY

Skills and Saving Throws: Treat a monster's bonus for all skills and saving throws as their attack bonus. Alternatively, assign stats to taste and use stat bonus + (proficiency bonus) as their skill bonus.

Challenge Rating (CR): A monster of challenge rating X, should be a decent challenge for a four person party of level X.

Animal, small [eg Badger] (CR 0): HD 1d4+1 (3 hp), AC 10, bite +2 [1]

Ankheg (CR 2): HD 6d10+6 (39 hp), AC 14, bite +5 (2d6+3, acid 1d6 [12]) or acid spray DC 13 DEX (3d6 [10], save halves)

Bugbear (CR 1): HD 5d8+5 (27 hp), AC 16, morningstar +4 (2d8+2 [11]) or javelin +4 (1d6+2 [5])

Choker (CR 1/2): HD 3d6+3 (13 hp), AC 15, tentacle +4 (1d6+3 [5], grappled [escape DC 14]) or constrict +4 (1d8+2 [6])

Deinonychus (Raptor) (CR 1): HD 3d8+3 (17 hp), AC 15, claw +4/+4 (1d8+1 [6])

Dire Rat (CR 1/8): HD 2d6 (7 hp), AC 12, bite +4 (1d4+2 [4])

Earth Elemental (CR 5): HD 12d10+60 (126 hp), AC 17, slam +8/+8 (2d8+5 [14]), damage resistance (half damage from non-magical weapons)

Gargoyle (CR 2): HD 7d8+21 (52 hp), AC 15, claws +4/+4 (1d6+2 [5]), damage resistance (half damage from non-magical weapons)

Goblin (CR 1/4): HD 2d6 (7 hp), AC 15, scimitar +4 (1d6+2 [5]) or shortbow +4 (1d6+2 [5])

Griffon (CR 2): HD 7d10+21 (59 hp), AC 12, claws +6/+6 (2d6+3 [10])

Hell Hound (CR 3): HD 7d8+14 (45 hp), AC 15, bite +5 (1d8+3, fire 2d6 [14]) or fire breath DC12 DEX (6d6 [21], save halves)

Hill Giant (CR 5): HD 10d12+40 (105 hp), AC 13, greatclub +8/+8 (3d8+5 [18]) or rock +8 (3d10+5 [21])

Hobgoblin (CR 1/2): HD 2d8+2 (11 hp), AC 18, longsword +3 (1d8+8 [12]) or longbow +3 (1d8+8 [12])

Human Commoner (CR 0): HD 1d8 (4 hp), AC 10, club +2 (1d4 [2])

Insect, small [eg Spider] (CR 0): HD 1d4-1 (1 hp), AC 12, bite +4 ([1], poison DC 9 STR 1d4 [2])

Kobold (CR 1/8): HD 2d6-2 (5 hp), AC 12, dagger +6 (1d4+2 [4]) or sling +6 (1d4+2 [4])

Ogre (CR 2): HD 7d10+21 (59 hp), AC 11, greatclub +6 (2d8+4 [13]) or javelin +6 (2d6+4 [11])

Orc (CR 1/2): HD 2d8+6 (15 hp), AC 13, greataxe +5 (1d12+3 [9]) or javelin +5 (1d6+3 [6])

Owlbear (CR 3): HD 7d10+21 (59 hp), AC 13, claws +7/+7 (2d8+3 [12])

Rust Monster (CR 1/2): HD 5d8+5 (27 hp), AC 14, bite +3 (1d8+1 [5], rust DC 11 DEX)

Shadow (CR 1/2): HD 3d8+3 (16 hp), AC 12, strength drain +4 (2d6+2 [9], -1d4 STR), damage resistance (half damage from non-magical weapons)

Skeleton (CR 1/4): HD 2d8+4 (13 hp), AC 13, shortsword +4 (1d6+2 [5]) or shortbow +4 (1d6+2 [5])

Stirge (CR 1/8): HD 1d4 (2 hp), AC 14, blood drain +5 (1d4+3 [5], attach [5 dmg/turn])

Stone Golem (CR 10): HD 17d10+85 (178 hp), AC 17, slam +10/+10 (3d8+6 [19]) or slow DC 17 MIND save (speed halved, one attack a turn), damage immunity (only hurt by adamantite weapons or magic)

Troll (CR 5): HD 8d10+40 (84 hp), AC 15, claw +7/+7/+7 (2d6+3 [10]), regenerate (+10 hp/turn, acid/fire negate)

Werewolf (hybrid form) (CR 3): HD 9d8+18 (58 hp), AC 12, bite +4/+4 (1d8+2 [6], lycanthropy DC 12 STR), damage immunity (only hurt by silver weapons or magic)

Wight (CR 3): HD 6d8+18 (45 hp), AC 14, slam +4/+4 (1d6+2 [5], life drain DC 13 STR [reduce max HP by dmg taken]) or longbow +4/+4 (1d8+2 [6])

Wolf (CR 1/4): HD 2d8+2 (11 hp), AC 13, bite +4 (2d4+2 [7], knock prone DC 11 STR)

Wyvern (CR 6): HD 13d10+39 (110 hp), AC 13, stinger +7/+7 (2d6+4 [11], poison DC 14 STR [24 dmg, save halves])

Zombie (CR 1/4): HD 3d8+9 (22 hp), AC 8, slam +3 (1d6+1 [4]), undead fortitude (instead of dying, zombie lives on a DC [5+dmg just taken] STR save)

EQUIPMENT

CURRENCY

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces (sp). Each silver piece is worth 10 copper pieces (cp). A platinum piece (pp) is worth 10 gp.

Exchange	cp	sp	gp	pp
Copper piece	1	1/10	1/100	1/1,000
Silver piece	10	1	1/10	1/100
Gold piece	100	10	1	1/10
Platinum piece	1,000	100	10	1

ARMOR

The cost of armor equals AC bonus times 5, squared.

- **Light Armor:** +1, +2 add DEX bonus
- **Medium Armor:** +3, +4, +5 add DEX bonus (max 2)
- **Heavy Armor:** +6, +7, +8 no DEX bonus, disadvantage on Subterfuge checks involving stealth
- **Shield** (10 gp): +2

Barding for horses costs 4 times as much as human armor, and weighs twice as much.

WEAPONS

Either use weapons from the Basic Rules of Fifth Edition, or use the table below to improvise weapons.

WEAPON DAMAGE BY CLASS (WEAPON COST)

Class	Light (2 gp)	1-handed (10 gp)	2-handed (40 gp)	Ranged (†)
Fighter	1d8	1d10	1d12	1d8
Rogue	1d6	1d8	2d6	1d8
Mage	1d4	1d6	1d8	1d6
Cleric	1d4	1d6	1d10	1d6

† Ranged weapon cost: 50 gp (ammunition-based weapon), 1 gp (20 ammunition) / 1 gp (thrown weapon)

OTHER EQUIPMENT

To figure out a reasonable price for equipment use the following table (for example, a bedroll would cost 10 gp, since it's two syllables):

Kind of Item	Cost
Common Items	1 cp x number of syllables
Adventuring/Camping Gear	5 gp x number of syllables
Specialist Tools, Animals	10 gp x number of syllables
Luxury Items	25 gp x number of syllables
Lethal items, Dangerous Animals	100 gp x number of syllables

FAST PACKS

Choose a pack, or roll 1d6 to select one randomly.

- **Pack A** (1-2): backpack, belt pouch, bedroll, hooded lantern, 10 oil flasks, flint & steel, shovel, 2 sets of caltrops, signal whistle, waterskin, iron rations (4 days)
- **Pack B** (3-4): backpack, belt pouch, bedroll, 10 torches, 4 oil flasks, flint & steel, 10 pieces of chalk, 10' pole, mirror, crowbar, waterskin, iron rations (4 days)
- **Pack C** (5-6): backpack, belt pouch, bedroll, tent, 10 torches, 5 oil flasks, flint & steel, 50' rope, grappling hook, 10' pole, waterskin, iron rations (4 days)

APPENDIX A: QUICK AND DIRTY MONSTERS

To make monsters on the fly, use the below rules:

1. Choose monster's Challenge Rating.
 - **HP**= (5 x CR)d8 or 20 x CR
 - **AC**= 12 + prof. bonus (max 19)
 - **Save DC**= 12 + prof. bonus
 - **DPR** (Damage Per Round)= 8 + (6 x CR)
 - **Atk. Bonus**= 3 + prof. bonus
 - **Prof. Bonus**= Treat CR as level, and use proficiency bonus indicated in Advancement.
2. Adjust offensive (save DC, DPR, atk. bonus) and defensive stats (AC, HP) as desired. Treat the monster as having a higher CR for offensive or defensive stats. For every one CR you move up, you should move down one CR in the opposite kind of stat.
3. Choose a monster template. ("X DPR dmg", means "do X times DPR damage").
 - **Aberration**: multiattack (two tentacles), tentacle (0.5 DPR dmg, STR save or paralyzed. If target is paralyzed and damage reduces target to 0 HP, target's brain is eaten.)
 - **Beast**: multiattack (claw and bite), claw (0.5 DPR dmg), bite (0.5 DPR dmg)
 - **Draconic**: breath weapon (DPR dmg, DEX save to avoid), bite (0.5 DPR dmg)
 - **Elemental**: smash (0.6 DPR dmg), death throes (when creature dies, make STR save or take 0.6 DPR dmg)
 - **Fiendish**: aura (at start of turn, 0.3 DPR dmg to all within 5 feet), trident (0.6 DPR dmg), fireball (0.6 DPR dmg)
 - **Giant**: punch (DPR dmg), boulder (DPR dmg)
 - **Undead**: multiattack (life drain and slam), life drain (0.4 DPR, STR save or reduce victim's max HP by dmg taken), slam (0.5 DPR)
 - **Vermin**: bite/sting (DPR damage, STR save or poisoned causing disadvantage on attacks), web/goo (DEX save or restrained)
4. Add any special abilities desired. (e.g. Flight or spellcasting.)
5. Add resistances (half damage from specific source) and immunities (not affected by specific source.) If you add many resistances or a few immunities, multiply hit points by the following values: CR 1-4 (0.5), CR 5-8 (0.7), CR 11-16 (0.8) CR 17+ (1)
 - **Physical damage types**: Slashing, piercing, bludgeoning.
 - **Magic damage types**: acid, fire, cold, poison, necrotic, radiant, lightning, psychic, thunder and force
 - **Condition immunities**: paralyzed, poisoned, charmed, etc.

APPENDIX B: BOSS MONSTERS

A boss monster can do things that ordinary creatures can't. Using its **legendary resistance** it can treat a failed saving throw as a success a certain number of times a day, and using its **legendary actions** it can act at the end of another creature's turn a certain number of times per round. The actions it can take in this way are as follows:

- **Costs 1 Action**: Make a Single Attack, Move, Cast a Cantrip
- **Costs 2 Actions**: Use a Special Ability, Cast a Spell, Multiattack

To turn an ordinary monster into a boss monster, pick a tier below (rounding CR down for initial CR 1/2 and lower):

Tier	Legendary Actions/round and Resistance/day	Hit Point Increase	CR Increase
Elite	1	+20	+1
Boss	2	+30	+2
Legendary	3	+40	+3
Epic	4	+50	+4

APPENDIX C: SCALING MONSTERS

To scale monsters from the Bestiary, or the Fifth Edition Basic rules, simply determine what you want the new CR to be, and then use the below adjustments:

- **Prof. Bonus** = Treat CR as level, and use proficiency bonus indicated in Advancement.
- ΔCR = New CR - Old CR
- **HP** = +20 HP x ΔCR
- **DPR** = +6 dmg x ΔCR (remember to split for multiattacks)
- ΔPB = New Prof. Bonus - Old Prof. Bonus.
- **AC** = + ΔPB (max 19)
- **Save DC** = + ΔPB
- **Atk. Bonus** = + ΔPB

Deadly abilities: When scaling down creatures with fairly deadly abilities, it is also suggested that the severity of the condition is reduced. For example a medusa's petrifying gaze might just become a paralyzing gaze for a CR 1 medusa.

Multiattack: When scaling up, if the DPR increase ever (roughly) equals one of a creature's attacks consider giving the creature multiattack instead of just making their single attack twice as strong. When scaling down, if the DPR decrease ever (roughly) equals one of a creature's attacks, consider removing one of their attacks from their multiattack (or completely removing multiattack if the creature only has two attacks.)

APPENDIX D: ADDITIONAL COMBAT OPTIONS

The combat system of M20 Fifth is designed to be as simple and streamlined as possible, but if more complexity is desired the following options are offered:

- **Surprise:** If a creature fails to perceive another creature using Subterfuge to hide before a battle, they start combat surprised. A surprised creature is unable to move, take actions or reactions until the first round of combat is finished.
- **Reactions:** A character can make one reaction per round when it is not their turn. Typical reactions include:
 - **Opportunity Attacks:** When an opponent tries to leave your reach without taking the Disengage action (see below), you may make a single attack against them.
 - **Cast Certain Spells:** Spells like Feather Fall from Appendix F or Counterspell from the Fifth Edition Basic Rules can be cast as a reaction instead of an action.
- **Disengage:** A character may take a disengage action in order to safely retreat without provoking an opportunity attack from opponents.
- **Dodge:** A character may take a dodge action, granting disadvantage on all attacks until their next turn.
- **Ready an Action:** Instead of acting on your turn, you may ready an action. Readyng an action delays your action until you use a reaction to trigger it later in the round.
- **Knocking a Creature Out:** When an attacker reduces a foe to 0 hit points with a melee attack, the attacker may choose to knock the creature out instead of dealing a lethal blow.
- **Maneuvers:** Maneuvers are special actions that a character can take instead of just attacking. The most common maneuvers are:
 - **Grappling:** Against a target no more than twice your height, you may replace one attack with a grapple. Make a STR + Phys roll opposed by an opponent's STR + Phys or DEX + Phys roll (their choice). If you succeed, the opponent is grappled, reducing their speed to 0, and your speed to half. Escaping the grapple requires an action and another set of opposed rolls.
 - **Shove:** You may shove a creature in order to knock them prone (adv. for melee, disadv. for ranged, half of movement to stand up), or push them away from you. Make a STR + Phys roll opposed by an opponent's STR + Phys or DEX + Phys roll (their choice).
- **Cover:** Cover adds to the AC and DEX saves of a creature, as follows:
 - **Half Cover:** +2
 - **3/4 Cover:** +5
 - **Full Cover:** untargetable by attacks and (most) spells

APPENDIX E: RANDOM DUNGEON GENERATION

If you don't have much time to prepare a dungeon in advance, use the following procedure:

1. Get a sheet of graph paper. (Non-graph paper will do in a pinch.)
2. Grab a handful of d6s.
3. Roll the dice all at once and let them land where they will on the paper. (It may help to have a box to keep the dice constrained to the paper.)
4. Everywhere a d6 lands is a room. (Assign room dimensions to taste.) The number of exits from that room is based on the value of the d6:
 - 1-2: 1 exit; 3-4: 2 exits; 5-6: 3 exits.
5. Add hallways connecting the rooms to taste.
6. **Contents:** In order to determine what to fill a room with, roll a d6:
 - 1: Empty, 2: Empty save for treasure, 3: Monster, 4: Monster and treasure, 5: Trap, 6: Special.
7. **Quest Goal:** Roll a d8:
 - 1. Capture, 2. Retrieve, 3. Defeat, 4. Discover, 5. Destroy, 6. Escape, 7. Find, 8. Negotiate, 9. Obtain, 10. Protect, 11. Rescue, 12. Survive
8. **Twists:** To keep things interesting roll up 1-3 twists that take place in the dungeon. To roll a twist, roll 2d6:
 - 1-2: NPC..., 3. Organization..., 4. Physical Event, 5. Emotional Event..., 6. Item...
 - 1: ...appears, 2 ...alters the location, 3 ...helps the party, 4-5. ...hinders the party, 6 ...changes the goal

APPENDIX F: SPELL LISTS

Saving Throws and Scaling: Unless a spell specifically mentions using a spell attack or not granting a saving throw, the target of a spell may resist by making an appropriate STR/DEX/MIND save. If a spell does damage, then successfully saving causes that spell to do half the damage it would have.

Many spells end with something like "+Xd6 per spell level above Yth." What this means is that the spell is Yth level spell, but if it is cast in a (Y+1)th level spell slot or higher it has some sort of scaling effect.

ARCANE SPELLS

1ST-LEVEL ARCANE SPELLS

- **Charm Person:** Makes one person your friend for 1 hour.
- **Feather Fall:** 5 creatures fall slowly for 1 minute or until landing.
- **Floating Disk:** Creates 3-ft.-diameter horizontal disk that holds 500 lb. and lasts for 1 hour.
- **Mage Armor:** Gives subject AC of 13 + DEX for 8 hours.
- **Magic Missile:** No saving throw; Launches three magic darts each dealing 1d4+1 damage; +1 missile per spell level above 1st.
- **Sleep:** Puts 5 HD of creatures into magical slumber for 1 min. +2HD of creatures for every spell level above 1st.

2ND-LEVEL ARCANE SPELLS

- **Acid Arrow:** Ranged spell attack; 4d4 damage immediately, 2d4 at end of next turn; +1d4 immediately and +1d4 at the end of next turn per spell level above 2nd.
- **Flaming Sphere:** Creates rolling ball of fire controlled with a bonus action, 2d6 damage, lasts 1 minute; + 1d6 per spell level above 2nd.
- **Invisibility:** Subject is invisible for 1 hour (concentration) or until it attacks.
- **Knock:** Opens locked or magically sealed door.
- **Levitate:** Subject moves up and down at your direction for 10 minutes (concentration.)
- **Spider Climb:** Grants ability to walk on walls and ceilings for 1 hour (concentration.)

3RD-LEVEL ARCANE SPELLS

- **Clairvoyance:** Hear or see at a distance for 10 minutes (concentration.)
- **Dispel Magic:** Cancels magical spells and effects.
- **Fireball:** 8d6 damage, 20-ft. Radius; +1d6 damage per spell level above 3rd.
- **Fly:** Subject flies at speed of 60 ft. for 10 minutes (concentration.) +1 target per spell level above 3rd.
- **Vampiric Touch:** For 1 minute (concentration), caster's touch, deals 3d6 damage on a successful melee spell attack; caster gains half damage as hp; +1d6 per spell level above 3rd.
- **Animate Dead:** Create undead skeleton or zombie from a corpse, controlled as bonus action; +2 undead per spell level above 3rd level.

4TH-LEVEL ARCANE SPELLS

- **Arcane Eye:** See through invisible floating eye that moves 30 ft./round for 1 hour (concentration.)

- **Black Tentacles:** Tentacles grapple all within 20 ft. spread for 1 minute (concentration), dealing 3d6 damage per round.
- **Dimension Door:** Teleports you short distance.
- **Ice Storm:** Summons a 20 foot radius ice storm that deals 6d8 damage, and halves movement for one round. +1d8 damage per spell level above 4th.
- **Polymorph:** Gives one creature a new form for 1 hour (concentration.)
- **Stoneskin:** Take half damage from nonmagical attacks. Lasts 1 hour (concentration.)

5TH-LEVEL ARCANE SPELLS

- **Cloudkill:** Deals 5d8 damage to 20-foot-radius; +1d8 per spell level above 5th. Lasts 10 minutes (concentration)
- **Contact Other Plane:** Lets you ask five questions of extraplanar entity.
- **Geas:** Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.
- **Hold Monster:** Paralyze target creature for 1 minute (concentration.) +1 target per spell level above 5th.
- **Passwall:** Creates passage through wood or stone wall for 1 hour.
- **Teleportation Circle:** Creates a temporary portal that leads to a permanent teleportation circle on the same plane.

6TH-LEVEL ARCANE SPELLS

- **Chain Lightning:** A lightning bolt leaps through four nearby targets, doing 10d8 damage; +1 target per spell level above 6th.
- **Contingency:** Sets trigger condition for another spell. Lasts for 10 days or until discharged.
- **Disintegrate:** Deals 10d6 + 40 damage, if target is reduced to 0 hp it is disintegrated; +3d6 damage per spell level above 6th.
- **Irresistible Dance:** Forces subject to dance for 1d4+1 rounds.
- **Sunbeam:** For 1 minute (concentration), a 60 foot beam deals 6d8 damage per round, and blinds victims.
- **True Seeing:** Lets you see all things as they really are for 1 hour.

7TH-LEVEL ARCANE SPELLS

- **Delayed Blast Fireball:** 12d6 damage; you can postpone blast for 5 rounds (concentration); +1d6 per spell level above 7th.
- **Etherealness:** Travel to Ethereal Plane for 8 hours. +3 companions per spell level above 7th.
- **Finger of Death:** Target takes 7d8 + 30 damage. If target is killed by spell, they rise the next turn as a zombie under your control.
- **Plane Shift:** As many as eight subjects travel to another plane.
- **Reverse Gravity:** Reverses gravity in a 50 ft. radius for 1 minute (concentration.)
- **Teleport:** Instantly transports you and up to eight creatures as far as 100 miles/level.

8TH-LEVEL ARCANE SPELLS

- **Antimagic Field:** Negates magic within 10 ft. for 1 hour (concentration.)
- **Clone:** Duplicate awakens when original dies.

- **Feeblemind:** Subject's MIND score drops to 1 and they take 4d6 damage.
- **Horrid Wilting:** Deals 10d6 damage within 30 ft.
- **Incendiary Cloud:** Cloud deals 10d6 damage/round for 1 minute (concentration.)
- **Power Word Stun:** Stuns creature with 150 hp or less for 2d4 rounds.

9TH-LEVEL ARCANE SPELLS

- **Astral Projection:** Projects you and companions onto Astral Plane.
- **Gate:** Connects two planes for travel or summoning. Open for 1 round/level.
- **Meteor Swarm:** Four exploding spheres each deal 40d6 damage.
- **Power Word Kill:** Kills one creature with 100 hp or less.
- **Time Stop:** Time slows down allowing you to take 1d4+1 turns in a row.
- **Weird:** Fearsome illusion deals 4d10 damage/round to subjects in 30 ft. radius.

DIVINE SPELLS

1ST-LEVEL DIVINE SPELLS

- **Bless:** 3 allies can add 1d4 on every attack roll or saving throw for one minute (concentration.) +1 ally for every spell level above 1st.
- **Create or Destroy Water:** Create/destroy 10 gallons of water in open container; or create rain/destroy fog in 30-ft cube; +2 gallons/+5 cubic feet per spell level above 1st.
- **Cure Wounds:** One creature healed 1d8 + MIND modifier HP; +1d8 HP for every spell level above 1st.
- **Detect Magic:** Know presence of magic within 30 ft for 10 minutes (concentration.) An action can be used to see aura and determine what kind of magic it is.
- **Inflict Wounds:** Spell attack; 3d10 damage; +1d10 damage per spell level above 1st.
- **Shield of Faith:** One creature gains +2 AC bonus for 10 minutes (concentration.)

2ND-LEVEL DIVINE SPELLS

- **Aid:** 3 allies increase HP and max HP by 5 for 8 hours; +5 HP/max HP for every spell level above 2nd.
- **Enhance Ability:** 1 ally gains advantage on ability checks of your choice for 1 hour (concentration.) +1 ally for every spell level above 2nd.
- **Gentle Repose:** Preserves one corpse.
- **Hold Person:** 1 humanoid is paralyzed for 1 minute (concentration.) +1 humanoid for every spell level above 2nd.
- **Lesser Restoration:** Cure disease or end blindness, deafness, paralysis, or poison.
- **Protection from Poison:** One creature is cured of poison, and for one hour takes half damage from poison damage and has advantage on saving throws against being poisoned.

3RD-LEVEL DIVINE SPELLS

- **Clairvoyance:** See or hear a familiar place for 10 minutes (concentration.)
- **Create Food and Water:** Feeds fifteen humanoids (or five horses).

- **Dispel Magic:** Automatically dispel spells of 3rd level or lower, or higher level spells with DC 10 + spell's level. +1 spell level automatically dispelled for every spell level above 3rd.
- **Revivify:** Restore 1 HP to someone who was dead for less than a minute.
- **Speak with Dead:** Corpse answers five questions.
- **Tongues:** One creature speaks any language for 1 hour.

4TH-LEVEL DIVINE SPELLS

- **Banishment:** Banishes 1 creature back to its home plane (if extraplanar) or a harmless demiplane (if native) for 1 min. (concentration.) Extraplanar creature is permanently banished if spell lasts full minute. +1 creature for every spell level above 4th.
- **Death Ward:** The next time creature drops to 0 HP, it drops to 1 HP instead.
- **Divination:** You ask your god one question about a specific goal, event or activity to occur within the next 7 days and receive a truthful reply in the form of a short phrase, cryptic rhyme or an omen.
- **Freedom of Movement:** Subject moves normally despite impediments for 1 hour.
- **Locate Creature:** Learn direction to closest named or described kind or specific creature within 1000 ft. for 1 hour (concentration.)
- **Stone Shape:** Form 5 cubic feet of stone into any shape.

5TH-LEVEL DIVINE SPELLS

- **Commune:** Deity answers three yes-or-no questions.
- **Flame Strike:** All creatures in a 10 ft. radius take 8d6 damage. +1d6 damage for every spell level above 5th.
- **Geas:** Commands any creature, binding it to perform a specific task for 30 days or take 5d10 damage. x10 duration for every spell level above 5th.
- **Greater Restoration:** Reduce exhaustion or end charm, petrify, curse, stat or max HP reduction.
- **Mass Cure Wounds:** 6 creatures within 30-ft rad heal 3d8+spellcasting ability modifier in HP. +1d8 for every spell level above 5th.
- **Raise Dead:** Restore 1 HP to someone who was dead for less than 10 days.

6TH-LEVEL DIVINE SPELLS

- **Forbiddance:** No planar travel in a 40,000 sq ft. radius may take place. In addition creatures of a specified type (celestial, elemental, fey, fiend, undead) take 5d10 damage when entering area or starting turn in it.
- **Harm:** Deals 14d6 damage to target.
- **Heal:** Cures 70 HP, all diseases, blindness and deafness. +10 HP for every spell level above 6th.
- **Heroes' Feast:** Food for 13 creatures bestows +2d10 HP and max HP, cures disease and poison, grants immunity to poison and frightened, and grants advantage on MIND saves. Lasts for 1 day.
- **True Seeing:** Lets you see all things as they really are for 1 hour.
- **Word of Recall:** Teleports you and 5 allies to the church or temple of your deity that you most recently visited.

7TH-LEVEL DIVINE SPELLS

- **Divine Word:** All enemies in earshot are banished to their home plane (if extraplanar), or suffer an effect dependent upon their current HP (50- HP, deafened for [50 minus current HP] minutes; 30- HP, blinded, deafened and stunned 1 hour; 20- HP, killed instantly.)
- **Etherealness:** 1 creature becomes ethereal. +1 creature for every spell level above 7th.
- **Fire Storm:** In ten 10-ft. Cubes all creatures take 7d10 fire damage. Unattended objects catch fire.
- **Plane Shift:** You and 8 willing creatures teleport to another plane. Alternatively, on a spell attack a hostile creature is teleported to the plane of your choice.
- **Regenerate:** Subject's severed limbs grow back, and regenerates 4d8 + 15 HP per round for 1 hour.
- **Resurrection:** Restore 1 HP to someone who was dead for less than a century.

8TH-LEVEL DIVINE SPELLS

- **Antimagic Field:** Negates magic within 10 ft. for 1 hour (concentration.)
- **Control Weather:** Change current weather for 8 hours (concentration.)
- **Earthquake:** Cause an earthquake in a 100-ft radius, damaging structures and creating dangerous fissures. If any large structure falls, it causes 5d6 bludgeoning damage.
- **Holy Aura:** In a 30 ft. radius, allies have advantage on saving throws, enemies have disadvantage on attacks and fiends and undead are blinded.

9TH-LEVEL DIVINE SPELLS

- **Astral Projection:** Projects you and 8 companions onto Astral Plane.
- **Gate:** Connects two planes for travel or summoning. Open for 1 minute (concentration.)
- **Mass Heal:** Heal up to 700 hp to any creatures in range (divided to taste); also cured of all diseases, blindness and deafness.
- **True Resurrection:** Resurrects a creature, that has died in last 200 years, with new body.

APPENDIX G: WORDS OF POWER SPELL SYSTEM

All magic requires saying two words of power: an action and a realm. Every 1st level caster starts out knowing three words of power, but must know at least one action and one realm. They learn new Words of Power every three levels (3, 6, 9, etc.)

OPTIONAL RULES

- **White and Black Magic:** Clerics draw their power from white magic, and may not use their magic to directly harm an individual. Mages draw their power from black magic and may not directly heal an individual.
- **Elemental Specialization:** At the start of a day, a caster who knows the Energy realm must choose one particular type of damage (acid, fire, etc.) For that day, they may only use the Energy realm with relation to that type of damage. Alternatively, make a caster choose a damage type upon learning Energy - their magic is only capable of interacting with that type of energy.

THE FOUR ACTIONS

- **Enhance** (augeo): Strengthen, Heal, Enlarge, Repair, Sharpen, etc.
- **Diminish** (infirmio): Weaken, Damage, Injure, Reduce, Break, Dull, Deteriorate, etc.
- **Communicate With** (defero): Sense, Read, Seek, Inform, Determine, Understand, etc.
- **Control** (tempero): Shape, Hold, Command, Form, Direct, Dictate, etc. (Control can only be learned after all other actions have been learned.)

THE FIVE REALMS

- **Body** (corpus): Bodies of living things, plants.
- **Mind** (mentus): The thinking, feeling and conscious part of an entity.
- **Spirit** (animus): Essence or soul. (Spirit can only be learned after you have at least three Realms and three Actions.)
- **Energy** (navitas): Fire, liquid water, air, magic, electricity, and (optionally) time.
- **Matter** (materia): Solid, mindless material like stone, ice, metal, wood, leather, paper, etc.

If the caster is just trying to damage another creature, the caster makes a magic attack vs. AC. Otherwise, the creature must make a saving throw vs. the caster's spell DC. (The appropriate saving throw is decided by the GM. For example, dodging a fireball might be DEX, while resisting the effects of mind control might be MIND.)

Damage and healing starts at 3d6 at spell level 1, and increases by 3d6 every spell level.

For **other effects** besides simple damage and healing, roll damage starting at 2d6 at spell level 1, and increasing by 2d6 every spell level.

- If the target fails their saving throw, and their current HP is less than the damage rolled, they are instantly affected by the spell but take no damage.
- If the target fails their saving throw, and their current HP is greater than the damage rolled then they take the damage rolled but are not affected by the spell.
- If the target succeeds on their saving throw, they take half the damage rolled.

Positive effects used on willing targets bypass the need for saving throws, and immediately take effect. A creature can only be transformed into something of equal or lesser CR/level to themselves.

Duration: Spells that affect inanimate objects are generally permanent; an enlarged pebble will stay large, a broken belt will stay mended. Magically created fires, etc, will die down naturally. Living creatures will remain affected by a spell for 1 round per spell level of the spell that affected them. A caster may concentrate on a spell in order to keep the spell active longer. While concentrating, a caster may not cast any spells besides simple damage and healing spells or cantrips.

APPENDIX H: ADDITIONAL CLASSES

These are additional classes you might consider using in your game. They have slightly more complex mechanics than the core classes. If using these classes, using Appendix D is also recommended.

BARBARIAN

Skill and Save Proficiencies: Physical, STR

Armor Proficiencies: Shield

Unarmored Defense: Your AC equals 10 + your DEX bonus + your STR bonus.

Fast Movement: The distance of your move action is 40 ft.

Multiple Attacks: You gain an additional attack at 5th level.

Rage Damage: Your rage damage is +2. At 9th level this increases to +3, and at 16th to +4.

Rage: You may enter a 1 minute long feral rage as a bonus action, [prof. bonus] times a day. While raging you gain advantage on STR-based skill checks and STR saves, you add your rage damage to melee attack damage, and you gain damage resistance (half damage) to bludgeoning, piercing and slashing damage. In addition, you can't be frightened or charmed while raging. At 3rd level, you gain the ability to enter an **exhausting frenzy**, allowing you to make attacks as a bonus action for the duration of the rage, and upon exiting your rage giving you disadvantage on all rolls until you take a long rest.

Reckless Attack: You can choose to attack recklessly, giving you advantage on attacks but giving your opponents advantage on attacks against you until the start of your next turn.

Brutal Critical: At 9th level your critical hits do x3 damage instead of x2.

Starting Equipment: one weapon, 10 gp, a fast pack (see Equipment)

Ability Score Increases: As Caster

Improvised Weapon Damage: As Fighter

MONK

Skill and Save Proficiencies: Physical or Knowledge (pick one), STR or DEX Saves (pick one)

Armor Proficiencies: None

Unarmored Defense: Your AC equals 10 + your DEX bonus + your MIND bonus.

Unarmored Movement: The distance of your move action is 40 ft. At 6th level it becomes 45 ft., 10th - 50 ft., 14th - 55 ft., and 18th - 60 ft. In addition, at 9th level you can move up vertical surfaces and across liquids without falling as long as you are moving.

Multiple Attacks: You gain an additional attack at 5th level.

Martial Arts: Your unarmed attack does d4 damage, and counts as magic for the purposes of bypassing resistances and immunities. At 5th this becomes a d6, 11th a d8, and 17th a d10.

Flurry of Blows: You may use a bonus action to make two unarmed strikes. [Half level, rounded down] times per day, you may choose to add one of the following effects (DC 8 + prof. + MIND bonus to resist) if your attack hits: shove, grapple, stun (5th level), death (17th level).

Honed Body and Mind: Your training provides a number of benefits. At 4th level you get **Slow Fall**, allowing you to use a reaction to take no damage from a long fall. At 7th level your **Stillness of Mind** allows you to take an action to end a charm or fear effect on yourself. At 14th level your **Diamond Soul** grants you proficiency in every save category.

Starting Equipment: a quarterstaff, 10 darts, 5 gp, a fast pack (see Equipment)

Ability Score Increases: As Caster

Improvised Weapon Damage: As Rogue

RANGER

Skill and Save Proficiencies: Physical or Knowledge (pick one), STR or DEX Saves (pick one)

Armor Proficiencies: Medium Armor, Shields

Multiple Attacks: You gain an additional attack at 5th level.

At 11th level, you can use your action to make ranged attacks against any number of creatures within 10 feet of a point you can see within your weapon's range.

Superiority Dice (SD): A ranger has four superiority dice (d8) that can be spent on maneuvers, recovering on a short rest. At 9th level the dice become d10s, at 17th d12s. You also gain a superiority dice at 9th and 17th level.

Ranger Maneuvers: You have the ability to spend SD on special maneuvers. Save DCs are DC 8 + prof + STR or DEX (your choice.) For **attack maneuvers** describe a desired outcome (e.g. disarming foe, feinting, goading an enemy) while making an attack. If the attack hits, add SD to damage and the foe makes an appropriate saving throw or the desired outcome happens. For **reaction maneuvers** describe a reaction you are taking (e.g. parry, riposte) and the DM rules what you add/subtract your SD to (usually AC, attack, damage or enemy health) requiring an appropriate saving throw if deemed necessary.

Primeval Awareness: You can communicate simple ideas with animals, and read their basic mood and intent.

Healing Poultices: Every day you can make [Wisdom bonus] herbal poultices, which you can spend a minute applying to a creature to heal them [half level, rounded up]d6 hit points. Unused poultices expire after the day is over.

Colossus Slayer: Once per turn, when you hit a creature with a weapon attack, you deal an extra 1d8 damage.

Hunter's Defense: At 7th level when a creature hits you with an attack, you gain +4 bonus to AC against subsequent attacks from the same creature until your next turn. At 15th level, you can use your reaction to halve the damage from an attack you can see coming.

Starting Equipment: scale mail (+4 medium armor), one weapon (and ammunition if applicable), 10 gp, a fast pack (see Equipment)

Ability Score Increases: As Caster

Improvised Weapon Damage: As Fighter

APPENDIX I: QUICK LOOT TABLES

Roll 2d6 to determine the contents of the treasure chest, safe or sack or loot. Then roll on the sub-tables as needed. (Based on [this table](#) by u/OrkishBlade. Used with permission.)

Roll (2d6) Contents

2-3.	3d6 x 100 gp plus 3d6 gems plus 1d6 art objects
4-5.	3d6 x 10 gp plus 3d6 gems
6-8.	3d6 x 10 gp
9-10.	6d6 x 10 gp plus 1d6 art objects
11.	6d6 x 100 gp plus 3d6 gems plus 1d6 art objects
12.	6d6 x 100 gp plus 3d6 x 10 gems plus 1d6 art objects

COINS (4D6)

Roll Shape	Heads	Tails	Language
1. Circular, smooth edge	King	Tower	Archaic Common
2. Circular, ridged edge	Queen	Gates	Common
3. Ellipse	Dragon	Shield	Draconic
4. Triangular	Mage	Sword	Dwarvish
5. Square	Skull	Staff	Elvish
6. Circular, rough edge	Knight	Tree	Unknown

GEMS (5D6)

Low Value = 100 gp, High Value = 1000 gp

Roll	Low Value (1-3)	High Value (4-6)	Cut	Setting
1.	Amethyst	Topaz	Round	Ring
2.	Pearl	Jade	Square	Earring
3.	Obsidian	Emerald	Oval	Brooch
4.	Turquoise	Ruby	Baguette	Pendant
5.	Amber	Sapphire	Pear	Bracelet
6.	Garnet	Diamond	Marquise	Necklace

ART OBJECT (5D6)

Value (No Precious Metals): 100 gp, Value (Precious Metals e.g. gold, silver, platinum): 1000 gp, Add Gem Value

Material I Roll (1-3)	Material II (4-6)	Object	Depicts I (1-2)	Depicts II (3-4)	Depicts III (5-6)
1.	Hardwood Soapstone	Cup	Lion	Sun	Skeletons
2.	Steel	Nickel	Mirror	Bear	Moon Dragons
3.	Brass	Bronze	Figurine	Wolf	Stars Demons
4.	Crystal	Glass	Bowl	Eagle	Trees Spiders
5.	Ivory	Marble	Crown	Boar	Leaves Bats
6.	Precious metal	Precious metal with a gem	Scepter	Stag	Flowers Angels

APPENDIX J: RANDOM MAGIC ITEM TABLES

Roll on the below tables for random weapons and armor.

Attunement: Magical items with a prefix or a suffix require a character to attune to them to use them. This process takes 1 hour, and a character can only be attuned to 3 items at a time.

HEALING POTIONS (1D20 + CR)

Roll Potion

1-10.	Healing (2d4+2 dmg), Value: 50 gp
11-20.	Greater Healing (4d4+4 dmg), Value: 150 gp
21-30.	Superior Healing (8d4+8 dmg), Value: 450 gp
31+.	Supreme Healing (10d4+20 dmg), Value: 1350 gp

MAGIC WEAPONS & ARMOR (1D10)

Roll Properties

1-5.	Prefix
4-9.	Suffix
10.	Predix and Suffix

WEAPON (4+1D6) AND ARMOR (1D4) PREFIX

Roll Effect	Scaling
1. Sturdy (+1 AC)	+1/10 CR
2. Swift (+1 to init.)	+1/5 CR
3. Oracular (see invisible/hidden creatures)	-
4. Fire/Ice/Lightning/etc. (gain resistance to dmg - type)	-
5. Extending (temporary effect lasts as long as concentration)	-
6. Filling (touching empty containers fills them with liquid of choice)	-
7. Storing (touched items up to 500 lbs can be magically stored)	-
8. Immovable (button causes item to float in place, resisting 8000 lbs of force, and requiring DC 30 STR check to move)	-
9. [Monster]-commanding (DC 13 save, or monster is under command)	+1 DC/4 CR
10. Jester's (casts a random spell on activation - roll 1d8 for spell level, and 1d6 for spell in Appendix F.)	-

WEAPON (4+1D6) AND ARMOR (1D4) SUFFIX Roll Effect Scaling

1. of Absorption (-1 dmg/attack)	-1/5 CR
2. of Thorns (1d4 dmg to melee attackers)	+1d4/10 CR
3. of Vitality (+1 STR) of Skill (+1 DEX) of Brilliance (+1 MIND)	+1/5 CR
4. of Pacifism (+2 AC when not attacking)	+2/10 CR
5. of Frost/Flame/Shock (1d6 dmg)	+1d6/10 CR
6. of [Spell Name] (cast 1st level spell)	+1 sp.lv/3 CR
7. of [Monster]-slaying (+1 atk/dmg vs. monster)	+1/10 CR
8. of Leeching (heal 1d4 on hit)	+1d4/10 CR
9. of Speed (+10 movement)	+10/5 CR
10. of [Skill] (grants proficiency)	-

+X WEAPONS

For dead simple magic weapons, you can simply give a weapon +1/+2/+3 to attack and damage rolls. Such weapons tend to be boring, so providing them with a backstory can help to make one +1 weapon stand out from another. For example, would you rather have the anonymous +1 sword, or the +1 silver sword that gained its power when a mighty warrior killed 100 werewolves in one night, their blood forever staining the blade and enchanting it?

CURSED ITEMS

Cursed items appear to be regular magic items, but have the opposite effect of their normal counterparts when attuned to. For example a Cursed Sword of Absorption, adds 1 damage to enemy attacks instead of subtracting them. If a character is attuned to a cursed item, finding some way to end the attunement and break the curse could become a quest.

INTELLIGENT ITEMS

Some magic items are actually intelligent and able to communicate telepathically. Usually such items were created with a specific purpose, and they will do their best to sway the party to this purpose. Intelligent items have an Ego score from 15-25, which is the DC for MIND saves to avoid being forced to act a certain way by the item.

APPENDIX K: MONSTROUS RACES

Sometimes players may desire to play a race with more capabilities than a standard race. If that is the case, use the following guidelines.

First, try to split the capabilities of that race into essential qualities they might have at level 1, and other qualities that are either too powerful for a level 1 character or which it would make sense for a juvenile of that race not to have.

Next, figure out how many magic items the essential qualities of the race are worth (up to three.) Allow other players to either pick a race with a similar degree of power, or give them free magic items to compensate for the power difference. (Races with notable weaknesses might not be worth any magic items.)

Finally, split the race's remaining features in groups roughly equal to an Ability Score Increase. If a player of that race wants to get that feature, they must forgo an Ability Score Increase sometime after level 3 to do so. You might use what spells are available at which levels as a guideline when trying to determine where an abilities should go in the progression.

EXAMPLE RACE: VAMPIRE

- *Level 1* [0 magic items]: **Bite** (attack targetting grappled or willing creature - 2d6 damage, regain half), **Darkvision**, **Spider Climb** (climb any surface like a spider), **Vampire Weaknesses** (Need permission to enter homes, 20 damage/turn in running water, paralyzed if stake is in heart, 20 damage/turn in sunlight.), **Misty Escape** (When you reach 0 hp - except as the result of sunlight or running water - you turn into a cloud of mist. You must reach your coffin within 2 hours or be destroyed. Within your coffin you are paralyzed while your body reforms, regaining 1 HP after an hour.), **Undead** (Normal healing magic does not work on you.)
- *ASI 1*: **Shapechanger** (polymorph into bat or cloud of mist), **Improved Bite** (Your bite now does 3d6 damage)
- *ASI 2*: **Charm** (DC 8 + prof + MIND bonus | Enthral one humanoid within 30 feet.)
- *ASI 3*: **Children of the Night** (Once per night while outdoors, summon a swarm of bats or rats or 3d6 wolves under your control. It takes 1d4 rounds for these creatures to arrive, and they remain for 1 hour or until you dies or dismisses them.)
- *ASI 4*: **Contagious Bite** (Your bite now does 4d6 damage, and a creature slain by your bite and burried rises as a vampire spawn under your control the next night.)
- *ASI 5*: **Regeneration** (If you have at least 1 hit point and you are not in direct sunlight or running water, regain 20 HP/round. Taking radiant damage or being hit by holy water disables this trait for one round.)

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VERSION 1.0A

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