

FANTASY CLASSIC

Dungeon Crawler

Player Manual – Early Access

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Welcome to Fantasy Classic

Fantasy Classic is a party-based fantasy CRPG built from a tabletop version of the game. Characters improve because they use skills in meaningful situations and learn from critical moments of success and failure during gameplay. A warrior, priest, thief, scholar, archer or sorcerer is defined by skills, background, equipment, magic access, and the decisions made during play.

Included in the base game is the first adventure; Into the Mountain of Garang. Ancient legend speaks of the ruined fortress of Vhal Drakhar, a fire sorcerer whose shattered stronghold still crowns the black peak. Red lights have returned to the old ruins, the dull glow of massive fires rises from places where none should burn, and the people of Midenshire fear that something long buried has begun to move again. Your party begins in that town, prepares for the adventure, and enters the dungeon with whatever courage, gear, steel and spell craft it can gather.

Starting a Game

A new game begins a new campaign. Create your own party and adventure fresh into the lands surrounding Midenshire.

Creating a Party

Characters are created from race, gender, alignment, deity where relevant, background, portrait, name, starting skill adjustments and starting gear.

Fantasy Classic has no fixed classes. The background gives a hint to the formative years of the young adventurer, but all future development comes from skill use and advancement choices.

The one exception to this rule is that of the **Outcast Sorcerer**, being a natural innate ability, sorcery magic can only be accessed from birth, beginning a lifetime of others treating the character with suspicion and wariness.

Player Characters

Statistics and Skills

Statistics describe a character's natural capabilities, while skills represent learned training and experience. Statistics influence the character's starting strengths and support related actions, but most checks use the relevant skill's current dice pool.

A higher skill level generally provides more or better dice, improving the chance of success.

- **Strength:** Large Weapon Use, Shield Use, Athletics
- **Dexterity:** Dodge, Sneak, Small Weapon Use, Aimed Weapon Use, Trickery
- **Constitution:** Resilience, Recovery, Armour Use
- **Wisdom:** Spot, Nature Magic, Divine Magic
- **Intelligence:** Arcane Magic, Search, Knowledge
- **Charisma:** Convince, Barter, Sorcery Magic

Skill Levels and Character Levels

Skill Levels measure a character's training and practical experience. Each Level has a fixed dice pool, shown in the table below. The Characters Level is their highest Skill level only, not a sum of levels. Each Character level grants the character Hit Points (See Below).

Skill Level	Dice pool
1	1d6
2	1d6+1
3	2d6
4	2d6+1
5	3d6
6	3d6+1
7	4d6
8	4d6+1
9	5d6
10	5d6+1
11	6d6
12	6d6+1
13	7d6
14	7d6+1
15	8d6
16	8d6+1
17	9d6
18	9d6+1
19	10d6
20	10d6+1

Skill Rolls

Throughout the game the characters will face challenges to their skills and abilities. whether it's an attempt to land a blow with a Mace, deflect a blow with a shield, spot a hidden door, or broker a better deal with a vendor, or... well most anything. Here the Skills Level will be rolled against the challenge faced. For example, a Spot Skill of 3rd level against a secret door might be 2d6 v 1d6, depending on the quality of the door. If the skill dice roll equals or is higher than the challenge the door is spotted.

Critical successes and Failures

A critical failure occurs when every die in the skill pool rolls a 1, the possible outcomes are listed in [Appendix 1. Critical Failure Tables](#). A critical success occurs when every die in the skill pool rolls a 6 (in each round if in combat), resulting in the character gaining a competency point.

Competency Points

Competency Points, or CP, represent skill and stat improvement through meaningful use. A character may gain CP through a **critical success**, through a qualifying success against a higher challenge, or through a **Learning Moment** on a **critical failure**. When enough CP have been gained, the game prompts an advancement choice at a safe point after the result flow, not in the middle of a modal resolution.

A skill normally advances one level after gaining 4 CP. Racial aptitudes and ineptitudes can alter this requirement. A character with a skill aptitude needs one less CP to increase, while a character with an ineptitude need one more.

Skill and statistic improvement

A skill cannot permanently exceed its governing Statistic by more than two Levels. When advancement would take a skill above that limit, the governing Statistic automatically rises to the minimum Level required.

For example, raising Athletics to Level 6 requires Strength to be at least Level 4; if Strength is lower, it rises to Level 4 automatically. A Statistic also establishes the minimum Level of every skill it governs. Consequently, when a Statistic rises, any governed skills below its new Level rise to match it.

Race and aptitude

Race affects aptitude and inaptitude. An aptitude means a skill advances more easily; an inaptitude means the character needs more competency points before that skill improves.

- **Humans** are broadly adaptable and may choose their own aptitude.
- **Elves** are inclined toward Arcane Magic but recover less easily.
- **Dwarves** are resilient and distrust refined arcane study.
- **Gnomes** are naturally suited to Trickery but less inclined toward Divine Magic.
- **Halflings** are quick and evasive but poorly suited to large weapons.
- **Half-Orcs** favour Heavy Weapons but are less suited to Arcane Magic.
- **Half-Elves** are flexible and do not carry strong aptitudes or ineptitudes by default.

Backgrounds

Backgrounds describe the character before adventuring, granting an initial level.

- An **Arcane Adept** begins with **Arcane Magic** study.
- An **Aristocrat** or **High Noble** begins with **Convince**.
- A **Barbarian** or **Smiths Apprentice** starts with **Resilience**.
- A **Hunter** begins with **Aimed Weapon Skill**.
- A **Thief** begins with **Trickery**.
- A **Farmer** begins **Recovery**.
- A **Scholar** begins with **Knowledge**
- An **Urchin** begins with **Sneak**.
- A **Miner** begins with **Search**
- A **Ruffian** begins with **Small Weapon Use**.
- A **Temple Initiate** begins with **Divine Magic**.
- A **Hermit** or **Druidic Initiate** begins with **Nature Magic**.
- A **Soldier** or **Caravan Guard** begins with **Large Weapon Use**.

These are starting points for characters, not classes. An **Arcane Adept** who takes up a sword and shield on the front line of battle will gain competencies in their use and not advance their Arcane Magic Skill. See above how Competency Points work.

Initial spell access is sometimes granted via backgrounds

Arcane Adept is granted access to spells from 3 selected mysteries, except Evocation Positive

Scholars begin the game with access to one mystery, except Evocation Positive.

Outcast Sorcerers pick one evocation mystery from Earth, Water, Fire or Air.

Hermit and Druidic Initiate pick a **Nature Attunement** that will grant access to Spells from the according Mysteries

Nature Attunement **Mysteries Granted**

Greenwood	Feywild, Augment, Radiance
Storm	Lightning, Ice, Air
Ember and Ash	Magma, Ash, Fire

Winter	Ice, Vacuum, Water
Salt Marsh	Salt, Dust, Water

Characters with other backgrounds need to find and study Arcane Mystery books to start their journeys into the mystical realms or may petition their gods for spells according to their Domains (see Deities below).

Alignment and Deity

Alignment describes the moral direction of the character and is not a simple label. A character's choice of deity depends on the alignment of both. Good characters may only worship good gods, and evil characters may only worship evil gods.

A full list of the gods and their magical affiliations is in [Appendix 2. Gods, Domains and Granted Mysteries](#). But I should be noted that only the good gods can grant spells from the Positive Energy Plane.

Nature-attuned backgrounds force a neutral relationship with both alignment and deities thus cannot worship any deity.

Alignment scale and Changes

Planned Feature — not available in the current build

Perks and Conditions

Perks are specialised abilities that improve or alter how a character uses a particular skill. When a skill accumulates enough Competency Points to advance, the player may raise the skill by one Level or sacrifice that increase to learn an eligible perk instead. Perks can provide rerolls, bonuses, new tactical options, improved spellcasting, stronger recovery or exceptions to ordinary rules. Many perks require a minimum skill Level, and some require an additional choice such as a particular weapon, magical domain or field of knowledge. Learning a perk resets the skill's Competency Points but leaves its Level unchanged.

Conditions describe ongoing effects upon a character or creature, including injuries, poisons, fatigue, magical alterations, advantages and hindrances. Each condition has its own severity, duration, mechanical effects and method of removal. Some expire after a number of rounds, others require a successful recovery attempt, an appropriate spell, a particular rest milestone or a specialist service. Conditions may modify statistics, skills, movement, defence, perception, spellcasting or the ability to act. Unconscious and similarly incapacitated characters cannot perform active roles.

Hit Points and Healing

Hit points are rolled for characters each time their main skill (or new skill becomes the main) levels up. Hit points are calculated by a roll of the characters **Resilience** skill dice.

Hit points measure how much punishment a character can endure before collapse. A character at 0 hit points or below is unconscious. A character at -10 hit points or below is dead. Only an explicit resurrection service, currently available at the temple, can return a dead character to life.

Healing hit points for non-dead characters can occur naturally or magically. Only pure holy energy from the Positive Energy Plane, the home of the good gods, can magically heal living flesh. The good gods with Life domain grant such spells only in battle as interdictions for their faithful.

Otherwise, they will assist with natural healing, allowing some of their grace to heal wounds and fatigue over time.

Some with magic users with access to the Plane of Radiance, formed by the convergence of the Elemental Plane of Fire and the Positive Energy Plane, can use its energies for healing, albeit at a much diminished rate.

Portraits and names

Portraits are cosmetic but important for identifying the party quickly in the character sheet, town panels and combat. A character name is required before creation. Eternal Play Office will be commissioning portrait art for future game updates, and you can use the Import Portrait function to bring your own artwork into the game if you wish.

Items and Inventory

The character sheet is the main way to inspect a character. It shows hit points, skills, conditions, modifiers, equipment, inventory, carried coins, weight, and available context actions. It is also where item sale locks and Knowledge checks are commonly accessed.

Backpack, belt and equipment

Medium characters

The belt is the ready-access area. Items on the belt are much easier to use during dangerous situations than items buried in a backpack. Weapon switching by AI-controlled characters is limited to belt-ready weapons; it does not search the backpack for a better weapon in the middle of a fight.

Coins

The area of Midenshire uses copper pieces, silver pieces and gold pieces. Ten copper pieces equal one silver piece, and ten silver pieces equal one gold piece. Note: Coins have weight when carried in large quantities and can take up space in your inventory.

Sale lock

A carried item may be locked from sale. Locked items show a small L marker in the inventory and are hidden from merchant sell lists and Add All sale actions. Right click on the item in your inventory to lock/unlock.

Encumbrance

Encumbered is derived from the character carrying too much weight. Athletics skill determines how much weight a character can normally carry without encumbrance.

Starting at **45 pounds** and increasing **10 pounds per level of Athletics** exceeding this amount suffer a -2 penalty to Physical Skill rolls, including combat weapon skills, Dodge, Sneak, Athletics and Trickery.

Unidentified items

Magic items are easy to spot (they have a small question mark in the bottom right corner) but their true nature is usually hidden.

Some items may require a Knowledge check or paid identification before their true nature is known. The **Knowledge** skill lets the party choose an active scholar to discover any hidden properties.

If one scholar fails, another eligible party member may try, provided the item has not been identified and that character has not already failed at their current Knowledge skill level. A failed scholar may try again only after improving Knowledge skill level.

To try and identify an item right click and choose **Knowledge check**.

Weapons

Weapons determine the skill used to attack, the type of damage inflicted, the time required for each attack and, for missile weapons, the effective range.

Most weapons use the wielder's current Strength for damage, up to the weapon's listed maximum. Crossbows are an exception: they use their listed damage regardless of the wielder's Strength. Certain perks may allow another skill to determine damage or provide additional damage.

One-handed weapons occupy one hand. Two-handed weapons require both hands and cannot be used with a shield. Attack Segments show how many segments are required for one attack. A lower segment cost may permit more attacks during a round, provided the character has sufficient attack dice in their attack pool and available segments.

Small Weapon Use governs light weapons such as daggers, light maces and rapiers. Large Weapon Use governs heavier weapons such as long swords, battle axes and two-handed weapons. Some versatile weapons may use either Small Weapon Use or Large Weapon Use; the character uses the better eligible skill. Aimed Weapon Use governs bows, crossbows and thrown weapons.

Melee Weapons

WEAPON	SKILL	MINIMUM STRENGTH	MAXIMUM DAMAGE	HANDS	ATTACK SEGMENTS	WEIGHT
FIST	Small	1d6–2	1d6	One	1	—
CLUB	Small or Large	1d6–2	2d6	One	2	2 lb
DAGGER	Small	1d6–2	2d6	One	1	1 lb
LIGHT MACE	Small	1d6–2	3d6	One	1	2 lb
LIGHT HAMMER	Small	1d6	3d6	One	1	2 lb
HAND AXE	Small	1d6	4d6	One	1	2 lb
RAPIER	Small	1d6	3d6+1	One	1	2 lb
SCIMITAR	Small or Large	1d6	3d6+1	One	2	3 lb
SHORT SWORD	Small or Large	1d6	3d6+1	One	2	2 lb
MACE	Large	1d6	3d6+1	One	2	3 lb
LONG SWORD	Large	1d6	3d6+1	One	2	3 lb
BATTLE AXE	Large	1d6	4d6	One	2	4 lb
WAR HAMMER	Large	1d6	4d6+1	One	3	4 lb
STAFF	Large	1d6	3d6+1	Two	3	4 lb
SPEAR	Large	1d6	4d6+1	Two	3	6 lb
POLEARM	Large	1d6	4d6+1	Two	3	8 lb
GREAT CLUB	Large	2d6	4d6	Two	3	8 lb
GREAT MACE	Large	2d6	4d6+1	Two	3	8 lb
GREAT SWORD	Large	3d6	5d6	Two	3	7 lb
GREAT AXE	Large	3d6	6d6	Two	3	8 lb
MAUL	Large	4d6	6d6	Two	3	10 lb

Ranged Weapons

All ranged weapons use Aimed Weapon Use. Their short, medium and long ranges are measured in 3-foot combat hexes. Attacks beyond short range suffer range penalties.

Bows and crossbows require two hands, except for the Hand Crossbow. Crossbows use their listed damage dice regardless of Strength. Other ranged weapons use Strength for damage, up to the listed maximum. There are Perks that allow maximum damage from other stats.

WEAPON	MAXIMUM DAMAGE	ATTACK SEGMENTS	SHORT RANGE	MEDIUM RANGE	LONG RANGE	MINIMUM STRENGTH	WEIGHT
THROWING STONE	1d6	1	3	6	9	1d6-3	—
THROWING KNIFE	2d6	1	4	8	12	1d6-2	1 lb
DART	1d6+1	1	5	10	15	1d6-3	—
SLING	2d6+1	1	6	12	18	1d6-2	1 lb
JAVELIN	3d6	2	6	12	18	1d6	3 lb
THROWING AXE	4d6	2	5	10	15	1d6	3 lb
SHORT BOW	3d6+1	2	10	20	30	1d6	2 lb
HUNTING BOW	4d6	3	12	24	36	1d6	2 lb
LONGBOW	5d6+1	3	15	30	45	2d6	3 lb
WAR LONGBOW	6d6	4	18	36	54	3d6	3 lb
LIGHT CROSSBOW	2d6+1	4	12	24	36	1d6	6 lb
HEAVY CROSSBOW	3d6+1	5	14	28	42	1d6+1	9 lb
HAND CROSSBOW	2d6	3	8	16	24	1d6-1	3 lb

Shields

A shield is held in one hand and uses Shield Use. After an ordinary Defence or Dodge attempt fails—or when no such defence is made—the defender may attempt to interpose an equipped shield, provided the attack comes from a direction the shield can cover.

Shield Use opposes the incoming attack. If the shield succeeds, its Protection against the attack's damage type reduces the damage before armour is considered. If Shield Use fails, the shield provides no Protection against that attack.

A shield normally protects against frontal attacks. Attacks from behind, and some attacks from the flanks, may bypass it. Perks can improve a shield's coverage or effectiveness.

Minimum Shield Use is the skill required to handle the shield cleanly:

- One progression step below the minimum: -1 to Shield Use.
- Two progression steps below the minimum: -2 to Shield Use.
- Three or more progression steps below the minimum: -3 to Shield Use.

Dexterity Maximum caps the character's effective Dexterity while using the shield.

Protection and Durability are listed in the order **Piercing/Slashing/Bludgeoning**.

<i>Shield</i>	<i>Minimum Shield Use</i>	<i>Protection P/S/B</i>	<i>Durability P/S/B</i>	<i>Dexterity Maximum</i>	<i>Weight</i>
<i>Buckler</i>	1d6−2	1/1/0	6/7/5	Unlimited	3 lb
<i>Small Shield</i>	1d6	1/1/1	8/9/6	Unlimited	6 lb
<i>Round Shield</i>	1d6+2	2/3/2	9/11/8	9d6	10 lb

<i>Kite Shield</i>	2d6	3/3/3	10/11/8	4d6	14 lb
<i>Tower Shield</i>	3d6	4/3/3	12/13/10	2d6	22 lb

Armour

Armour is the final ordinary layer of protection after Defence, Dodge and Shield Use. When damage reaches armour, the defender may commit Armour Use dice against the remaining damage.

The Armour Use result must exceed the damage that reached the armour. On success, the armour's Protection against the relevant damage type reduces that damage. On failure, the armour provides no Protection against that attack.

Minimum Armour Use is the skill required to wear the armour effectively:

- One progression step below the minimum: –1 to Armour Use.
- Two progression steps below the minimum: –2 to Armour Use.
- Three or more progression steps below the minimum: –3 to Armour Use.

Dexterity Maximum caps the wearer's effective Dexterity. Heavy armour generally provides greater Protection but is more demanding, restrictive and burdensome.

Armour must be correctly sized for the wearer's race. Protection and Durability are listed in the order

Piercing/Slashing/Bludgeoning.

<i>Armour</i>	<i>Category</i>	<i>Minimum Armour Use</i>	<i>Protection P/S/B</i>	<i>Durability P/S/B</i>	<i>Dexterity Maximum</i>	<i>Weight</i>
<i>Padded</i>	Light	1d6–1	1/1/2	5/7/9	Unlimited	15 lb
<i>Leather</i>	Light	1d6	1/1/1	7/9/7	9d6	20 lb
<i>Mail Shirt</i>	Medium	1d6+1	2/3/2	8/12/7	6d6	30 lb
<i>Padded Mail</i>	Medium	1d6+1	2/3/3	10/12/9	6d6	40 lb
<i>Scale</i>	Medium	2d6	3/4/2	11/12/9	4d6	45 lb
<i>Laminar</i>	Medium	2d6+1	3/4/3	12/12/10	4d6	40 lb
<i>Brigandine</i>	Heavy	2d6+1	4/4/3	13/13/11	2d6	35 lb
<i>Plate Mail</i>	Heavy	3d6	4/5/3	14/14/11	2d6	50 lb
<i>Full Plate Mail</i>	Heavy	4d6	5/5/4	16/16/13	1d6	55 lb

Protection and Durability

Protection is the amount of damage prevented when the shield or armour check succeeds. The applicable value depends on whether the attack inflicts Piercing, Slashing or Bludgeoning damage.

Durability represents how resistant the item is to deterioration from that type of damage. Armour and shields can lose Protection through use and damage. A blacksmith can repair damaged equipment, subject to the item's condition and the cost of the work.

The weight of equipped and carried weapons, armour, shields, coins and other possessions counts toward carrying capacity. A character who exceeds that capacity becomes Encumbered and suffers the appropriate physical-skill penalties until sufficient weight is removed.

Adventuring

Town is the party base. It is where the party creates and manages adventurers, buys supplies, repairs and improves equipment, receives temple services, rests at the inn, and chooses when to venture forth. Treat town as the preparation

phase of the game. Most dungeon failures begin in town with forgotten light, poor equipment, no healing plan, or an overburdened inventory.

Fatigue, Exhaustion and Wounds.

Getting around dungeons takes its toll, not just in HP. Combat and Spellcasting in particular drains a character's energy and may cause fatigue (see below).

Each stack of **Fatigue** gives -2 to Physical Skill rolls and -1 to Mental Skill rolls. On gaining a third stack, all Fatigued stacks are replaced by Exhausted.

When becoming **Exhausted** a character's Physical Statistics and Physical Skills are treated as 1d6-1, Mental Skill rolls suffer -3, and the character cannot cast spells.

Each **Wounded** stack gives -1 to Physical Statistics and Physical Skill rolls.

Rest and recovery

Rest and recovery are important for characters to recover from wounds, fatigue and exhaustion (not to mention other conditions the player may encounter).

Fatigued is a Minor condition with a 2d6 Recovery challenge from the player's Recovery Dice.

Exhausted is a Moderate condition with a 3d6 Recovery challenge.

Wounded is a Minor condition with a 2d6 Recovery challenge from the player's Recovery Dice. Individual stacks can be challenged through rest, and all remaining Wounded stacks are removed automatically when the character returns to full Hit Points.

Rest might also remove **Spellcasting Blocks**

Rest	Duration	Hit Points	Fatigued	Exhausted	Spellcasting blocks	Condition limit
Respite	10 minutes	Recovery ×1	Attempt each stack	No	No	Minor
Reprieve	1 hour	Recovery ×2	Attempt each stack	Attempt	Clear eligible blocks	Moderate
Recuperation	1 day	Recovery ×6	Attempt each stack	Attempt	Clear eligible blocks	Major

Modifiers:

- -2 to rolls if in rough areas/conditions like Dungeons
- -2 per dungeon menace level *Planned Feature — not available in the current build*
- +2 to rolls during if spending time for a Reprieve (1 hour)
- +4 to rolls if spending time for a Recuperation (1 day)
- +6 to rolls if in lodgings like the Inn.

Note: Most dungeons have wandering monsters that mean resting for prolonged periods would not be advisable. This is true of overland camping with some areas worse than others *Planned Feature — not available in the current build*

Fatigue and Recovery

Fatigue penalties do not apply to Recovery checks made to remove Fatigued. Recovery represents the character's natural resilience and response to rest, rather than their ability to perform while exhausted.

Conceal Camp and Keep Watch

One eligible character may Conceal Camp with a Sneak skill challenge against the dungeons menace level. Failure leaves the normal wandering-encounter chance unchanged; success halves it; critical success reduces it to one quarter.

Another eligible character may Keep Watch with Spot. Spot is rolled only after a wandering encounter has been generated; success notices the danger in time and cancels that encounter, while failure allows it to proceed.

Lighting

Lighting affects character's ability to spot search and target.

Lighting level	Spot	Search	Melee attacks	Missile and sight-dependent spell attacks
<i>Bright Light</i>	+2	+1	—	+1
<i>Normal Light</i>	—	—	—	—
<i>Dim Light</i>	-1	-2	-1	-2
<i>Darkness</i>	-4	-5	-2	-4

Infravision treats ordinary Darkness as Dim Light while the target is within the character's Infravision range, based on the characters race.

Race	Infravision range
<i>Dwarf</i>	60 ft
<i>Elf</i>	30 ft
<i>Gnome</i>	30 ft
<i>Half-Orc</i>	30 ft
<i>Halfling</i>	15 ft
<i>Half-Elf</i>	15 ft
<i>Human</i>	None

Certain spells and Perks can improve vision. And Torches and Lanterns can be procured at some Stores providing Dim light and Normal Light respectively.

Hiding and sneaking

Trying to hide or sneak (moving while hidden) requires a Sneak skill roll vs a Spot Skill roll for any creature that has a current line of sight on the sneaker.

Sneaking around in (or out) of combat is always a great strategy, but there are a lot of factors to consider;

Circumstance	Modifier
<i>Small sized (Gnome or Halfling)</i>	Sneak +2
<i>Remaining still while Hidden</i>	Observer Spot -1
<i>Moving while Hidden</i>	Observer Spot +2
Revealed condition	Sneak -4

Enemy viewing the character in its frontal arc within 6 hexes	Observer Spot +4
Enemy viewing the character in its frontal arc within 3 hexes	Automatic detection
Darkness at the character's hex	Observer Spot -4
Dim Light at the character's hex	Observer Spot -1
Normal Light	No lighting modifier
Bright Light at the character's hex	Observer Spot +2

There are also a few perks that

Perk	Modifier
Moving cautiously with Silent Movement	Sneak +2, also removes the normal Spot +2 for movement
Combat Creeper during combat stealth	Sneak +2
Shadow Blend outside combat	Sneak +2
Slip Through near a watched area	Sneak +1d6

Make sure you are lightly armoured and carrying a shield no larger than a buckler, otherwise sneaking may be completely impossible.

Scouting

Planned Feature — not available in the current build

Marching Order

Marching order places the character in their usual position when adventuring. Those in the front row typically face the brunt of encounters and tend to set off traps more often.

Town Services

Tavern

The Tavern is used for party creation and roster management. New characters may be created or Hirings hired *Planned Feature — not available in the current build*

Characters removed from the party may remain available within the same campaign roster, but they will not appear in a completely new game.

It's also a great source of rumours, so long as you have the purse to fund the social libations required for loose lips and insane ramblings.

Inn

The Inn is the ultimate area to rest. Resting in an Inn can restore hit points and help remove conditions, depending on the duration of the rest. Resting in a safe town lodging is much more reliable and safer than trying to recover in a hostile dungeon or in a camp in the wilderness *Planned Feature — not available in the current build*.

See rest and recovery above.

It is also the only safe space to stash gear not carried on characters and spend time in study, either scribing arcane spells into your study notes or learning new mysteries from written sources.

Store

The Store handles ordinary trade and procurement of general goods. Use it to buy rations, light sources, packs, tools, potions and other supplies.

A party may attempt to barter with a merchant. The barter result applies as a temporary price modifier and lasts for 48 hours
The storeowner also provides a solid identification service for magic items whose properties are unknown.

Blacksmith

The Blacksmith deals with weapons, armour and shields.
Trade mode allows the party to buy and sell eligible arms and armour.
Repair mode allows damaged equipment to be restored.
Improve mode allows eligible equipment to be upgraded, for a cost of course.

Temple

The Temple provides Healing, Restoration, and services.
A character who cannot act should not be chosen as the active actor for a prayer or similar active service, but unconscious characters may still be valid recipients for healing or restoration.

Players Keep

Planned Feature — not available in the current build

Overland Exploration

Planned Feature — not available in the current build

Dungeon Exploration

Dungeon exploration is played on a 10-foot square map. The party has a facing and a marching order. The game distinguishes unexplored darkness, explored territory, lit areas, visible walls, doors, traps, loot markers, stairs and encounter triggers. Exploration is deliberately slower than combat because the party is mapping, listening, searching, carrying light and watching for danger. There is a trade off on the time it takes

Movement

The party moves one square at a time (unless auto-move is used) using WASD keys or the Arrow keys. The party chooses a movement mode

Movement mode	Squares per 10 minutes	Distance	Effects
Cautious	9	90 feet	Enables passive Spot attempts, with a +2 bonus, to notice traps, secret doors and concealed features. Required for scouting (Planned Feature — not available in the current build). Search is allowed.

Normal	12	120 feet	Standard exploration speed. Ordinary passive Spot to notice traps, secret doors and concealed features enabled. Scouting cannot be used. Search is not allowed.
Forced	18	180 feet	Fastest exploration speed. Ordinary passive Spot attempts are unavailable. Scouting cannot be used. Search is not allowed.

Terrain

Sometimes the dirt and stone of a dungeon is not consistent; rubble, mud, water, and all other sorts of terrain may affect movement rates, block movement entirely, and may provide cover. <Planned Feature — not available in the current build>

Auto-move

The mouse icon when hovered over a reachable discovered space will become a boot, clicking will have Auto-move plot a route to the chosen destination. The Avoid all terrain types in Auto move option will have the party marked dungeon terrain whenever a reasonable alternative exists.

Time

Time matters in the dungeon. Searching, opening locks, disarming traps, forcing doors, manipulating objects, casting utility spells and moving carefully can advance dungeon time. Time advancement can affect light duration, timed conditions, calendar time and random encounter checks. A random encounter can interrupt a longer action or a transition if the action consumes enough time.

<i>Unit</i>	<i>Length</i>	<i>Primary use</i>
Round	10 seconds	Combat. A round is divided into 10 one-second segments.
Turn	10 minutes	Dungeon exploration, careful movement, searching and many non-combat tasks.
Hour	60 minutes	Overland or town-scale time, longer services and extended rest.

Wandering encounters

Dungeon time accumulates continuously, and spending time in a dungeon is dangerous, wandering monsters may happen along at any point, so movement, searches, object interactions, spellcasting and rest all contribute to the same clock. A long rest in a dungeon is not advisable.

Combat

Combat uses 3-foot hexes and is divided into 10-second rounds. Each round is divided into 10 segments. A combatant acts on an **Initiative** segment and then spends available segments on movement, attacks, spells, item use, reloading or other actions. Combat rewards position, facing, equipment readiness, stance choices and understanding how a balance between defence and attack works.

Combat Initiative

Initiative is rolled at the beginning of each combat round, after **combat stances** are confirmed. Each character rolls 1d6 then adds/subtracts modifiers to get their final initiative starting segment. Eight is the highest

Lower results act earlier: Segment 1 is fastest possible, and Segment 8 is slowest possible. Each round contains 10 segments, but initiative determines when the combatant first becomes ready to act.

<i>Element</i>	<i>Initiative modifier</i>
<i>Base roll</i>	1d6

<i>Medium creature</i>	+0
<i>Two-handed weapon readied</i>	+1
<i>No armour</i>	-1
<i>Light armour</i>	-1
<i>Medium armour</i>	+1
<i>Heavy armour</i>	+2
<i>Dexterity above 4d6</i>	-1
<i>Dexterity above 8d6</i>	-2
<i>Conditions, spells and perks</i>	As specified

Dice pools

At the beginning of each combat round, each character divides their Combat Dice between Offence and Defence. this is known as their **Combat Stance**.

Offence dice, then may be divided between multiple attacks during the round, allowing the character to make several weaker attacks or commit more dice to a smaller number of stronger attacks.

Defence dice are retained for responding to attacks and may likewise be divided as the player chooses: a character can commit only part of the available pool to one defence and preserve the remainder for later attacks.

Dice that have been committed and rolled are spent for that round, so every allocation involves balancing immediate effectiveness against the possibility of needing dice later.

A combatant who commits more dice to defence is safer but less aggressive and vice-versa.

When the game controls a character, these decisions are governed by the character's AI Policies. The Split Attacks and Split Defence options determine whether the AI divides its available pools across multiple actions and responses. When splitting is enabled, the AI attempts to preserve dice for later opportunities; when disabled, it favours committing its remaining pool at once. These settings allow the player to make an AI-controlled character more cautious and flexible or more decisive and concentrated in how they use their Combat Dice.

Attacking and defending

Melee and ranged attacks use the appropriate combat skill for the weapon. Large Weapon Use handles heavy weapons, Small Weapon Use handles light and finesse weapons, and Aimed Weapon Use handles bows, crossbows, thrown weapons and targeting spells where relevant.

Some versatile weapons, including the scimitar and short sword, list both Small Weapon Use and Large Weapon Use; the attack uses the character's better trained eligible skill rather than adding both pools together. If both skills are equal, either produces the same attack pool. If the attack beats the defence, the blow connects and proceeds to shield, armour and damage resolution.

Ranged combat

Ranged attacks have short, medium and long range bands. Medium and long range impose penalties unless reduced by skill, position or perks. Elevation can help when shooting downward and hinder when shooting upward.

Ranged AI archetypes include close-shot archers, distance keepers, stealth shooters and kitters, each with different positioning priorities.

Range band Attack modifier

<i>Short</i>	No penalty
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<i>Medium</i>	-1
<i>Long</i>	-2

Defences

Dodge, Shield Use and Armour Use skills are separate dice pools and are not taken from the defence pool.

Dodge dice may be used as required, so if 3 goblins are attacking you may choose to use separate dice to try and evade all attacks, but if an single ogre is attacking you may use all dice, not bothering to keep any in reserve.

Shield Use kicks in once all other defences fail, then, if the character is using a shield they may attempt to deflect the incoming damage. Depending on the type of attack and the protection levels of the shield some or all damage may be deflected.

Armour Use applies last; the Armour use full dice pool is used and can be used for each attack. If the roll is higher than the incoming damage, then the armour absorbs its protection level amount of damage.

Combat Movement

Movement is limited by stance. A combatant with half or more combat dice committed to defence is limited to cautious movement. A combatant with any defence dice committed is limited to normal movement. Sprint or charge requires all combat dice committed to attack and reduces available Dodge skill dice to just 2d6.

<i>Size</i>	<i>Cautious per segment</i>	<i>Normal per segment</i>	<i>Sprint or charge per segment</i>
<i>Small</i>	1 hex	2 hexes	4 hexes
<i>Medium</i>	2 hexes	3 hexes	5 hexes
<i>Large</i>	2 hexes	4 hexes	6 hexes

Facing and position

Facing is central to Fantasy Classic combat. Attacks from behind or rear-flank angles are more dangerous because the target has fewer ways to respond. Stealth and flanking profiles prefer rear positions when possible. Ranged characters should avoid being forced into adjacent melee unless their role or equipment supports it.

Spells in combat

A combat spell begins on the caster segment and resolves according to its casting time and delivery method. Some spells require a touch, missile, ray or globe delivery roll. Ongoing or concentration spells may restrict movement and other actions. Damage during casting can disrupt the spell where the rules require a resilience challenge.

Combat presentation speed

The Game tab in Game Options provides Fast, Medium and Slow combat speed. Fast is the default. The setting changes how long movement, spell flashes and other combat presentation remain visible; it does not change initiative, segment costs, attack frequency, effect duration or tactical movement allowance.

Magic

Caster Types

Fantasy Classic: Dungeon Crawler has 4 distinct magic user types:

Divine Magic is granted by the Gods, good and evil. Each god in the pantheon grants access to Mysteries according to their Domains.

The gods are fickle and often resent excessive petitioning; as a result, healing is granted sparingly despite their exclusive access to the Prime Positive Plane.

The evil gods offer no healing, just pain and misery for those who stand against them, or are in their way, or within sight.

The gods and attitudes are expanded upon in Appendix 2. Deities and Domains.

Arcane Magic is power drawn from the study of the hidden structure of reality itself. Through applied knowledge, practiced discipline, and precise manipulation Spells are formed from Mysteries unlocked. The studious nature of this style of magic is such that hours of scribing and study of spells can improve their understanding such that its casting is much easier, reducing its level by 1.

It is the most flexible form of casting, having access to all mysteries bar the Prime Positive plane.

Nature Magic is drawn from the living world itself-the vast, interconnected web of Nature; weather, earth, beasts, and growing things that sustain life across the land.

Each caster forms an attuning bond with their land and are defined so via their access to Mysteries;

Greenwood: Feywild, Augment and Radiance

Storm: Lightning, Ice and Air

Ember and Ash: Magma, Ash, Fire

Winter: Ice, Vacuum and Water

Salt Marsh: Salt, Dust and Water

To cast Nature magic one must be in harmony with the universe more than others, maintaining a Neutral Alignment.

Sorcery magic is drawn directly from the raw and untamed energies that permeate the fabric of existence.

Power tapped directly from one of the Prime Elemental Planes; Earth, Fire, Air or Water.

In many traditions, this power is believed to arise from unusual bloodlines, ancient magical exposure, or the lingering influence of elemental or otherworldly forces within a mortal's essence. No matter the source it is raw power, difficult to control and always a risk to the caster, many of whom fail to survive their childhoods, consumed by fire or found frozen solid.

Those surviving find themselves expelled from society due to fear and suspicion.

Schools and Mysteries

A **school** describes the broad method by which magic operates, while a **mystery** defines the forces, substances or principles the caster has learned to manipulate within that school. Knowing a school does not grant access to every mystery within it: each mystery is learned separately and provides its own collection of spells.

The Eight schools and their mysteries are:

Abjuration governs protection, suppression and exclusion.

Interdiction reveals hidden influences, suppresses magic, repels creatures and ultimately banishes them;

Warding protects creatures against attacks, hostile magic, movement and control.

Conjuration draws substances, creatures and planar forces into the world from the multiverse, as a result it is the widest and most studied of the magic schools.

Astral manipulates starfrost, astral space, distant passage and imprisonment;

Ethereal reaches through the veil to create spectral limbs, movement and gateways;

Feywild calls upon wild flora, fey creatures and supernatural woodland;

Demi Planes are the intersection of the prime elemental planes

Magma conjures lava, obsidian, burning ground and molten protection;

Ooze produces acid, slime, mire and engulfing sludge;

Ice creates frost, slippery ground, freezing restraints and ice structures;

Smoke creates concealment, choking vapour and darkness;

The Quasi-elemental planes are where the planes intersect with the Prime Positive and Negative planes

Positive

Radiance combines fire and positive energy to create revealing light, restoration, sanctuary and burning radiance;

Lightning conjures electrical bolts, charged weapons and lightning servants;

Mineral forms stone, crystal, weapons, barriers and protective shells;

Steam produces scalding jets, pressure bursts and burning clouds; and

Negative

Ash creates burning cinders, choking ash and ash elementals;

Dust creates obscuring, scouring and smothering clouds;

Salt creates brine, desiccation and withering salt;

Vacuum removes air, sound and breath while creating silence, drag and empty space.

Divination reveals information and possible futures.

Augury provides warnings, luck, portents and glimpses of an opponent's next action;

Scrying detects creatures, magic, concealment and falsehood, and permits sight beyond the caster's ordinary senses.

Enchantment alters thought, emotion and allegiance.

Dominate imposes direct commands and can force creatures to cease fighting or turn against their allies;

Influence distracts, inspires, frightens, provokes or pacifies without necessarily taking complete control.

Evocation releases raw magical energy directly into the world.

Air produces electrical shocks, bolts and bursts;

Earth manifests corrosive acid;

Fire creates rays, gout, explosions and walls of flame;

Water produces cold, ice and freezing fields;

Positive Energy heals and restores living creatures while harming undead; and

Negative Energy drains or harms the living while restoring undead.

Illusion deceives perception or gives shadow a measure of substance.

Glamour alters appearance, visibility and the way creatures or places are perceived;

Pure Illusion creates false sights and sounds without physical substance;

Shadow Magic weaponizes darkness through damaging shadows, nightmares, concealment and binding effects.

Necromancy manipulates mortality and the boundary between life and death.

Death Magic drains vitality, inflicts withering curses and attacks natural biology;

Undeath creates, commands and strengthens undead creatures or grants the living temporary properties of undeath.

Transmutation changes the properties, form or state of a subject.

Augment improves the biological form; attributes, senses, speed, resilience and combat capability;

Morph transforms creatures into increasingly powerful animal or monstrous forms;

Temporal Shift hastens, slows, delays, predicts or freezes moments in time; and

Transmute Matter reshapes physical substances through softening, hardening, corrosion, petrification and other material changes.

Spellcasting

Spells have a difficulty level determined by its characteristics, damage intensity, range, shape, size, et al (see Appendix 3. Spells) to cast a spell the caster must successfully challenge the spell using dice from their spell dice pool by rolling equal to or above the spells dice roll.

For instance; a 1st level spell has a challenge rating of 1d6, a caster uses one die from their available pool to attempt a casting. The Spell difficulty roll is a 3 and the caster rolls a 5, so the spell is successfully cast.

A critical success casting a spell with all the characters spell pool dice will set the spells damage to the maximum possible and gain the character a CP.

Spell failure

Whenever a spellcasting roll fails, the caster rolls 2d6 on the spellcasting failure table for their form of magic access. (See Appendix 1. Spell and Critical failure Tables)

Commonly due to the strain of casting spells, they are required to pass a Recovery Challenge against the spell's casting challenge.

A failed Recovery Challenge adds one **Fatigued** stack. Fatigue is cumulative, and gaining a third stack replaces the stacks with **Exhausted**, which prevents the character from casting further spells until the Exhausted condition is removed, typically via rest.

Note: evil Divine and Sorcery casters suffer automatic fatigue across a wider range of failure results.

Very low failure-table results can instead cause a critical spell failure, potentially producing backfire damage, magical blocks or additional fatigue.

Sorcerers are particularly prone to Backfire damage, while good divine casters never suffer it.

Spell usage

In game access to spells is dependent on the circumstance they are in.

During Combat: Damage dealing, enhancement, control and spells generally used are available during combat.

Out of Combat: typically, all spells that don't deal damage or are specifically for aid during a rest,

Before Resting: Healing aid spells as well as those buffs that could help camping activities.

Encounter Specific: Some encounters give options and choices if you have access to certain spells

Caster eligibility

Only active characters can cast. A character who is unconscious, dead, asleep, stunned, frozen, petrified, comatose, has a spell block in place or otherwise obviously cannot cast spells, cannot be chosen as a caster and/or cannot cast spells.

Some spells require speech, movement, materials or other components. A spell with a somatic requirement may be blocked by armour or shield use where the current rules require free movement

Practical Advice for New Parties

- Extended rest in a hostile dungeon is extremely dangerous; a brief Respite is often the most the party can safely risk.

- Build a balanced party. A front-line fighter with armour and a shield can hold space, but cannot replace Search, Trickery, Knowledge or healing.
- A clever party should bring light, rations, rope or tools, at least one capable scout or searcher, one trap-handling character, and someone who can identify strange items or magical effects.
- Use the belt deliberately. Put ready weapons, potions, tools and likely combat-use items on the belt. An item in a backpack may still be available outside combat, but it is not the same as a ready item under pressure.
- Do not sell useful equipment accidentally. Lock items from sale when they are important. This is especially helpful for spare weapons, special armour, quest-like objects, unidentified items and gear that is awaiting repair or improvement.
- Treat time as danger. Searching everything slowly may reveal threats, but it can also consume light and invite random encounters. Rushing past danger may save time, but it can trigger undetected traps or leave the party unprepared.
- Read Results panels carefully. The game often does not show raw roll totals, but the Results panel tells you what changed. It may tell you that time advanced, that a character gained CP, that a lock jammed, that a trap remains armed, or that someone is ready to advance.
- Crafted ritual spells can make spells much easier and thus reliable to cast.

Appendix 1. Spell and Critical failure tables

Convince critical failure — roll 1d6

Roll	Result
1	The character's words cause active trouble, such as offence, defiance, mockery or hostility.
2–3	The character suffers –1 to Convince until completing a Recuperation.
4–5	Normal failure with no additional consequence. If Greater Learning applies to Convince, a 5 also becomes a Learning Moment.
6	Learning Moment: the character receives the normal competency opportunity in Convince.

Barter critical failure — roll 1d6

Roll	Result
1	The negotiation causes active trouble, such as offence, defiance, mockery or hostility.
2–3	The character suffers –1 to Barter until completing a Recuperation.
4–5	Normal failure with no additional consequence. If Greater Learning applies to Barter, a 5 also becomes a Learning Moment.
6	Learning Moment: the character receives the normal competency opportunity in Barter.

Knowledge critical failure — roll 1d6

Roll	Result
1	The character cannot use Knowledge perks until completing a Recuperation.
2–4	The character suffers –1 to Knowledge until completing a Respite or better rest.
5	Normal failure. A character with the Learning Moments perk instead receives a Knowledge competency opportunity, provided their Knowledge perks are not blocked.
6	Learning Moment: the character receives the normal competency opportunity in Knowledge.

Spellcasting failure table

After a failed spellcasting roll, roll **2d6** on the appropriate table. A result that says **Critical Failure** also requires a roll on the relevant 1d6 critical spell-failure table.

Arcane, Nature and Good Divine magic — roll 2d6

Roll	Result
2	Critical Failure—roll 1d6 on the appropriate critical spell-failure table.
3–4	The caster gains one Fatigued stack.
5–7	The caster attempts a Recovery challenge. Success avoids Fatigued; failure adds one Fatigued stack.
8–11	Normal spell failure.
12	Learning Moment: competency opportunity in the casting skill.

Neutral Divine magic — roll 2d6

Roll Result

2	Critical Failure—roll 1d6 on the Divine critical spell-failure table.
3–4	The caster gains one Fatigued stack.
5–11	Normal spell failure.
12	Learning Moment: competency opportunity in Divine Magic.

Evil Divine magic — roll 2d6

Roll Result

2–3	Critical Failure—roll 1d6 on the Evil Divine critical spell-failure table.
4–8	The caster gains one Fatigued stack.
9–11	Normal spell failure.
12	Learning Moment: competency opportunity in Divine Magic.

Sorcery Magic — roll 2d6

Roll Result

2–4	Critical Failure—roll 1d6 on the Sorcery critical spell-failure table.
5–8	The caster suffers Sorcery strain, normally producing Fatigued.
9–11	Normal Sorcery failure; no spell block is applied by this table.
12	Learning Moment: competency opportunity in Sorcery Magic.

Critical spell-failure sub tables

Arcane or Nature Magic — roll 1d6

Roll Result

1	Entire magic access is blocked until Recuperation, Spell backfire damage
2	The spell's mystery is blocked until Recuperation, Spell backfire damage
3–5	The spell's mystery is blocked until Recuperation, Spell backfire damage
6	The caster gains one Fatigued stack.

Good or neutral Divine Magic — roll 1d6

Roll Result

1	Divine Magic access is blocked. A Good Divine block clears at Reprieve; otherwise it clears at Recuperation.
2–5	The spell's Divine mystery is blocked. A Good Divine block clears at Reprieve; otherwise it clears at Recuperation.
6	The caster gains one Fatigued stack.

Evil Divine Magic — roll 1d6

Roll Result

1–2	Divine Magic access is blocked until Recuperation; backfire damage equals the spell's challenge dice.
3	The spell's Divine mystery is blocked until Recuperation; backfire damage equals the spell's challenge dice.

4–6	The spell’s Divine mystery is blocked until Recuperation.
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Sorcery Magic — roll 1d6

Roll	Result
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1–2	Sorcery Magic access is blocked until Recuperation plus backfire damage equals twice the spell’s challenge dice.
3–5	Sorcery Magic access is blocked until Recuperation plus backfire damage equals the spell’s challenge dice.
6	The caster suffers Sorcery strain, normally producing Fatigued.

Appendix 2. Deities, Domains and Mysteries

A deity grants access to the mysteries associated with each of their domains. Where two domains grant the same mystery, it is only granted once.

Good gods

<i>God</i>	<i>Title</i>	<i>Domains</i>
Morthail	Protecting Father	Life, War, Protection
Julioia	Advising Mother	Life, Knowledge, Magic
Helia	The Purifier	Fire, Protection, Sun
Huria	The Peace Bringer	Life, Cold, Protection
Burian	The Warden	Animal, Plant, Weather
Jop	The Master of Spies	Trickery, Air, Charm
Marnor	The Master Smith	Creation, Earth, Protection
Ganiri	The Mad	Creation, Magic, Madness

Evil gods

The evil gods are not on your side. If you worship them you are viewed as a tool for their own foul purpose.

<i>God</i>	<i>Title</i>	<i>Domains</i>
Lucan	World Killer	War, Destruction
Vorka	The Corruptor	Knowledge, Charm, Trickery
Vesha	The Bloody	Animal, Destruction
Luthra	Mistress of the Dead	Death, Cold
Nalrath	Shadow Lord	Shadow, Trickery

Domain reference

<i>Domain</i>	<i>Granted mysteries School / Mystery</i>
Air	Conjuration / Lightning
Animal	Conjuration / Feywild; Transmutation / Morph
Charm	Illusion / Glamour; Enchantment / Influence
Cold	Conjuration / Ice
Creation	Transmutation / Transmute Matter
Death	Necromancy / Undeath; Necromancy / Death Magic; Evocation / Negative Energy
Destruction	Conjuration / Ash; Conjuration / Salt
Earth	Evocation / Earth; Transmutation / Transmute Matter
Fire	Evocation / Fire
Knowledge	Divination / Scrying; Divination / Augury
Life	Evocation / Positive Energy
Madness	Enchantment / Dominate; Divination / Augury

<i>Magic</i>	Abjuration / Interdiction
<i>Plant</i>	Conjuration / Feywild
<i>Protection</i>	Abjuration / Warding; Abjuration / Interdiction
<i>Shadow</i>	Illusion / Shadow Magic
<i>Sun</i>	Conjuration / Radiance
<i>Trickery</i>	Illusion / Glamour; Enchantment / Influence
<i>War</i>	Abjuration / Interdiction; Transmutation / Augment
<i>Weather</i>	Conjuration / Lightning; Conjuration / Ice

Appendix 3. Spells

Crafting Spells

You can craft a new version of a current spell, or craft spells from scratch. Look at the Spells tab in your character sheet. Either right click on a spell to create a variant or click on the Create Spell button to get a new spell.

You may only create new spells 2 levels higher than your casting skill level.

The Anatomy of Spells

The following is a useful guide not just for crafting spells but also for a greater understanding of Spells and how they operate in general.

Note that some schools of spells are more (or less) effective than others in terms of range, area of effect, spell shape, etc. as indicated below.

Casting Time

Casting Time states how long a spell takes to complete. Unless otherwise stated, a spell is cast as an **Action** and is resolved on the caster's initiative segment plus **1 segment per 2 Spell Levels, rounded down to a minimum of 1 segment**

A caster may choose to increase the Casting Time of a spell to reduce its final Challenge. This choice is made when the spell is cast, after the spell has been fully defined, including its School, Empower, Range, Shape, Duration, Effects, Components, and any other modifiers.

The standard Casting Time steps are **Action, Focused Casting, Minor Ritual, and Ritual.**

Action spell is the standard. This grants no reduction to final Challenge.

Focused Casting takes twice as long to cast. But reduces the Spell by 1 Level.

Minor Ritual takes one full uninterrupted minute to complete. This may reduce the spell's final Challenge, depending on the caster's access type.

Ritual takes ten full uninterrupted minutes to complete. This may reduce the spell's final Challenge, depending on the caster's access type.

The reduction gained from increased Casting Time depends on how the caster accesses magic.

Arcane Magic benefits from careful structure, prepared method, and deliberate shaping, but only to a limited degree.

Focused Casting reduces final Spell Level by 1.

Minor Ritual reduces final Spell Level by 1.

Ritual reduces final Spell Level by 2 levels.

Divine Magic benefits most from extended prayer, rite, liturgy, and formal invocation.

Focused Casting reduces final Spell Level by 1.

Minor Ritual reduces final Spell Level by 2.

Ritual reduces final Spell Level by 3.

Nature Magic benefits from time spent aligning the spell with the living world, its rhythms, and its materials, but less strongly than Divine Magic.

Focused Casting reduces final Spell Level by 1.

Minor Ritual reduces final Spell Level by 1.

Ritual reduces final Spell Level by 2.

Sorcery is innate and immediate and cannot use extended Casting Time.

Sorcerers always cast as an **Action** unless a specific perk, bloodline trait, or rule states otherwise. Sorcery gains no reduction to final Challenge from Focused Casting, Minor Ritual, or Ritual casting.

Type	Casting Time	Level adjustment
Action	Normal casting time	0
Focused	Twice normal casting time	-1
Minor Ritual	1 uninterrupted minute	Access-dependent
Ritual	10 uninterrupted minutes	Access-dependent

For rituals, the spell is interrupted if the ritual is disturbed in any manner.

For action or focused casting taking damage during casting will require a caster to make a resistance save vs the damage done or the spell is interrupted.

If the caster is interrupted before the spell is completed, the spell fails and has no effect.

A caster is interrupted if they are Silenced while casting a spell requiring a Verbal component, prevented from performing a required Somatic component.

If a spell fails due to interruption, the casting is lost including any Material components, if consumed during the spell normally, are also lost.

Spell Range

A spell's Range determines how far from the caster its effect may be placed or delivered.

Spell Level Cost

Range	Distance Feet (Hexes)	Divination / Abjuration	Transmutation	All Others
Personal	Caster only (0 ft)	-3	-1	0
Contact	Adjacent (1 hex / 3 ft)	-2	0	0
Very Short	1–3 hexes (3–9 ft)	-1	+2	+1
Short	4–10 hexes (12–30 ft)	0	+4	+2
Medium	11–20 hexes (33–60 ft)	+2	+4	+3
Long	21–30 hexes (63–90 ft)	+2	+6	+4
Very Long	31–50 hexes (93–150 ft)	+3	+10	+5
Extreme	51+ hexes (153+ ft)	+4	+14	+6

Spell Shape

Each spell shape describes how the spell occupies space on the battle grid. Unless a spell states otherwise, the caster chooses the point of origin of the effect, and the shape then extends from that point according to the rules below. The listed size of the shape determines its length, width, radius, or area, as appropriate.

Shell

A Shell is a field extending 1 hex / 3 feet around the Subject. It moves with the Subject unless the spell states otherwise. A Shell may affect creatures or objects that enter the Shell, begin movement within it, make contact with the Subject, or attack

through it, depending on the spell's description. A Shell does not normally fill a larger area; for larger surrounding fields, use Sphere.

Single Target affects a single target in direct vision of the caster. The caster must abide by the range challenge. The caster must succeed in a Touch attack on the target but can ignore all defences but Dodge and Magic Resistance.

Missile or Ray affects a single target at range. It is projected from the caster to one chosen target and does not create an area of effect unless the spell specifically states otherwise. Its listed range determines how far the target may be from the caster. It may be blocked or dodged as normal.

Globe affects a single Hex at range. It is projected from the caster to the chosen Hex and its occupants and does not create an area of effect unless the spell specifically states otherwise. Its listed range determines how far the target may be from the caster. It may not be blocked but may be dodged as normal.

Beam is a straight line of effect extending outward from the caster (Distance is Always Personal). Its listed size is its length in squares. A beam affects every square in that line from its origin to its full length.

Cone projects outward from the caster (Distance is Always Personal) in a widening triangular area. Its listed size is its length in squares. At its furthest point, the cone is as wide as it is long. The cone is centred on its line of origin and widens evenly as it extends outward.

Sphere creates a Spherical area centred on a chosen point of origin. Its listed size is its diameter in squares. The effect fills the circular area within that diameter as closely as the grid allows.

Square creates a square area centred on a chosen point of origin aligned to the grid. Its listed size is the length of one side in squares. A 3-square square therefore affects a 3 by 3 area, a 5-square square affects a 5 by 5 area, and so on.

Wall creates a linear barrier or continuous line of effect centred on a chosen point of origin. Its listed size is its length in squares. Unless a spell states otherwise, a wall is one square thick and may be placed in a straight line from its point of origin

Spell Shape Cost by Level

Shape Type	Area / Behaviour (Grid)	Evocation	Enchantment	Abjuration	All Others
			t		
Shell	1 hex (3 feet) around subject	0	0	0	0
Single Target	One target	0	0	0	0
Missile / Globe / Ray	Single target, ranged projectile	-1	+1	+1	+1
Small					
Small Beam	1 x 3 Hex long (3'x10') in line	-1	+1	+1	+1
Small Cone	3x3 Hex cone (10' long 10' wide Cone)	-1	+1	+1	+1
Small Sphere	3 Hex diameter (10' sphere)	-1	+1	+1	+1
Small Square	3x3 Hex grid (10'x10')	-1	+1	+1	+1
Small Wall	3 Hex line (3'x10')	-1	+1	0	+1
Step 3: Medium					

<i>Shape Type</i>	<i>Area / Behaviour (Grid)</i>	<i>Evocation</i>	<i>Enchantment</i>	<i>Abjuration</i>	<i>All Others</i>
<i>Medium Beam</i>	6 Hex line (3'x20')	0	+2	+2	+2
<i>Medium Cone</i>	6x6 Hex cone (20' Long 20' Wide Cone)	0	+2	+2	+2
<i>Medium Sphere</i>	6 Hex diameter (20' diameter)	0	+2	+2	+2
<i>Medium Square</i>	6x6 Hex grid (20'x20')	0	+2	+2	+2
<i>Medium Wall</i>	6x1 Hex line (3'x20')	0	+2	0	+2
Step 4: Large					
<i>Large Beam</i>	12 Hex line (3'x40')	+1	+3	+3	+2
<i>Large Cone</i>	12x12 Hex cone (40' Long 40' Wide Cone)	+1	+3	+3	+2
<i>Large Sphere</i>	12 Hex diameter (40' diameter)	+1	+3	+3	+3
<i>Large Square</i>	12x12 Hex grid (40'x40')	+1	+3	+3	+3
<i>Large Wall</i>	12x1 Hex line (3'x40')	+1	+3	+1	+3
Step 5: Huge					
<i>Huge Beam</i>	24 Hex line (3'x80')	+2	+4	+4	+4
<i>Huge Cone</i>	24x24 Hex cone (80' Long 80' Wide Cone)	+2	+4	+4	+4
<i>Huge Sphere</i>	24 Hex diameter (80' diameter)	+2	+4	+4	+4
<i>Huge Square</i>	24x24 Hex grid (80'x80')	+2	+4	+4	+4
<i>Huge Wall</i>	24x1 Hex line (3'x80')	+2	+4	+2	+4

Duration

Duration Transformations determine how long a spell persists beyond its initial casting. Each Duration Category is arranged in steps. The caster chooses the final duration step the spell will have in play, then applies the casting spell level increase shown for that step and school.

<i>Step</i>	<i>Duration Category</i>	<i>Timeframe / Behaviour</i>	<i>Evocation</i>	<i>Abjuration/ Transform/ Divination/ Illusion</i>	<i>All others</i>
<i>Step 1</i>	Instant / Immediate	Resolves immediately	+0	-2	-1
<i>Step 2</i>	1 Combat Round	Lasts for 10 seconds	+20	-1	+0
<i>Step 3</i>	Short	1 minute	+50	0	+1

Step 4	Medium	10 minutes	+150	+1	+2
Step 5	Long	1 hour	+1000	+2	+3
Step 6	Extended	1 day	+10000	+3	+4

Some schools, especially Evocation, are not naturally suited to sustained duration. Extremely high casting challenge increases indicate transformations that are theoretically possible, but rarely achievable outside exceptional circumstances.

Concentration

A caster may choose to maintain a spell by concentration if the spell has a Duration greater than **Instant**. A spell maintained by concentration is **1 Spell level easier to cast**.

While concentrating, the caster may move only at **Cautious Movement**. They may not attack, cast another spell, or perform any other action beyond maintaining the spell.

If the caster suffers damage while concentrating, they must immediately make a **Resilience Challenge** against the damage suffered. If they fail, the spell ends at once.

If the caster gains the **Wounded** Condition, concentration immediately ends.

A caster may stop concentrating at any time. If they do, the spell ends immediately unless its description states otherwise.

Full Concentration

A caster may instead maintain a spell by full concentration if the spell has a Duration greater than **Instant**. A spell maintained by full concentration is **2 Spell levels easier to cast**.

While in full concentration, the caster may not move, attack, cast another spell, defend themselves, or take any other action. They are wholly absorbed in maintaining the spell and are oblivious to ordinary events around them.

Any disturbance ends the spell immediately. This includes suffering damage.

A caster may stop full concentration at any time. If they do, the spell ends immediately unless its description states otherwise.

Spell Resistance

A caster may shape a spell so that its resistance becomes easier or harder to overcome, so that it still takes partial effect even when successfully resisted, or in rare cases so that the target is denied a resistance Challenge altogether.

Unless otherwise stated, a spell uses its normal resistance rules. Resistance Shaping alters only how the target resists the spell; it does not change the spell's primary effect, School, Mystery, or delivery method.

<i>Resistance Shaping</i>	<i>Enchantment, Illusion, Necromancy</i>	<i>Transmutation, Divination, Abjuration</i>	<i>Conjuration, Evocation</i>
<i>Easier Challenge (– 2 to Challenge)</i>	-2	-1	0
<i>Harder Challenge (+2 to Challenge)</i>	+2	+3	+2
<i>Half Effect on Resist</i>	+1	+2	+1
<i>No Challenge</i>	+4	prohibited	Prohibited

Easier Challenge makes the spell simpler to cast, but the target gains a +2 bonus to its resistance Challenge.

Harder Challenge makes the spell more difficult to resist, imposing a -2 penalty on the target's resistance Challenge.

Half Effect on Resist means that if the target succeeds on its resistance Challenge, the spell still applies at reduced effect. Damage and duration are halved, while other spells use the lesser stated result where applicable.

No Challenge removes the target's resistance Challenge entirely. If the spell requires a delivery roll, that roll is still required.

Spell effect(s)

<i>School</i>	<i>Mystery</i>	<i>Available spell effects</i>
<i>Abjuration</i>	Interdiction	Banished; Denied—Extraplanar; Denied—Summoned; Denied—Undead; Dispelled; Frightened; Hindered; Irrevocable Exile; Nullified; Repelling Mantle; Revealed; Sealed; Shoved; Suppressed; Unbound; Unsummoned
	Warding	Anchored; Elusive; Fortified; Guarded—Acid, Cold, Electrical, Energy Choice, Fire, Magic, Necrotic, Physical, Poison or Radiant; Inviolable; Reality-Anchored; Resistant—Acid, Cold, Electrical, Energy Choice, Fire, Magic, Necrotic, Physical, Poison or Radiant; Sanctified; Sovereign Self; Warded—Acid, Cold, Electrical, Energy Choice, Fire, Magic, Necrotic, Physical, Poison or Radiant
<i>Conjuration</i>	Ash	Dazzled; Smothered; Veiled; Weakened
	Astral	Astral Disk; Hindered; Rooted
	Dust	Dazzled; Distracted; Smothered; Veiled
	Ethereal	Hindered; Phased; Spectral Claws; Spectral Hands; True Sight; Veiled
	Feywild	Allured; Briar-Wreathed Weapon; Confused; Distracted; Drowsy; Frightened; Hindered; Sheltering Grove
	Ice	Chilled; Grounded; Prone; Restrained; Weighted
	Lightning	Alert; Disoriented; Jarred; Lightning Weapon; Prone; Staggered
	Magma	Burning; Hindered; Magma Claws
	Mineral	Buried; Crystal Fists; Grounded; Hardened; Hindered
	Ooze	Hindered; Restrained; Sealed; Tainted; Acid Damage (1d6-1 per level)
	Radiance	Marked; Normal Light; Purged; Radiant Rest Sanctuary; Radiant Sanctuary; Radiant Weapon; Revealed; Sanctified
	Salt	Death-Touched; Hindered; Sickened; Tainted
	Smoke	Blinded; Disoriented; Distracted; Revealed; Veiled
	Steam	Burning; Scalded; Veiled
	Vacuum	Anchored; Choking; Muted; Slowed
<i>Divination</i>	Augury	Alert; Doom-Marked; Elusive; Foretold; Fortunate; Watchful
	Scrying	All-Sight; Detect Life; Detect Undeath; Discover Magic; Exposed; Revealed; True Sight; Unmasked; Watchful
<i>Enchantment</i>	Dominate	Broken Will; Compelled; Confused; Entranced; Inverted Allegiance; Pacified; Provoked
	Influence	Allured; Broken Will; Confused; Distracted; Frightened; Muted; Pacified; Provoked; Rallied; Uneasy

<i>Evocation</i>	Air	damage payload
	Earth	damage payload
	Fire	damage payload
	Negative Energy	damage/healing payload
	Positive Energy	Bright Light; Greater Restored; Normal Light; Purged, damage/healing payload
	Water	No checklist effects—uses its damage payload
<i>Illusion</i>	Glamour	Allured; Battlefield Decoy; Beguiled; Blurred; Charmed; Dim Light; False Terrain; Glamoured; Greater Invisible; Illusory Wall; Invisible; Normal Light; Perfectly Veiled; Unmasked
	Pure Illusion	Confused; Disoriented; Distracted
	Shadow Magic	Blinded; Cursed; Distracted; Eclipsed Self; Frightened; Hexed—Mental; Insubstantial; Phased; Shadowbound
<i>Necromancy</i>	Death Magic	Death-Touched; Doom-Marked; Drained; Fatigued; Grave-Collapsed; Prone; Sickened; Unmade Flesh; Weakened; Withered
	Undeath	Bound Undead; Cursed; Deathless; Fatigued; Grave Skin; Lesser Corpse Servant; Lichdom; Necromantic Command; Tainted; Undeath; Vampirism
<i>Transmutation</i>	Augment	Alert; Apotheosis; Ascended Flesh; Augmented Charisma, Constitution, Dexterity, Intelligence, Strength or Wisdom; Fortified; Greater Charisma, Constitution, Dexterity, Intelligence, Strength or Wisdom Augmentation; Guarded—Physical; Hastened; Heightened Senses; Perfect Charisma, Constitution, Dexterity, Intelligence, Strength or Wisdom Augmentation; Rage; Resistant—Physical; Steadfast; Warded—Physical; Watchful
	Morph	Morphed—Bear; Dire Wolf; Hydra; Lesser Animal; Owlbear; Roc; Wild Hog
	Temporal Shift	Disoriented; Distracted; Foretold; Frozen; Hastened; Jolted; Moment of Correction; Phased; Slowed; Staggered; Time-Locked; Weighted
	Transmute Matter	Brittle; Buried; Calcifying; Corroded Metal; Fragmented; Grounded; Hardened; Hindered; Petrified

Evocation spells are so powerful that they trigger additional effects at certain power levels automatically:

<i>Mystery</i>		<i>4d6 threshold</i>	<i>6d6 threshold</i>	<i>8d6 threshold</i>
	<i>Air</i>	Distracted	Jolted	Staggered
	<i>Earth</i>	Hindered	Corroded	Brittle
	<i>Fire</i>	Seared	Burning	Scalded
	<i>Water</i>	Chilled	Slowed	Frozen
	<i>Negative Energy</i>	Fatigued	Withered	Cursed
	<i>Positive Energy—friendly living target</i>	Blessed	Purified	Sanctified
	<i>Positive Energy—hostile undead target</i>	Dazzled	Seared	Sun-Blighted