

# SPACE DEMONS...IN SPACE

[COVER IMAGE - WIP]

Variant Rules based loosely on *Swords & Wizardry*

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SPACE DEMONS...IN SPACE

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Dedicated to:

Dave Arneson and Gary Gygax, and a bunch of people who would not want to be associated with this project.

With special thanks to:

Mythmere Games (for *Swords & Wizardry*, which I am in no way associated with), the creators of the 5<sup>th</sup> Edition of the world's most popular fantasy roleplaying game (for the advantage / disadvantage mechanic), E. Reagan Wright (for creating *Shitlord: The Triggering* which showed me that a one man operation can do something magical) & the readers of my blog (for their ideas and encouragement).

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## INTRODUCTION {BIG HEADING}

When someone says “tabletop roleplaying game”, what do you think of? Swords, wizards, dragons, and dreadful dark dungeons full of danger? There are plenty of games that do this and they do it well. In fact, this game is based on one of them (*Swords & Wizardry* if you are curious).

But this is not that type of game. This is not some mythical past; this is the future. Spaceships, laser guns, teleportation technology...and horrible monstrosities from beyond the known universe are trying to destroy our world. It is up to the players to fight back and save the world...or die trying.

You will not be walking through underground dungeons built by mad wizards searching for the secret of immortality, you will fighting for your life in space stations high above the earth or trying desperately to give medical aid to your buddy in the burnt out shell of a major metropolis.

There are no orcs or elves in this game, but instead multi-armed demons or twisted creatures made from flesh and metal are coming to destroy everything you hold dear. Aliens with a taste for human flesh are hunting you down.

What do you do? Other games have swords and crossbows. Here you have chainsaws and laser rifles! Will you prevail over the eternal enemies of mankind? Fire up your favorite metal album and find out in...

SPACE DEMONS...IN SPACE [Make this appear in an awesome font]

## GETTING STARTING

Most likely, you already know basically how this game works. One of you is the “Game Master” or “GM,” who runs the game world: the GM designs the adventures, makes decisions and dice rolls for the monsters, describes what the characters see, and judges the effects of their actions. The rest of you are the “players,” each of you taking on the role of a “player character” who might be a battle-tested marine, a combat medic weary of all the death, or any other sort of avatar representing you in the game world. You do not need to use miniatures, although they can sometimes help clarify who was standing where, when the bridge collapses, and other such important questions.

The first step is to complete a character sheet, recording your character’s statistics and equipment; the next step is to sit down around a table with some dice and start playing! Unless, of course, you are the GM, in which case you will have to prepare the adventure first. There is more for you later on in the book – you are important enough to have whole sections of the rulebook for your use only!

## DICE

SPACE DEMONS...IN SPACE uses several different kinds of dice, abbreviated according to how many sides they have. A four-sided die is called a d4, and if you roll 3 of them (adding the results together), that is written as 3d4. The six-sided die is a d6, the eight-sided die is a d8, the ten-sided die is a d10, the twelve-sided die is a d12, and the twenty-sided die is a d20. When the rules mention d100 (or percentile dice), roll two ten-sided dice, treating the first roll as the “tens” and the second roll as the “ones.” If you were to roll a 7 and then a 3, the result would be 73. A roll of 0 and 0 means a result of “100.”

## COMMON TERMS

You will discover several common terms (and their abbreviations) while reading. SPACE DEMONS...IN SPACE itself is a roleplaying game, shortened to RPG. As a player, your character will be a player character (PC), while the GM will provide non-player characters (NPCs). “Experience points” (XP) are the measure of a character’s growing expertise and ability. “Hit Dice” (HD) are the number of dice a character or monster rolls to determine total “hit points” (hp), the

amount of damage a one can handle before dying. "Armor Class" (AC) is a measure of protection against attack. A "Saving Throw" represents the attempt to avoid or mitigate some type of unusual attack. Advantage means that you roll 2 d20s and use the result of the better one. Disadvantage means you roll 2 d20s and use the result of the worse one. Advantage and Disadvantage cancel each other out, even if you receive Advantage or Disadvantage from multiple sources. If you have Advantage and 3 sources of Disadvantage on a particular roll, it is all cancelled out and you just roll normally. Loot Tokens (LT) will be explained later, but the short version is that you can use them find helpful items. Do not worry about trying to memorize all this; most of it will be self-evident as you read through.

## CREATING A CHARACTER {BIG HEADING}

### Creating A Character Sheet

For your convenience, a blank character sheet is included on page xx. Of course, you can take a blank sheet of paper and create your own character sheet. If you choose to use the official character sheet, you have my permission to print as many copies as you need!

### Roll Attribute Scores

The basic attributes of a character are numbers representing Strength (muscle power), Dexterity (quickness and coordination), Constitution (general health and hardiness), Intelligence (education and IQ), Wisdom (common sense), and Charisma (leadership). The first step to creating your character is to roll 3d6 for each of the six attribute scores. If your dice rolls are no good for the kind of character that you want to make, toss out those rolls and start over. Keep in mind that your character will almost certainly have at least one score that is lower than average. This is not a game of armored super-heroes! The great heroes of the far future do not begin as superior specimens of human perfection; they are flawed like anyone else. Their adventures will differentiate them from the common rabble!

### STRENGTH

Roll 3d6 for your character's Strength score, and write it on your character sheet. High strength lets the character force doors open more easily, and allows much more weight to be carried. For Marines only, high strength gives bonuses to hit and to inflict damage. The table below shows the effects of your character's Strength score. Write down these bonuses on your character sheet. Strength is the Prime Attribute for Marines. (The Prime Attribute is important for calculating bonuses to your experience points when you get them and is described later in the rules.)

Table 1: Strength Score

Score	To-Hit Modifier*	Damage Modifier*	Open Doors	Carry Modifier (in pounds)
3-4	-2	-1	1	-10
5-6	-1	0	1	-5
7-8	0	0	1-2	0
9-12	0	0	1-2	+5
13-15	+1	0	1-2	+10
16	+1	+1	1-3	+15
17	+2	+2	1-4	+30
18	+2	+3	1-5	+50

\*Penalties apply to any character, but only Marines get the bonuses. It may seem silly that being strong will give you bonuses to damage with firearms, but Marines are just that good at fighting.

### DEXTERITY

Roll 3d6 for your character's Dexterity score. A high Dexterity score gives your character bonuses when attacking with a firearm or other ranged weapon, and improves your Armor Class (explained later in the rules), making you harder to hit. Dexterity is the Prime Attribute for Technicians.

Table 2: Dexterity Score

Score	Ranged Weapon To-Hit Bonus/Penalty*	Effect on Armor Class
3-8	-1	Worse by 1 point
9-12	0	None
13-18	+1	Better by 1 point

\*For Marines, this bonus is in addition to any bonuses for Strength.

## CONSTITUTION

Roll 3d6 for your character's Constitution score. A high Constitution gives your character extra hit points for each hit die. It is not the Prime Attribute for any character class, but those extra hit points can come in very, very handy. Constitution is also used to determine a character's likelihood of successfully being resuscitated, or surviving other truly major shocks to the system. (For other shocks, use the same chance as shown for "Resuscitation Survival" on the table below. The GM will let you know if an event is a shock worthy of checking this table)

Table 3: Constitution Score

Score	Hit Point Modifier (per hit dice)	Resuscitation Survival
3-8	-1	50%
9-12	0	75%
13-18	+1	100%

## INTELLIGENCE

Roll 3d6 for your character's Intelligence score. Intelligence is the Prime Attribute for Ex-Cultists.

Table 4: Intelligence Score

Score	Chance to Understand New Spell
3-7	30%
8	40%
9	45%
10	50%
11	50%
12	55%
13	65%
14	65%
15	75%
16	75%
17	85%
18	95%

## WISDOM

Roll 3d6 for your character's Wisdom score. Wisdom is the Prime Attribute for Combat Medics. Any character with a Wisdom score of 13 or higher receives a +5% bonus to all experience point awards. (Combat Medics with high Wisdom receive both this bonus and the bonus for Wisdom as their Prime Attribute.)

## CHARISMA

Roll 3d6 for your character's Charisma score. Highly charismatic characters have a better chance to talk their way out of trouble, and can lead more followers than characters with low Charisma. Charisma also limits the number of NPCs that will willingly follow and obey your character. Additionally, Charisma may affect how loyal they are. Any character with a Charisma score of 13 or higher receives a +5% bonus to all experience point awards.

Table 5: Charisma Score

Score	Maximum Number of Followers
3-4	1
5-6	2
7-8	3
9-12	4
13-15	5
16-17	6
18	7

## CHOOSE A CHARACTER CLASS

### COMBAT MEDIC

Combat Medics are men and women who work hard to keep their allies alive. They rush into enemy fire to drag out their comrades and apply emergency medical care. However, if need be, Combat Medics can bring the hurting along with the healing.

Prime Attribute: Wisdom, 13+ (+5% experience bonus)

Hit Dice: 1d6/level

Armor Permitted: Any.

Weapons Permitted: Everything but the Chainsaw, Chaingun, Rocket Launcher, and Mega Energy Blaster.

#### Combat Medic Class Abilities

**Extra Starting Equipment:** In addition to any other items that a new character may have, a new Combat Medic begins with 5 Stim Packs.

**Medical Experiments:** After 1<sup>st</sup> level, Combat Medics can, from the bits of demon flesh, scavenged medical supplies, and possibly plants, create medical devices / drugs / syringes etc. Each day as they are out and about, they gather bits of this and that to put together into their Medical Experiments. This is not something that the GM or the player needs to keep track of; just assume it happens. As they level up, they become more efficient at finding ingredients and they learn to combine them to create new and strange effects. At the start of each day, the previous day's Medical Experiments dissolve.

**Saving Throw Bonus:** Combat Medics gain advantage on saving throw rolls against being paralyzed.

Table 6: Combat Medic (C) Advancement Table

Level	Experience Points Required for Level	Hit Dice (d6)*	Saving Throw	# of Medical Experiments (by level)				
				1	2	3	4	5
1	0	1	15	-	-	-	-	-
2	1,500	2	14	1	-	-	-	-
3	3,000	3	13	2	-	-	-	-
4	6,000	4	12	2	1	-	-	-
5	12,000	5	11	2	2	-	-	-
6	24,000	6	10	2	2	1	1	-
7	48,000	7	9	2	2	2	1	1
8	100,000	8	8	2	2	2	2	2
9	170,000	9	7	3	3	3	2	2
10	240,000	10	6	3	3	3	3	3

## EX-CULTIST

Ex-Cultists used to be part of the cult that brought the demons into the world. Maybe they became disillusioned with the cult, perhaps they were drawn into the cult because they thought it was one thing, but it turned out to be something much, much worse. In any case, they now oppose the very demons they once served.

Prime Attribute: Intelligence, 13+ (+5% experience bonus)

Hit Dice: 1d4

Armor Permitted: None. Armor interferes with spell casting.

Weapons Permitted: Only the Pistol, Shotgun, Double Barreled Shotgun, Grenades, and Laser Rifle.

### Ex-Cultist Class Abilities

**Spells:** Ex-Cultists force selected spell formulae into their minds, “preparing” as many spells as the Ex-Cultist can mentally sustain. (It is possible to prepare a spell multiple times using the available “slots” in the Ex-Cultist’s memory and mental capability.) Once a prepared spell is cast, it disappears from the Ex-Cultist’s ability to cast, until it is prepared again. If an Ex-Cultist finds scrolls of spells (or a grimoire belonging to a Cultist) while adventuring, these spells can be added to the Ex-Cultist’s grimoire.

**Knowing Spells:** A 1<sup>st</sup> level Ex-Cultist begins play with a grimoire containing 4 randomly-selected spells plus the spell *Read Magic*. Every time an Ex-Cultist levels up, they may add 2 spells up to a level they can cast to their grimoire. If they find a spell scroll or another grimoire, if the Ex-Cultist succeeds on the Chance to Understand New Spell percentage roll, they may spend 1 hour per spell to copy it into their grimoire.

**Saving Throw Bonus:** Ex-Cultists gain a bonus of advantage on all saving throw rolls against all spells.

Table 7: Ex-Cultist (E) Advancement Table

Level	Experience Points Required for Level	Hit Dice (d4)*	Saving Throw	# of Spells (by level)				
				1	2	3	4	5
1	0	1	15	1	-	-	-	-
2	2,500	2	14	2	-	-	-	-
3	5,000	3	13	3	1	-	-	-
4	10,000	4	12	4	2	-	-	-
5	20,000	5	11	4	2	1	-	-
6	35,000	6	10	4	2	2	-	-
7	50,000	7	9	4	3	2	1	-
8	75,000	8	8	4	3	3	2	-
9	100,000	9	7	4	3	3	2	1
10	200,000	10	6	4	4	3	2	2

## MARINE

Fearless warriors against the scourge of demons, Marines rip and tear their way through the ranks of the hell-spawn. Master of all weapons and armor, they are the frontline of any assault or the backbone of any defense.

Prime Attribute: Strength, 13+ (+5% experience bonus)

Hit Dice: 1d8/level

Armor Permitted: Any.

Weapons Permitted: Any.

### Marine Class Abilities

**Multiple Attacks:** Against creatures with 1HD or less, a Marine makes one attack per level each round.

**Strength Bonuses:** Unlike most other character classes, Fighters with a high Strength can have bonuses to hit and on damage, per Table 1.

**Taunt:** With the power of an extended middle finger and a well-chosen invective, the Marine can stun an enemy if it fails a saving throw. If the enemy has more HD than the Marine has levels, the enemy makes the saving throw with disadvantage because the enemy cannot believe that weakling is insulting it. If the enemy fails the saving throw, it cannot act on its next turn. A single enemy may only be taunted successfully once per combat.

Table 8: Marine (M) Advancement Table

Level	Experience Points Required for Level	Hit Dice (d8)*	Saving Throw
1	0	1	14
2	2,000	2	13
3	4,000	3	12
4	8,000	4	11
5	16,000	5	10
6	32,000	6	9
7	64,000	7	8
8	128,000	8	7
9	256,000	9	6
10	350,000	10	5

## TECHNICIAN

Equipped with lots of strange gadgets, the Technician tries to use technology to defeat the demons. Before the invasion, they kept everything running, whether it was fixing a computer or making sure an atmospheric filter was in proper working order. Now, they use their cunning and gadgetry to fight back.

Prime Attribute: Dexterity, 13+ (+5% experience bonus)

Hit Dice: 1d4/level

Armor Permitted: Light Vest only.

Weapons Permitted: Any.

### Technician Class Abilities

**Upgrade Weapon:** The Technician can spend 1 hour to upgrade his weapon (except unarmed attacks and grenades). Any dice that are rolled for a weapon's damage is increased by one step using the following chart: d4 -> d6 -> d8 -> d10 -> d12

If the weapon does multiple dice worth of damage, each die is increased. Thus, 2d4 becomes 2d6. However, this bonus to the weapon's damage only applies to the Technician that upgraded it. The Technician cannot upgrade the weapon and then hand it to someone else, not even another Technician.

### Technician Skills:

- 1) Climb Walls. The percentage chance is what the Technician needs to climb a wall that others cannot climb by using a suction cup device attached to his wrists. If the wall is more difficult than normal (very slippery, for example), the GM may lower a Technician's chances of success. In general, if a normal person has a chance to climb a wall, a Technician can most likely do it automatically.
- 2) Hacking. This percentage chance is used for disabling electronic systems; for example, security cameras and electronic locks. Or access your email password. Or discover who hacked into the general's private email server. Naturally if the task is harder than is normal, such as the opposing hacker being behind seven proxies, the GM may apply a penalty to the percentage of success.
- 3) Stealth. The Technician turns on a personal stealth field and tries to hide from prying eyes.
- 4) Open Locks. Technicians can pick mechanical locks. Some locks might be unusually difficult, in which case the GM might reduce the percentage chance as appropriate.

Table 9: Technician (T) Advancement Table

Level	Experience Points Required for Level	Hit Dice (d4)*	Saving Throw	Climb Walls	Hacking	Stealth	Open Locks
1	0	1	15	85%	15%	20%	10%
2	1,250	2	14	86%	20%	25%	15%
3	2,500	3	13	87%	25%	30%	20%
4	5,000	4	12	88%	30%	35%	25%
5	10,000	5	11	89%	35%	40%	30%
6	20,000	6	10	90%	40%	45%	35%
7	40,000	7	9	91%	45%	50%	40%
8	60,000	8	8	92%	50%	60%	55%
9	90,000	9	7	93%	60%	70%	65%
10	120,000	10	6	94%	70%	80%	75%

## RACE

This is not some game full of fancy elves or dour dwarves. You are human. That is it. No, you cannot play as some misunderstood half-demon, half-human abomination.

## ALIGNMENT

There are only three alignments: Law, Neutrality, & Chaos. There is a great cosmic conflict between the forces of Law and Chaos. Naturally, the demons are creatures of Chaos. The players should either be on the side of Law, or at least Neutral. A Lawful character is devoted to preserving mankind free from demonic influence. The Lawful character is not required to be a kind person, in fact, they can be downright mean! What matters is the devotion to Law. A Chaotic character is either possessed by the demons or is *very* willing to work with the demons. Finally, a Neutral character is interested in survival and will work with the side that will not eat them (generally the Law).

## OTHER CHARACTER INFORMATION

Let me be frank with you. Don't bother creating a complex backstory for your character. Your characters will probably die quite a few times and you will need to create a new one. If you need help with characterization, pick three traits at random from the chart below. In fact, in the back of the book, there will be a full page version of this chart if you want to print it off and attach it to a dart board! I do not agree with anything on the blog that this came from, but it is helpful for creating a SPACE DEMONS...IN SPACE character.

# Male Protagonist Bingo



Bingo card by wundergeek  
gomakemeasandwich.wordpress.com

## BUY EQUIPMENT

Each character starts with the following items:

- A Backpack
- The clothes on their back
- 10 Days of Food
- A Waterskin
- 50 feet of rope
- A Pistol
- 20 units of Pistol Ammo
- 50 Loot Tokens (LT)

Also, throughout the game, the character will gain more LT to get more equipment. When not in combat, or an obviously perilous situation (like falling off a cliff), a character may use their LT to scrounge around and find the item. If they have enough LT, they may find several items at once. For example, a character with 100 LT could find 1 Double-Barreled Shotgun (30 LT) plus two Stim Packs (20 LT) plus 100 Shotgun Shells (50 LT) all at once. A player does not have to spend all their LT and may “save up”, but if they die, the LT is lost. However, if the body is recoverable, the items can be freely looted and divvied up to the other surviving party members or given to the replacement character.

The GM may declare that you find a particular item, for example, you come upon an armory with a bunch of Chainguns and ammunition or you find a half-eaten torso holding a Laser Rifle. This would be “free” and not cost the players any LT. The GM may decide that an item can be looted until at least one “free” one has been given a member of the party.

The GM has final say if that item can be found in a particular area, but generally this should only be limited to prevent a character from having no items other than a Chaingun and the clothes on their back.

Here is a table of items that a character can purchase:

Table 10: Weapons

Item	Damage	Range*	Weight (lbs)	Cost (in LT)
Unarmed Strike	1d4	Melee	-	-
Pistol	1d6**	40 ft	2	10
Pistol Ammo (1)	-	-	0.05	0.25
Shotgun	2d4***	30 ft	8	20
Double-Barreled Shotgun	2d8***	20 ft	20	30
Shotgun Shells (1)	-	-	0.25	0.5
Chaingun	2d6	50 ft	40	50
Chaingun Ammo (1)	-	-	0.5	0.75
Rocket Launcher	2d10	80 ft	30	75
Rockets (1)	-	-	2	5
Laser Rifle	1d10+2**	100 ft	15	90
Mega Energy Blaster	3d10	Special	50	100
Power Cells (1)	-	-	0.05	1
Grenade (1)	1d8+4	Special	0.4	4

\* Using a weapon beyond this range gives disadvantage on the attack roll. The weapon cannot reach farther than twice this range. Except the unarmed strike. You can only use that in melee, ya dingus!



If you are using the regular descending Armor Class system, an unarmored character has an Armor Class of 9. Every type of armor has an “Effect on AC.” Ignore the bracketed numbers and use the “Effect on AC” to reduce the base Armor Class of 9. The lower the result, the better; powerful characters may have an AC reaching into the negative numbers.

#### Using the Ascending (alternate) System

If you are using the alternate ascending Armor Class system, an unarmored character has an Armor Class of 10. (That is not 9, as in the regular system, but TEN.) Actually, it is [10], because we use brackets to identify that system. Now the “Effect on AC” numbers are the ones in [brackets] and wearing armor will cause AC to go up rather than down, the higher the better.

Table 12: Medical Supplies

Item	Healing	Cost (in LT)
Stim Pack	1d8 + level	10
Medical Kit	2d8 + level	20
Surgery Set	3d8 + level	30
Berserk Pack	3d8 + level	50

#### Medical Supply Descriptions

**Stim Pack, Medical Kit, and Surgery Set:** Pretty self-explanatory. Use the item and gain hp back. You may use it on yourself or an ally that you can touch. The “+ level” is based on the person using the medical item. If character A is level 2 and is using a Stim Pack on character B who is level 4, character A rolls 1d8 + 2. However, if character B uses a Stim Pack on themselves, character B rolls 1d8 + 4. You cannot go over your maximum hp. For example, let us suppose that your maximum hp is 10 and your current hp is 6. You use a Stim Pack and get a total of 5. Your hp total goes to 10. That extra 1 hp of healing is wasted.

**Berserk Pack:** When a character uses the Berserk Pack, their eyes turn red and they have an overwhelming desire to beat their enemies to a pulp with their bare hands for the next 3 turns. During this time, the character’s Unarmed Strike damage increases to 4d6. If the character is a Marine, their Strength bonus to damage is doubled for Unarmed Strike attacks. If the character has a penalty to damage due to low strength, ignore it for Unarmed Strike attacks while the Berserk Pack is active. Any enemy with 15 hp or under that is hit with an Unarmed Strike is instantly killed, no saving throw allowed. Please take your time to describe how brutally the enemy has been killed. Every enemy that is killed with an Unarmed Strike grants the character 1d4 hp, up to that character’s hp maximum. While under the influence of the Berserk Pack, the character should, in addition to snarls and grunts, speak some of the following phrases:

“Who’s a man and a half? I’m a man and a half!”

“There’s nothing wrong with you that I can’t fix...with my hands!”

“I’ve gotta handful of vertebrae and a headful of mad!”

“I’m a 12.0 on the 10.0 scale of badness!”

“Rip and tear your guts!”

“Ooh. Here it comes! Here comes the night train!”

#### WEIGHT AND MOVEMENT

Table 13: Base Movement Rate

Weight Carried*	Base Movement Rate
Up to 75 pounds plus Carry Modifier, if any	12

76-100 pounds plus Carry Modifier, if any	9
101-150 pounds plus Carry Modifier, if any	6
151-300 pounds plus Carry Modifier, if any	3

\* Carry Modifier (from Strength, if any, is added to the total. For example, an adventurer with a Carry Modifier of +10 can carry up to 85 pounds before dropping from a Movement Rate of 12 to a Movement Rate of 9, while a person with a Carry Modifier of -10 would drop to a Movement Rate of 9 even if carrying only 66 pounds of equipment.

Table 14: Movement Rates

Description	Speed	Results
Walking	Base Movement rate times 20 feet / turn	Mapping and careful observation of surroundings is possible
Running	Base Movement rate times 40 feet / turn	No mapping permitted. Characters are automatically surprised and have no chance to surprise others. The sound of running may attract the attention of enemies.
Combat	Base Movement rate divided by 3, times ten feet, is how far the character can move in one round. Thus: Base Movement of 3 = 10 feet Base Movement of 6 = 20 feet Base Movement of 9 = 20 feet Base Movement of 12 = 40 feet	Dashing around, battling your foes. Alternatively, running for your life.

## HOW TO PLAY {BIG HEADING}

Once you have created your characters, the GM will describe the setting and what your characters can see (probably something horrible). You may start in a research station floating around a planet, on a besieged Earth, or possibly even in Hell itself. Once the game begins, you describe your actions and what you do. Do you go down the left hallway or the right? Do you sneak by the cultists, or do you throw a grenade at them? While you describe your actions, the GM will control any other characters or monsters you meet.

The rules below are guidelines for how to handle certain events: combat, movement, healing, dying, and other important parts of the game. Basically, you and the GM work together, with the GM handling the details of a dangerous demon-infested world, and you deciding what your character does in it. The epic story of your character's rise to greatness (or unfortunate death) is yours to create in the GM's world.

### GAINING EXPERIENCE

Characters are awarded experience points (XP) for killing monsters. Monsters each have a set experience point value (given in the monster's statistics). Also, the GM may also give XP for completing critical tasks, like closing a portal to Hell or repairing a spaceship to fly to Earth to warn every one of the demonic invasion coming.

XP Bonus: Each Character Class has one Prime Attributes listed in its class description. If a character has this Prime Attribute at 13 or higher, all experience point awards to the character are increased by 5%. Additionally, if the character has a Charisma score of 13 or more, experience point awards are increased by 5%. Finally, if the character has a Wisdom score of 13+, the character gains a third 5% bonus. Thus, high Wisdom or Charisma may earn bonuses twice for a character, as the Prime Attribute as well as individually. It is possible for a character to gain as many as three 5% bonuses to experience point awards for a total increase of 15%.

When your character has accumulated enough experience points to reach a new level, you will roll another hit die and add that number to the character's hit points. He or she may gain new spells or other abilities, as applicable, and combat skills may also increase. In other words, your character has become more powerful and can now pursue greater challenges!

### TIME

Sometimes the GM will rule that "an hour passes," or even, "a month passes," in the life of the adventurers. However, two important time measurements need quick explanations. These are the "turn," and the "combat round." A turn represents ten minutes, and a combat round is 1 minute.

Turns are used to measure normal movement when the adventurers are in a dangerous place; combat rounds are used to measure time when the party is in combat. See the Movement Rate tables as an example of how "rounds" and "turns" are used.

### SAVING THROWS

From time to time, a spell or some other kind of hazard requires you to make a "saving throw." A successful saving throw means that the character (or monster) avoids the threat or lessens its effect. Each character class has a "Saving Throw" target number, which gets lower and lower – easier to beat, in other words – as a character gains levels. To make a saving throw, roll a d20. If the result is equal to or higher than the character's saving throw target number, the saving throw succeeds. Take note: Some character classes have better-than-average chances to make a saving throw against particular types of hazards. Ex-Cultists, for example, get advantage on the die roll on their saving throws against spells of all kinds. These various bonuses are described in the explanation of each character class. Marines do not get these bonuses because their base saving throw numbers are better than the other classes across the board. Monsters can also make saving throws; a monster's saving throw target number is listed in its description.

### COMBAT

There are multiple ways to run combat in this kind of game. If your group already has a preferred way of doing it, go for it! Below is one way to run combat and I guess you could call it the “official way”. However, the way your GM decides to run combat is the official way to do it.

## INITIATIVE AND ORDER OF BATTLE

When the party of adventurers comes into contact with enemies, the order of events is as follows:

1. Check for Surprise. The GM determines if one side is surprised. As with all of the GM’s decisions, this can be based on common sense instead of a die roll. The surprised group automatically loses initiative on the first round of combat. Also, they have disadvantage to all initiative rolls to the rest of the combat session (or until the surprised group’s initiative ends up higher than the surprise group’s initiative).
2. Determine Initiative. Each side rolls 1d20, and the highest result wins. Ties go to the players. Note that this is rolled for each side, not for each combatant.
3. Winning Initiative Goes. The side that won Initiative acts first (casting spells, attacking, moving, etc.), and results take effect.
4. Losing Initiative Goes. The side that lost initiative acts; results take effect.
5. The Round Ends. The round is complete; if the battle has not been resolved, begin the cycle again, starting with step 2.

### ALTERNATIVE 1

1. Check for Surprise. The GM determines if one side is surprised. As with all of the GM’s decisions, this can be based on common sense instead of a die roll.
2. Declare Spells: This is not an option for a group that was surprised; they have to wait until the beginning of the next round. Any player whose character is going to cast a spell must say so before the initiative roll. (The GM makes a similar determination for the opponents.) The casting of any spell starts at the beginning of the combat round. Thus, if the enemies win the initiative roll and damage the spell caster, the spell’s casting may be disturbed and the spell lost.
3. Determine Initiative: Each side rolls a 1d20 and the side with the highest result is the winner. One roll is made for each side, not for each individual. If this is the first round and one group was surprised, the other side gets to go first automatically, without having to roll a die.
4. Movement and Missile Fire: Each combatant on the side that won initiative may move, or may fire any missile weapons. Then the losers of the initiative roll may move or fire missile weapons. If a Medical Experiment has a range longer than melee, it may be used here. Only 1 Medical Experiment may be used per user.\*
5. Melee Combat and Spells: Each combatant on the side that won initiative makes any melee attacks / Medical Experiments (if in melee range), or casts spells. Spells take effect immediately. Spells cannot be cast if the caster is in melee combat with enemies. Losers of the initiative then make their attacks and cast spells. Only 1 Medical Experiment or spell may be used per round per user.\*
6. The round is complete. Go back to step 2 (Declare Spells) and repeat the process until the combat is finished.

\* This just means that if a Combat Medic uses a Medical Experiment during step 4, he or she may not use one during step 5. However, if there are two Combat Medics, one could use a Medical Experiment during step 4 and the other could use a Medical Experiment during step 5. Or both use it in step 4. Or they both use it in step 5.

### ALTERNATIVE 2

This is a little different. This is an individual initiative order of battle.

Each character has an individual initiative based on the following formula:

Character Level + Class modifier + Dexterity Modifier + Alert status = Initiative

The class modifier for each class is as follows:

Combat Medic +4  
Marine +3  
Technician +2  
Ex-Cultist +1

For the Dexterity Modifier, look at the character's Dexterity Score and give them the Initiative modifier listed below.

Three to Eight -1  
Nine to Twelve +0  
Thirteen to Eighteen +1

Alert status can change based on circumstances. The GM is the final arbiter of a character's status. An explanation of each status is below.

Alert +3  
Cautious +0  
Distracted -3

Alert: The character is looking in the direction that the threat is coming from and they are able to take action to defend themselves. The character cannot maintain this attitude forever.

Cautious: The character is looking for danger, but the threat comes from a slightly different direction. When in doubt, assume a character is cautious.

Distracted: The character is doing something else when the threat arrives (like a Technician hacking a computer while monsters are banging on the door), but they are not fully surprised.

Of course, if the characters are surprised / the enemies are surprised, the other side gets one full round of actions before initiative scores are checked. The character or enemy may take a full suite of actions, which would generally be move and attack, move and use a Medical Experiment, or move and cast a spell. Basically, move plus something else.

The initiative of enemies is based on the enemy's HD + Alert status. However, the Alert status of monsters is doubled. Therefore, an Alert enemy has a +6 to Initiative and a Distracted enemy has a -6 to Initiative. A Cautious enemy still has +0 to Initiative, because 0 times 2 is still 0, ya dingus!

In a case of a tie, the player wins the tie. If two players tie, the players involved decide who goes first. If they cannot decide quickly, the GM can declare that the character with the higher Dexterity score goes first. If the Dexterity Scores are the same, flip a coin or roll a die to "break" the tie.

## THE ATTACK ROLL

To have a character attack with a weapon, a player rolls a d20 and adds any bonuses to the result. These "to-hit" bonuses may include a Marine's Strength bonus or a Dexterity bonus (for attacks with ranged weapons). The player or the GM also subtracts any "to-hit" penalties, which might come from enemies hiding behind cover, etc.). The total attack roll is then compared to a table to see if the attack hits. If the attack roll is equal to or higher than the number shown on the table, the attack succeeds. If an attack hits, it inflicts damage; a number of hit points determined by the type of weapon the attacker is using. Damage is subtracted from the defender's hit point total. (See "Damage and Death").

Table 15: Combat Medic Attack Table

Level	Target Armor Class [or Ascending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3-4	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
5-6	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
7-8	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
9	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
10	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23

Table 16: Ex-Cultist and Technician Attack Table

Level	Target Armor Class [or Ascending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
4-5	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
6-7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
8-9	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
10	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24

Table 17: Marine Attack Table

Level	Target Armor Class [or Ascending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
9	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
10	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

Table 18: Monster Attack Table

Hit Dice	Target Armor Class [or Ascending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
2	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
3	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
8	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
9	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
10	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19

### SPECIFIC COMBAT SITUATIONS

Sometimes players will come up with unusual tactics during combat. A good GM will encourage the heck out of this! Do not be afraid to “house rule” strange situations. To assist, here are few situations that may come up that I have created rules for. Of course, what the GM says is final. These are suggestions.

#### WIP

Dual Wielding – The character makes one attack roll at disadvantage, but if it hits, the damage rolled is that of both weapons. Each attack uses double the ammunition of course. Additionally, any damage bonuses are doubled as well. Marines do not have disadvantage on an attack roll with two weapons. For example: a Marine with 18 Strength wielding 2 Pistols would do 2d6+6 damage on a hit. A character may dual-wield Unarmed Strikes. Go ahead, give that slobbering demon, the ol’ one-two!

Haul Ass – If a character just wants to move and do nothing else during their turn, they may “haul ass” and move twice their normal movement.

### DAMAGE AND DEATH

When a character (or creature) is hit, the amount of damage is deducted from hit points (hp). When total hit points reach 0, the character is unconscious, and if hit points are brought down to -10, the character dies. If a character begins their turn with negative hp, they lose 1 hp. However, a single point of healing (for example, from a Stim Pack), brings a character to at least 0 hp. If a character is alive and at -5 hp, then receives 3 hp worth of healing, their hp total does not go to -2. Their hp total goes to 2 hp. 1 point of healing to go to 0 hp and then the rest is added.

Additionally, when a character dies, all of their items can be looted from their bodies (if the bodies can be located), but any XP or LT is lost forever. Special note, any armor that the character is wearing is recoverable, but it is considered damaged and only offers half the normal protection. 2 damaged suits of armor can, with an hour’s work, be combined into a “normal” suit of armor. If there are 2 damaged suits of armor that are of different types, when combined, the new “normal” suit of armor is of the weaker armor.

### HEALING

In addition to the various medical means of restoring hit points, a character recovers full hit points after a full night’s sleep. However, the demons are not likely to let the player to have a peaceful sleep.

## MORALE

Certain enemies are fearless and always fight to the death. The majority, however, will not continue to fight a hopeless battle; they will seek to retreat, flee, or (if human) surrender. The GM decides when enemies abandon the battle and retreat, based on the situation and the intelligence of the enemy. Keep in mind that the party's own non-player character allies might decide to flee if their prospects of survival look grim.

## QUICK METHOD FOR ASCENDING AC COMBAT

If you are using the Ascending AC system, it may be easier to calculate your "to-hit" rolls according to a simple formula. The numbers are the same as the Descending AC tables—this is just a different way of calculating the results. This is how it is done: each character class gains a base "to-hit" bonus, which increases as a character's level increases (see the table below). Add this bonus to the attack roll, and if the result is equal to or greater than the opponent's AC, the attack hits. That's it; no chart needed for combat.

*If you are using the regular attack chart, DO NOT add a base "to-hit" bonus to your roll – the combat charts already take it into account.* The base "to-hit" bonus is a feature of this Quick Method only. To use this system, write down your character's base "to-hit" bonus. You will need to adjust it as your character gains levels, but after doing that, you will not have to check any table to see if he or she scores a hit.

Table 20: Ascending AC Combat "To Hit" Bonus

Class	Level									
	1	2	3	4	5	6	7	8	9	10
	Base "To-Hit" Bonus									
Combat Medic	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5
Ex-Cultist + Technician	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4
Marine	+0	+0	+1	+2	+2	+3	+4	+5	+6	+7

## EXAMPLE OF PLAY

Is this necessary? I may delete this section. WIP

## FOLLOWERS

From time to time, players may meet other survivors of the demon attack. It is possible that they may wish to follow and help you out. If they are willing and able to pick up a gun and fight with you, the maximum number of followers that an individual character can bring into combat is based on the character's Charisma score from Table 5. The GM will have the stats of each follower. The GM will determine the starting weapon of the follower (if any). The follower will automatically find ammunition for that weapon. They will not share. If a follower dies, they drop the weapon they were using, as well as 4 full attacks worth of ammunition. (For example, a Pistol and 4 Pistol Ammo or a Double-Barreled Shotgun and 8 Shotgun Shells) If they were wearing armor, they will drop that as well.

If a player wishes to give a Follower a weapon, they may. However, the player must give the follower the weapon plus 4 full attacks worth of ammunition. At any time (except combat), the player may request the weapon back. No matter how many attacks have occurred in the time that the follower has had the weapon, it will be returned with exactly 4 full attacks worth of ammunition. Followers may NOT use Mega Energy Blasters.

## MAGIC AND MEDICAL EXPERIMENTS {BIG HEADING}

This section lists the spells available to Ex-Cultists (and some enemies) and Medical Experiments available to Combat Medics. While these two mechanics share some similarities, they are technically different. If an effect or game mechanic refers *specifically* to spells only, it does not affect Medical Experiments.

With spells, some will be listed as {EVIL}. Evil spells can be cast by enemies without any penalties or downsides. However, if an Ex-Cultist casts an Evil spell, they must roll a saving throw (at a +4 bonus) or the powers of Hell instantly slay the Ex-Cultist with hellfire. All equipment that the Ex-Cultist has on their person is consumed in the hellfire. An Ex-Cultist may freely copy an {EVIL} spell in their grimoire without attracting the attention of Hell...but their companions may not be comfortable with such spells being known by the Ex-Cultist...

### MEDICAL EXPERIMENTS LIST

#### Level 1

- Cure Light Wounds
- Detect Demons
- Light
- Purify Food and Drink

#### Level 2

- Bless
- Hold Person
- Silence, 15-foot Radius
- Speak with Animals

#### Level 3

- Continual Light
- Cure Disease
- Poppy Grenade
- Remove Curse
- Speak with Dead

#### Level 4

- Create Water
- Cure Serious Wounds
- Neutralize Poison

#### Level 5

- Create Food
- Nanobot Plague
- Quest
- Resuscitation

### SPELL LIST

## Level 1

Charm Person  
Detect Magic  
Hold Portal  
Light  
Magic Missile  
Protection from Evil  
Read Languages  
Read Magic  
Shield  
Sleep

## Level 2

Continual Light  
Darkness, 15-foot Radius  
Detect Evil  
Detect Invisibility  
ESP  
Invisibility  
Knock  
Levitate  
Locate Object  
Magic Mouth  
Mirror Image  
Phantasmal Force  
Pyrotechnics  
Strength  
Web  
Wizard Lock

## Level 3

Clairaudience  
Clairvoyance  
Darkvision  
Dispel Magic  
Explosive Runes  
Fireball  
Fly  
Haste  
Hold Person  
Invisibility, 10-foot Radius  
Lightning Bolt  
Monster Summoning I {EVIL}  
Protection from Evil, 10-ft Radius  
Protection from Normal Missiles  
Rope Trick  
Slow  
Suggestion

## Water Breathing

### Level 4

Charm Monster  
Confusion  
Dimension Door  
Extension I  
Fear  
Hallucinatory Terrain  
Ice Storm  
Massmorph  
Monster Summoning II {EVIL}  
Plant Growth  
Polymorph Other  
Polymorph Self  
Remove Curse  
Wall of Fire  
Wall of Ice  
Wizard Eye

### Level 5

Animate Dead {EVIL}  
Cloudkill  
Contact Other Plane {EVIL}  
Extension II  
Feeblemind  
Hold Monster  
Magic Jar {EVIL}  
Monster Summoning III {EVIL}  
Passwall  
Telekinesis  
Teleport  
Transmute Rock to Mud  
Wall of Iron  
Wall of Stone

## MEDICAL EXPERIMENT AND SPELL DESCRIPTIONS

Animate Dead {EVIL}  
Spell Level: Ex-Cultist, 5th Level  
Range: GM's Discretion  
Duration: Permanent

This spell animates skeletons or zombies from dead bodies. 1d6 undead are animated per level of the caster above 8th. The corpses remain animated until slain.

Bless  
Medical Experiment Level: Combat Medic, 2nd Level  
Range: Only upon a character not in combat.

Duration: 1 hour (6 turns)

This Medical Experiment grants its recipient a +1 to attack rolls (and improves morale, if the recipient is not a player character). The recipient cannot already be in combat when the spell is cast.

#### Charm Monster

Spell Level: Ex-Cultist, 4th Level

Range: 60 feet

Duration: See below

This spell operates in the same manner as Charm Person, but can affect any one living creature, including powerful monsters. For monsters of fewer than 3 hit dice, up to 3d6 can be affected. Monsters have one chance per week to break free of the charm, with the probability based on their hit dice (as shown below).

#### Hit Dice Chance to Break Charm

Fewer than 2 5%

2–4 10%

5–7 20%

8–10 40%

1 Per week

#### Charm Person

Spell Level: Ex-Cultist, 1st Level

Range: 120 feet

Duration: Until dispelled

This spell affects living bipeds of human size. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

#### Clairaudience

Spell Level: Ex-Cultist, 3rd Level

Range: 60 feet

Duration: 2 hours

Clairaudience allows the caster to hear through solid stone (limiting range to 2 feet or so) and other obstacles, any sounds within a range of 60 feet. The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it utterly. The spell can be cast through a crystal ball.

#### Clairvoyance

Spell Level: Ex-Cultist, 3rd Level

Range: 60 feet

Duration: 2 hours

Clairvoyance allows the caster to see through solid stone (limiting range to 2 feet or so) and other obstacles, anything within a range of 60 feet. The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it completely.

#### Cloudkill

Spell Level: Ex-Cultist, 5th Level

Range: Moves 6 feet per minute

Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 feet in radius. The cloud moves directly forward at a rate of 6 feet per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy the cloud. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. For any creature with fewer than 5HD, touching the cloud (much less breathing it) requires a saving throw to avoid immediate death.

Confusion

Spell Level: Ex-Cultist, 4th Level

Range: 120 feet

Duration: 2 hours

This spell confuses people and monsters, making them act randomly. On a roll of 2d6, the creatures will do the following:

Die Roll Reaction

2–5 Attack caster & caster's allies

6–8 Stand baffled and inactive

9–12 Attack each other

The effects of the confusion may shift every 10 minutes or so, and the dice are once again rolled. The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 hit dice or fewer are automatically affected by the spell, and it takes effect instantly. Creatures of 4 hit dice or more automatically overcome the confusion effect as it builds up to its full power (1d12 minutes, minus the caster's level), and only then are they permitted a saving throw. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the spell's two-hour duration has run its course.

Contact Other Plane {EVIL}

Spell Level: Ex-Cultist, 5th Level

Range: None

Duration: Number of "Yes/No" questions

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions being contemplated. The Ex-Cultist may ask a question that is at odds with Hell's agenda, because the Ex-Cultist is assumed to ask it in such a way as to not reveal the fact that the Ex-Cultist is against Hell now. The spell's effects depend upon how deeply the caster quests into the various planes of existence. The caster must decide how "far" into the planes of existence the contact will be attempted. The number of planes in "depth" that the caster chooses will affect the number of yes or no questions that can be asked, the chance that the knowledge is available at that level, and the chance of receiving a wrong answer.

Table 21: Contact Other Plane

Plane of Existence	Max # of Questions	Knowledge Available	Wrong Result
3rd	3	25%	70%
4th	4	30%	60%
5th	5	40%	50%
6th	6	50%	40%
7th	7	60%	30%
8th	8	70%	25%

9th	9	80%	20%
10th	10	85%	15%
11th	11	90%	10%
12th	12	95%	1%

Continual light

Spell Level: Ex-Cultist, 2nd Level

Range: 120 feet

Duration: Permanent until dispelled

The targeted person or object produces light as bright as sunlight (and with the same effects as sunlight), to a radius of 120 feet.

Create Food

Medical Experiment Level: Combat Medic, 5th Level

Range: Close

Duration: Immediate

This Medical Experiment creates a one-day supply of food for 24 humans (or the like). At 9th level the amount of food doubles.

Cure Disease

Medical Experiment Level: Combat Medic, 3rd Level

Range: Touch

Duration: Immediate

Cures Medical Experiment's recipient of any diseases, including magically inflicted ones.

Cure Light Wounds

Medical Experiment Level: Combat Medic, 1st Level

Range: Touch

Duration: Immediate

Cures 1d6+1 hit points of damage.

Cure Serious Wounds

Medical Experiment Level: Combat Medic, 4th Level

Range: Touch

Duration: Immediate

Cures 2d6+2 hit points of damage.

Darkness 15-foot Radius

Spell Level: Ex-Cultist, 2nd Level

Range: 120 feet

Duration: 1 hour

Darkness falls within the spell's radius, impenetrable even to darkvision. A Light spell or Dispel Magic can be used to counteract the darkness.

Darkvision

Spell Level: Ex-Cultist, 3rd Level

Range: 40 feet

Duration: 1 day

The recipient of the spell can see in total darkness for the length of the spell's duration.

Detect Demons (Combat Medic)

Medical Experiment Level: Combat Medic, 1st Level

Range: 120 feet

Duration: 1 hour

The Combat Medic detects any demons within the Medical Experiment's range.

Detect Evil (Ex-Cultist)

Spell Level: Ex-Cultist, 2nd Level

Range: 60 feet

Duration: 20 minutes

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil and cannot be detected by means of this spell. Demons are obviously evil!

Detect invisibility

Spell Level: Ex-Cultist, 2nd Level

Range: 10 feet per caster level

Duration: 1 hour

The caster can perceive invisible objects and creatures.

Dispel Magic

Spell Level: Ex-Cultist, 3rd Level

Range: 120 feet

Duration: 10 minutes against an item

Dispel Magic, although not powerful enough to permanently disenchant a magic item (nullifies for 10 minutes), can be used to completely dispel most other spells and enchantments. The chance of successfully dispelling magic is a percentage based on the ratio of the level of the dispelling caster over the level of original caster (or HD of the monster). Thus, a 6th-level Ex-Cultist attempting to dispel a charm cast by a 12th-level Ex-Cultist has a 50% chance of success ( $6/12 = .50$ , or 50%). If the 12th-level Ex-Cultist was dispelling the 6th-level Ex-Cultist's charm, success would be certain ( $12/6 = 2.00$ , or 200%).

ESP (Detect thoughts)

Spell Level: Ex-Cultist, 2nd Level

Range: 60 feet

Duration: 2 hours

The caster can detect the thoughts of other beings at a distance of 60 feet. The spell cannot penetrate more than two feet of stone, and is blocked by even a thin sheet of lead.

Explosive Runes

Spell Level: Ex-Cultist, 3rd Level

Range: Written on parchment

Duration: Permanent

The Ex-Cultist scribes a rune onto parchment, vellum, or paper as a deadly trap. If anyone other than the caster reads the rune, the sigil explodes into fire, automatically dealing 4d6 points of damage to anyone directly in front of it. The parchment or book upon which the rune was scribed will also be destroyed. An explosive rune can be detected, bypassed, and even removed by a higher-level Ex-Cultist. Any Ex-Cultist at least two levels higher than the rune's creator has a 60% chance to detect it, a 75% chance to bypass it (if it is detected), and a 100% chance to remove it (if it is successfully detected and bypassed).

#### Extension i

Spell Level: Ex-Cultist, 4th Level

Range: Caster

Duration: See below

Extension I lengthens the duration of another of the caster's spells by 50%. Only spells of levels 1–3 can be affected by Extension I.

#### Extension ii

Spell Level: Ex-Cultist, 5th Level

Range: Caster

Duration: See below

Extension II lengthens the duration of another of the caster's spells by 50%. Only spells of levels 1–4 can be affected by Extension II.

#### Fear

Spell Level: Ex-Cultist, 4th Level

Range: 240 feet

Duration: 1 hour

This spell causes the creatures in its cone-shaped path to flee in horror if they fail a saving throw. If they do so, there is a 60% chance that they will drop whatever they are holding. The cone extends 240 feet to a base 120 feet across.

#### Feeblemind

Spell Level: Ex-Cultist, 5th Level

Range: 240 feet

Duration: Permanent until dispelled

Feeblemind is a spell that affects only Ex-Cultists. The saving throw against the spell is made at disadvantage, and if the saving throw fails, the targeted Ex-Cultist becomes feeble of mind until the magic is dispelled.

#### Fireball

Spell Level: Ex-Cultist, 3rd Level

Range: 240 feet

Duration: Instantaneous

A bead-like missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20 feet, and damage is 1d6 per level of the caster. The blast fills 33,000 cubic feet (33 ten-foot x ten-foot x ten-foot cubical areas) but shapes itself to the available volume. A successful saving throw means that the target takes only half damage.

#### Fly

Spell Level: Ex-Cultist, 3rd Level  
Range: Touch  
Duration: 1 turn/level + 1d6 turns

This spell imbues the Ex-Cultist with the power of flight, with a movement rate of 120 feet per round. The GM secretly rolls the 1d6 additional turns; the player does not know exactly how long the power of flight will last.

Hallucinatory terrain  
Spell Level: Ex-Cultist, 4th Level  
Range: 240 feet  
Duration: Until touched (other than by ally) or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or it could be replaced with an illusory forest, for example.

Haste  
Spell Level: Ex-Cultist, 3rd Level  
Range: 240 feet  
Duration: 30 minutes

In an area with a radius of 60 feet around the point where the spell is targeted, as many as 24 creatures become able to move and attack at double normal speed.

Heat Metal  
Spell Level: Druid, 2nd Level  
Range: 30 feet  
Duration: 7 rounds

This spell heats metal to searing hot temperatures, affecting 20 pounds of metal per level of the caster. As a rule of thumb, this magic affects the armor and weapons of one opponent per caster level when used as a general attack, although the spell is definitely not limited to general combat. Metal does not get a saving throw against being heated, but any sort of magical fire resistance prevents damage from the heat itself.

Effect of continuous exposure to heated metal:

Round 1: The metal becomes hot, but is not yet dangerous.

Round 2: 1d4 points of damage. If hands are what remain in contact, the blistering makes them unusable for 1 day thereafter.

Rounds 3-5: 1d4+1 points of damage per round. If hands remain in contact, their skin is so badly scorched that they cannot be used for 1d3 weeks. If the head is in contact, the victim falls unconscious for 1d8 turns.

Round 6: 1d4 points of damage.

Round 7: The metal has begun to cool, and is merely hot to the touch.

Hold Monster  
Spell Level: Ex-Cultist, 5th Level  
Range: 120 feet  
Duration: 1 hour (+10 minutes/level)

The caster targets 1d4 creatures, which are completely immobilized (saving throw applies). The caster may also target a single creature, in which case the saving throw is made with disadvantage.

Hold Person

Medical Experiment Level: Combat Medic, 2nd Level

Range: 180 feet

Duration: 9 turns

The Combat Medic targets 1d4 persons (according to the same parameters as the Charm Person spell), who are completely immobilized (saving throw applies). The caster may also target a single person, in which case the saving throw is made with disadvantage.

Hold Person (Ex-Cultist)

Spell Level: Ex-Cultist, 3rd Level

Range: 120 feet

Duration: 1 hour (+10 minutes/level)

The caster targets 1d4 persons (according to the same parameters as the Charm Person spell), who are completely immobilized (saving throw applies). The caster may also target a single person, in which case the saving throw is made with disadvantage.

Hold Portal

Spell Level: Ex-Cultist, 1st Level

Range: GM's Discretion

Duration: 2d6 turns

This spell holds a door closed for the spell's duration or until dispelled.

Ice Storm

Spell Level: Ex-Cultist, 4th Level

Range: 120 feet

Duration: 1 round

A whirling vortex of ice, snow, and hail forms in a cube roughly 30 feet across. Massive hailstones inflict 3d10 hit points of damage (no saving throw applies) to all within the area.

Invisibility

Spell Level: Ex-Cultist, 2th Level

Range: 240 ft

Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible to both normal sight and darkvision. The result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at disadvantage to hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Invisibility 10-Foot Radius

Spell Level: Ex-Cultist, 3rd Level

Range: 240 feet

Duration: Until dispelled or an attack is made

Like the Invisibility spell, Invisibility 10-Foot Radius makes the target creature or object invisible to normal sight and darkvision. It also, however, throws a radius of invisibility around the recipient, which moves with him/her/it. Nothing inside the radius of invisibility can be attacked unless its approximate location is known, and all attacks are made at disadvantage to hit. If an invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

### Knock

Spell Level: Ex-Cultist, 2nd Level

Range: 60 feet

Duration: Immediate

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

### Levitate

Spell Level: Ex-Cultist, 2nd Level

Range: 20 feet/level

Duration: 1 turn/level

This spell allows the Ex-Cultist to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side, or ceiling could, of course, be used to pull along hand-over-hand. Levitation allows up- or downward movement at a rate of up to 6 feet per minute (60 feet per turn), and the caster cannot levitate more than 20 feet per level from the ground level where the spell was cast. (Such range is applied both to movement into the air and to downward movement into a pit or chasm.)

### Light

Medical Experiment / Spell Level: Combat Medic; Ex-Cultist, 1st Level

Range: 60 feet

Duration: 1 hour (+10 minutes/level)

The target person or object (at a range of up to 60 feet) produces light about as bright as a torch, to a radius of 20 feet. The Combat Medic version of this spell lasts 2 hours.

### Lightning Bolt

Spell Level: Ex-Cultist, 3rd Level

Range: 240 feet (maximum distance)

Duration: Instantaneous

A bolt of lightning extends 60 feet from the targeted point, almost ten feet wide. Anyone in its path suffers 1d6 points of damage per level of the caster (half with a successful saving throw). The bolt always extends 60 feet, even if this means that it ricochets backward from something that blocks its path.

### Locate Object (Ex-Cultist)

Spell Level: Ex-Cultist, 2nd Level

Range: 60 feet +10 feet/level

Duration: 1 round/level

Within the spell's range, the caster perceives the correct direction (as the crow flies) toward an object the caster specifies by description in the spell. The object must be something the caster has seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

### Magic Jar {EVIL}

Spell Level: Ex-Cultist, 5th Level

Range: See below

Duration: See below

This spell relocates the caster's life essence, intelligence, and soul into an object of virtually any kind. The 'jar' must be within 30 feet of the caster's body for the transition to succeed. Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 feet of the jar and fail a saving throw. The caster can return his or her soul to the magic jar at any time; if a body the caster controls is slain, the soul returns to the jar immediately. The Ex-Cultist can return from the jar to his or her original body whenever desired, thus ending the spell. If the caster's body is destroyed while his or her soul is in the magic jar, the soul no longer has a home other than within the magic jar, although the disembodied wizard can still possess other bodies as before. If the jar itself is destroyed while the Ex-Cultist's soul is within, the soul is lost.

#### Magic Missile

Spell Level: Ex-Cultist, 1st Level

Range: 150 feet

Duration: Immediate

A magical missile flies where the caster directs, with a range of 150 feet. The missile hits automatically, doing 1d4+1 points of damage. The Ex-Cultist casts an additional two missiles for every 5 levels of experience. Thus, at 5th level, the caster is able to hurl 3 magic missiles, and 5 missiles at 10th level.

#### Magic Mouth

Spell Level: Ex-Cultist, 2nd Level

Range: Touch

Duration: Permanent until triggered or dispelled

This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are met. When that happens, a mouth appears on the object and speaks the message it has been commanded to speak. The message may be up to thirty words long.

#### Massmorph

Spell Level: Ex-Cultist, 4th Level

Range: 240 feet

Duration: Until negated by the caster or dispelled

One hundred or fewer man- or horse-sized creatures are changed to appear like innocent barrels. The illusion is so perfect that creatures moving through the area will not detect the deception.

#### Mirror image

Spell Level: Ex-Cultist, 2nd Level

Range: Around caster

Duration: 1 hour or until destroyed

The spell creates 1d4 images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster himself (determined randomly). When a hit is scored upon one of the images, it disappears.

#### Monster Summoning I {EVIL}

Spell Level: Ex-Cultist, 3rd Level

Range: N/A

Duration: 6 rounds (minutes)

The caster summons 1d4 Imps, who serve him until slain, or until the duration of the spell expires. The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Monster Summoning ii {EVIL}  
Spell Level: Ex-Cultist, 4th Level  
Range: N/A  
Duration: 6 rounds (minutes)

The caster summons 1d4 Pinky Demons, who serve him until slain, or until the duration of the spell expires. The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Monster Summoning iii {EVIL}  
Spell Level: Ex-Cultist, 5th Level  
Range: N/A  
Duration: 6 rounds (minutes)

The caster summons 1d4 Cacodemons, who serve him until slain, or until the duration of the spell expires. The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Nanobot Plague  
Medical Experiment Level: Combat Medic, 5th Level  
Range: 480 feet  
Duration: 1 day

A storm of nanobots gathers, and goes wherever the Combat Medic directs. The cloud covers approximately 400 square feet (20 feet by 20 feet, with roughly corresponding height). Any creature of 2 HD or fewer that is exposed to the cloud of insects flees in terror (no saving throw).

Neutralize Poison  
Medical Experiment Level: Combat Medic, 4th Level  
Range: Touch  
Duration: Immediate

This spell counteracts poison if used promptly, but cannot be used to bring the dead back to life later.

Passwall  
Spell Level: Ex-Cultist, 5th Level  
Range: 30 feet  
Duration: 3 turns (30 minutes)

This spell creates a hole through solid rock, about 7 feet high, 10 feet wide, and 10 feet deep (possibly deeper at the discretion of the GM). The hole closes again at the end of the spell's duration.

Phantasmal Force  
Spell Level: Ex-Cultist, 2nd Level  
Range: 240 feet  
Duration: Until concentration ends

This spell creates an illusion that seems realistic to all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, it can cause damage. Unless the GM rules otherwise, victims of the spell are permitted a saving throw, and the illusion cannot cause more than 2d6 points of damage per victim. This will depend on circumstances; a truly brilliant use of the spell can be quite devastating, and a poorly thought-out illusion might cause almost immediate disbelief.

### Polymorph Other

Spell Level: Ex-Cultist, 4th Level

Range: 240 feet

Duration: Permanent until dispelled

This spell allows the caster to turn another being into a different type of creature, such as a dragon, a garden slug, or of course, a frog or newt. The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points.

### Polymorph Self

Spell Level: Ex-Cultist, 4th Level

Range: Caster

Duration: 1 hour or GM's discretion

The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The GM might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the GM to decide.

### Poppy Grenade

Medical Experiment Level: Combat Medic, 3rd Level

Range: 30 feet

Duration: 1 round

A Poppy Grenade affects a 20-foot x 20-foot area, causes all saving throws made by all creatures in that area to be done with disadvantage.

### Protection from Evil

Spell Level: Ex-Cultist, 1st Level

Range: Caster

Duration: 1 hour

Creates a magical field of protection immediately around the caster, blocking out all evil (such as demons). Evil monsters suffer disadvantage to hit the caster, and the caster gains advantage on all saving throws against such attacks.

### Protection from Evil, 10-Foot Radius

Spell Level: Ex-Cultist, 3rd Level

Range: Centered on caster

Duration: 1 hour

The spell creates a magical field of protection, ten feet in radius, around the caster. The field blocks out all enchanted monsters (such as demons). Evil monsters suffer disadvantage to hit the caster, and these shielded individuals gain advantage on all saving throws against such attacks.

### Protection from Normal Missiles

Spell Level: Ex-Cultist, 3rd Level

Range: Caster

Duration: 2 hours

The caster becomes invulnerable to non-magical missiles, although larger missiles such as boulders will overcome the spell's magic.

### Purify Food and Drink

Medical Experiment Level: Combat Medic, 1st Level

Range: Close/Touch (GM's discretion)

Duration: Immediate

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

### Pyrotechnics

Spell Level: Ex-Cultist, 2nd Level

Range: 240 feet

Duration: 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The GM will decide exactly how much smoke (or fireworks) is produced, what effect it has, and what happens to it as it is produced, but the amount of smoke will definitely be more than 8000 cubic feet (roughly 20 x 20 x 20 feet).

### Resuscitation

Medical Experiment Level: Combat Medic, 5th Level

Range: Close/Touch (GM's discretion)

Duration: Immediate

Resuscitation allows the Combat Medic to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 5 days, but for every caster level higher than 8th, the time limit extends another 5 days. Characters with low Constitution might not survive the ordeal, and even for those with strong Constitution a period of at least a week is required before they can function normally. This can only be cast on player characters.

### Read languages

Spell Level: Ex-Cultist, 1st Level

Range: Normal reading distance

Duration: One or two readings

This spell allows the caster to decipher directions, instructions, and formulae in languages unknown to the caster. This can be particularly useful for treasure maps, but it does not solve any codes.

### Read Magic

Spell Level: Ex-Cultist, 1st Level

Range: Caster only

Duration: 2 scrolls or other magical writings

This spell allows the caster to read the magical writings upon scrolls and (occasionally) dungeon walls. Without the use of this spell, magical writing cannot be read even by an Ex-Cultist.

### Remove Curse

Medical Experiment / Spell Level: Combat Medic, 3rd Level; Ex-Cultist, 4th Level

Range: Very close

Duration: Immediate

This spell removes one curse from a person or object.

### Shield

Spell Level: Ex-Cultist, 1st Level

Range: Caster

Duration: 2 turns

The caster conjures up an invisible shield that interposes itself in front of attacks. The shield improves the caster's armor class to 2 [17] against missile attacks and to 4 [15] against other (melee) attacks. If the caster's armor class is already better than the spell would grant, the spell has no effect.

### Silence, 15-Foot Radius

Medical Experiment Level: Combat Medic, 2nd Level

Range: 180 feet

Duration: 12 turns

The Combat Medic throws a dart at a targeted creature or object that causes silence to fall in an area with a 15-foot radius around the targeted creature or object, and moves with it. Nothing from this area, no matter how loud, can be heard outside the radius.

### Sleep

Spell Level: Ex-Cultist, 1st Level

Range: 240 feet

Duration: 1 hour

This spell puts enemies into an enchanted slumber (no saving throw permitted). It affects creatures based on their hit dice. If a creature is damaged, it immediately awakens.

Table 22: Sleep

Hit Dice of Victims	Number Affected
1	2d8
2	2d6
3	1d6
4+	1

### Slow

Spell Level: Ex-Cultist, 3rd Level

Range: 240 feet

Duration: 3 turns (30 minutes)

In an area with a radius of 60 feet around the point where the spell is targeted, as many as 24 creatures failing a saving throw can move and attack only at half speed.

### Speak with the Dead

Medical Experiment Level: Combat Medic, 3rd Level

Range: Close/Touch (GM's discretion)

Duration: 3 questions

The Combat Medic can briefly resuscitate and ask three questions of a corpse, and it will answer, although the answers might be cryptic. Only higher-level Combat Medics have powerful enough drugs to briefly bring back long-dead corpses. Combat Medics lower than 8th level can gain answers only from bodies that have been dead 1d4 days. Combat Medics

levels 8–10 can speak to corpses that have been dead 1d4 months. Note that a die roll is involved here: for example, a seventh-level Combat Medic attempting to speak with a two-day-old corpse might still fail—the d4 roll might indicate that only a one-day-old corpse can be reached with this particular attempt.

#### Strength

Spell Level: Ex-Cultist, 2nd Level

Range: Touch

Duration: 8 hours (80 turns)

This spell may be cast upon a Marine or a Combat Medic. For the duration of the spell, a Marine gains 2d4 points of Strength, and a Combat Medic gains 1d6 points of Strength. Strength cannot exceed 18.

#### Suggestion

Spell Level: Ex-Cultist, 3rd Level

Range: Shouting distance

Duration: 1 week

The caster speaks a hypnotic suggestion to the intended victim. Victims who fail a saving throw will carry out the suggestion, as long as it can be performed within a week. The suggestion might not call for the action to be carried out immediately, and can be contingent upon something else happening first. A suggestion that the victim commit suicide is only 1% likely to be obeyed.

#### Telekinesis

Spell Level: Ex-Cultist, 5th Level

Range: 120 feet

Duration: 6 turns (1 hour)

The caster can move objects using mental power alone. The amount of weight that can be lifted and moved is 20 pounds per level. It is up to the GM's interpretation of the spell whether the objects can be thrown, and at what speed.

#### Teleport

Spell Level: Ex-Cultist, 5th Level

Range: Touch

Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows, or at least knows what it looks like from a picture or a map. Success depends on how well the caster knows the targeted location, as follows:

1. If the caster has only seen the location in a picture or through a map (so that knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death, for the traveler's soul is lost in the spaces between realities.
2. If the caster has seen but not studied the location, there is a 20% chance of error. In the case of an error, there is a 50% chance that the traveler arrives low, 1d10 x10 feet below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a "low" arrival), the traveler arrives 1d10 x10 feet above the targeted location—likely resulting in a deadly fall.
3. If the caster is well familiar with the location, or has studied it carefully, there is only a 5% chance of error. On a 1 in 6 the teleport is low, otherwise it is high. In either case, the arrival is 1d4 x10 feet high or low.

#### Transmute Rock to Mud

Spell Level: Ex-Cultist, 5th Level

Range: 120 feet

Duration: 3d6 days, unless reversed

This spell transmutes rock (and any other form of earth, including sand) into mud. An area of roughly 300 x 300 feet becomes a deep mire, reducing movement to 10% of normal.

Wall of Fire

Spell Level: Ex-Cultist, 4th Level

Range: 60 feet

Duration: Concentration

A wall of fire flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high.

Wall of ice

Spell Level: Ex-Cultist, 4th Level

Range: 60 feet

Duration: Concentration

The caster conjures up a wall of ice, six feet thick and non-transparent. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

Wall of Iron

Spell Level: Ex-Cultist, 5th Level

Range: 60 feet

Duration: 2 hours

The caster conjures an iron wall from thin air. The wall is 3 feet thick, 50 feet tall, and 50 feet long.

Wall of Stone

Spell Level: Ex-Cultist, 5th Level

Range: 60 feet

Duration: Permanent until dispelled

The wall of stone conjured by this spell is two feet thick, with a surface area of 1,000 square feet. The caster might choose to make the wall 50 feet long (in which case it would be 20 feet tall), or 100 feet long (in which case it would be only 10 feet tall).

Water Breathing

Spell Level: Ex-Cultist, 3rd Level

Range: 30 feet

Duration: 2 hours

The recipient of the spell is able to breathe underwater until the spell's duration expires.

Web

Spell Level: Ex-Cultist, 2nd Level

Range: 30 feet  
Duration: 8 hours

Fibrous, sticky webs fill an area up to 10 x 10 x 20 feet. It is extremely difficult to get through the mass of strands—it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans alone take more time to break through—perhaps 3–4 turns or longer at the GM’s discretion.

Wizard Eye  
Spell Level: Ex-Cultist, 4th Level  
Range: 240 feet  
Duration: 1 hour

The caster conjures up an invisible, magical “eye,” that can move a maximum of 240 feet from its creator. It floats along as directed by the caster, at a rate of 120 feet per turn (12 feet per minute).

Wizard lock  
Spell Level: Ex-Cultist, 2nd Level  
Range: Close  
Duration: Permanent until dispelled

As with a Hold Portal spell, Wizard Lock holds a door closed, but it is permanent until dispelled. Any Ex-Cultist at least three levels higher than the caster can open the portal, and a Knock spell will open it as well, although the spell is not permanently destroyed in these cases.

#### END OF PLAYER’S SECTION

This concludes the player’s section of SPACE DEMONS...IN SPACE. To play this game, it is unnecessary to read any further.

## FOR THE GM {BIG HEADING}

Create a section about creating dungeons and such? -WIP

### MONSTERS

The following is a quick reference guide for how to read monster descriptions:

**Armor Class** is explained in the rules for combat. If you are using the descending AC system (where a lower AC is better), disregard the numbers in brackets. If you are using the ascending system (where a high AC is better) use the numbers in brackets.

**Hit Dice** is the number of dice (d8) rolled to determine an individual creature's hit points. If there is a plus or minus next to the number, you add or subtract that number from the total, only once. For example: for a creature with 4+1 hit dice, you would roll 4d8, and then add one more hit point.

**Attacks** includes the number of attacks the monster has, and the damage these attacks inflict if they hit. Monsters get a separate attack roll for each attack. Monster attack rolls are made on Table 19.

Note: if you are using the "ascending AC system," do not bother using the chart, because there is a quicker way: Roll to hit, add the monster's hit dice, and if the result is equal to or greater than the character's armor class, the attack hits.

**Saving Throw** means the target number (on a d20) the monster needs to meet or exceed in order to make a successful saving throw.

**Special** is usually just a "flag" for the GM, to remind him or her that the monster has some unusual ability or feature. If necessary, more explanation may be included in the monster description.

**Move** is the monster's movement rate, and it is handled just as movement rates are handled for characters.

**Challenge Level** is used to separate the monsters into "difficulty levels," so when you are creating an adventure you have some guidelines about what the characters can handle and what they cannot. **XP** tells how many experience points the adventuring party gains for killing the creature. In some cases, you may choose to award experience points for defeating a creature without killing it. Circumventing a monster by creative means, or capturing it to bring home, are two examples of when such an award might be made.

**LT** is how many Loot Tokens (LT) are awarded to the party as a whole for defeating the monster. Be sure to divide them by the number of players in the party. Thus, if a monster gives 10 LT and there are 5 players, each one gets 2 LT. Feel free to round up or down if there are weird number of players in the party.

### MONSTER DESCRIPTIONS

#### DEMONS

POSSESSED SECURITY GUARD (PISTOL)

**Hit Dice:** 1

**Armor Class:** 7 [12]

**Attacks:** Pistol (1d6) or kick (1d4)

**Saving Throw:** 17

**Special:** Drops items upon death

**Move:** 6

**Alignment:** Chaos

**Challenge Level/XP:** 1 / 30

**LT:** 5

These security guards once patrolled the area, looking for troublemakers or keeping the peace. However, the onslaught of Hell was too much for them to handle and those evil forces have removed their soul and taken the body over entirely. Their only hope at peace is a high-caliber lobotomy.

100% chance to drop a Pistol and 4 Pistol Ammo

10% chance to drop a useful keycard to bypass a locked door

**POSSESSED SECURITY GUARD (SHOTGUN)**

**Hit Dice:** 1

**Armor Class:** 7 [12]

**Attacks:** Shotgun (2d4) or kick (1d4)

**Saving Throw:** 17

**Special:** Drops items upon death

**Move:** 6

**Alignment:** Chaos

**Challenge Level/XP:** 1 / 30

**LT:** 5

These security guards once patrolled the area, looking for troublemakers or keeping the peace. However, the onslaught of Hell was too much for them to handle and those evil forces have removed their soul and taken the body over entirely. Their only hope at peace is a high-caliber lobotomy.

100% chance to drop a Shotgun and 4 Shotgun Shells

10% chance to drop a useful keycard to bypass a locked door

**IMP**

**Hit Dice:** 1

**Armor Class:** 6 [13]

**Attacks:** Fireball (1d8) or Claw (1d6)

**Saving Throw:** 17

**Special:** Can climb any surface

**Move:** 9

**Alignment:** Chaos

**Challenge Level/XP:** 1/30

**LT:** 5

Hideous man-sized monstrosities with six limbs, imps scurry about, climbing any surface and attacking from unexpected angles. They have a fireball that they can throw, with a range of 40 ft or sometimes they like to get close and tear characters apart with their claws.

**FLYING SKULL**

**Hit Dice:** 1 –2 hp (minimum of 1 hp)

**Armor Class:** 5 [14]

**Attacks:** Bite (1d4)

**Saving Throw:** 17

**Special:** It flies!

**Move:** 12

**Alignment:** Chaos  
**Challenge Level/XP:** 1/30  
**LT:** 5

Flying skulls fly around and occasionally try to bite characters.

**MOUTH DEMON**  
**Hit Dice:** 2  
**Armor Class:** 6 [13]  
**Attacks:** Bite (1d8+1)  
**Saving Throw:** 16  
**Special:** None  
**Move:** 12  
**Alignment:** Chaos  
**Challenge Level/XP:** 2/60  
**LT:** 10

Little more than a mouth with a stomach and legs, these terrifying demons love nothing more than to run up and bite non-demons. Even cultists are wary around these eternally-hungry monstrosities. If they drop a character to negative hp, they will keep biting until the character dies. Then they will eat that character, destroying all that character's equipment. As a GM, you may decide that any explosives in an eaten character's inventory explode when eaten.

**POSSESSED SECURITY GUARD (CHAINGUN)**  
**Hit Dice:** 3  
**Armor Class:** 5 [14]  
**Attacks:** Chaingun (2d6)  
**Saving Throw:** 14  
**Special:** Drops items upon death  
**Move:** 6  
**Alignment:** Chaos  
**Challenge Level/XP:** 3/120  
**LT:** 15

These elite security guards once patrolled the area, looking for troublemakers or keeping the peace. However, the onslaught of Hell was too much for them to handle and those evil forces have removed their soul and taken the body over entirely. Their only hope at peace is a high-caliber lobotomy.

100% chance to drop a Chaingun and 4 Chaingun Ammo  
10% chance to drop a useful keycard to bypass a locked door

**FLOATERS**  
**Hit Dice:** 3  
**Armor Class:** 5 [14]  
**Attacks:** Shockball (1d8+2) + paralysis  
**Saving Throw:** 14  
**Special:** Paralysis with Shockball and Flies  
**Move:** 6  
**Alignment:** Chaos  
**Challenge Level/XP:** 4/240  
**LT:** 20

These flying beasts launch balls of electricity at their enemies, who, if struck by one, must save or be paralyzed for 1d4 rounds.

#### LUMBERING BARRAGE

**Hit Dice:** 4

**Armor Class:** 4 [15]

**Attacks:** Fist (1d6) or Mini-Rocket (2d6+2)

**Saving Throw:** 13

**Special:** 1 Homing Rocket

**Move:** 6

**Alignment:** Chaos

**Challenge Level/XP:** 4/240

**LT:** 20

These slow reptilian beasts have rocket launchers strapped to their backs. Most of their rockets are fired blindly in the direction of the players, but each Lumbering Barrage has 1 homing rocket that will follow the character, even if they hide behind something. When a rocket hits, every creature within a 5 foot radius of the impact must make a saving throw. On a success, that creature takes half damage. On a failure, take full damage.

#### UNSTOPPABLE BLOB

**Hit Dice:** 6

**Armor Class:** 3 [16]

**Attacks:** 2 Fire Blasts (2d6 each)

**Saving Throw:** 11

**Special:** Damage Reduction (DR) 2

**Move:** 3

**Alignment:** Chaos

**Challenge Level/XP:** 7/1,200

**LT:** 35

This massive blob (roughly elephant-sized) has two flamethrowers mounted in its folds of fat. While slow, the fat does provide a little protection by taking 2 points off each successful attack. Regarding the Damage Reduction, if a character shoots the Unstoppable Blob with a pistol for 3 damage, the Unstoppable Blob only takes 1 damage. DR cannot reduce damage to a negative number; a monster with DR cannot be healed by a weak attack!

#### EARL OF HELL

**Hit Dice:** 7

**Armor Class:** 2 [17]

**Attacks:** Claw (2d6) or Energy Blast (2d8) + Knockback

**Saving Throw:** 9

**Special:** Damage Reduction (DR) 1

**Move:** 6

**Alignment:** Chaos

**Challenge Level/XP:** 7/1,200

**LT:** 35

The Earl of Hell resembles certain stereotypical images of the Devil. Horns, a tail, hooves, and eight feet tall. However, the Earl does not want to tempt you into a life of sin, it wants to kill you! If a character is hit with an Energy Blast, that character must succeed on a saving throw or be thrown back 5 feet and land in a prone position. Regarding the Damage Reduction, if a character shoots the Earl of Hell with a pistol for 3 damage, the Earl of Hell only takes 2 damage. DR cannot reduce damage to a negative number; a monster with DR cannot be healed by a weak attack!

### HELLISH HEALER

**Hit Dice:** 7

**Armor Class:** 2 [17]

**Attacks:** Hellfire (3d8)

**Saving Throw:** 9

**Special:** Resurrect other demons

**Move:** 12

**Alignment:** Chaos

**Challenge Level/XP:** 9/2,200

**LT:** 45

The Hellish Healer appears to be a being of pure fire...but it can be hurt just like anything else. It attacks by targeting one character that it can see with Hellfire. However, the damage does not actually hit the character until the next round. Therefore, a party can kill the Hellish Healer before it can "activate" the damage. If the character succeeds on a saving throw, they only take half damage from the Hellfire. In addition to the Hellfire, there is a 25% chance per combat round that the Hellish Healer will resurrect a dead demon with full hp. This resurrected demon does not grant XP or LT when killed a second time. A Hellish Healer cannot resurrect another Hellish Healer or any demon with more HD than itself.

### CYBORG DEMON

**Hit Dice:** 10

**Armor Class:** 1 [18]

**Attacks:** Stomp (see below) + Rocket (2d12+4)

**Saving Throw:** 5

**Special:** Damage Reduction 3

**Move:** 6

**Alignment:** Chaos

**Challenge Level/XP:** 11/3,400

**LT:** 55

This monstrosity, a twenty-foot tall twisted fusion of flesh and machine, is every Marine's worst nightmare. In melee, the stomp attack is a save or die attack. If the character is under the effect of a Berserk Pack, this saving throw is made with advantage. The rocket attack does its damage in a 10 foot radius of impact, so if a character is near a wall and the rocket misses, they may still receive the damage. Every creature within the 10 foot radius must make a saving throw. Succeed on this saving throw means that character takes half damage, otherwise they take full damage. Regarding the Damage Reduction, if a character shoots the Cyborg Demon with a pistol for 6 damage, the Cyborg Demon only takes 3 damage. DR cannot reduce damage to a negative number; a monster with DR cannot be healed by a weak attack!

MECHANICAL (Immune to sleep effects, poison, disease...use common sense)

### MEDICAL ROBOT

**Hit Dice:** 1

**Armor Class:** 8 [11]

**Attacks:** Scalpel (1d4) or Inject anesthesia

**Saving Throw:** 17

**Special:** Cause sleep with Inject anesthesia

**Move:** 3

**Alignment:** Neutrality

**Challenge Level/XP:** 2/60

**LT:** 10

These Medical Robots may have had their programming damaged during the demonic attack or perhaps a Technician could hack them to become aggressive. If they use their Inject anesthesia attack, the victim must save or fall asleep for 1 hour.

#### AUTOMATED TURRET

**Hit Dice:** 2

**Armor Class:** 6 [13]

**Attacks:** Chaingun (2d6)

**Saving Throw:** 16

**Special:** Drops items on death

**Move:** N/A

**Alignment:** Neutrality

**Challenge Level/XP:** 2/60

**LT:** 10

The automated turret has gone haywire in the demon invasion. It will fire on ANYTHING that moves, human or demon. When destroyed, it drops 4 Chaingun ammunition, but not a Chaingun. Potentially hackable by Technicians to ignore the party.

#### CULTISTS (May cast {EVIL} spells without penalty)

##### CULTIST

**Hit Dice:** 1

**Armor Class:** 9 [10]

**Attacks:** Pistol (1d6) or kick (1d4)

**Saving Throw:** 17

**Special:** Casts a spell / drops items upon death

**Move:** 9

**Alignment:** Chaos

**Challenge Level/XP:** 2/60

**LT:** 10

This is what the Ex-Cultist used to be! Wearing bloodstain robes and wielding magic, the Cultist is a force to be reckoned with...and possibly the reason the demons are here. The Cultist may cast up to 2 random 1<sup>st</sup> level spells in combat and upon death, in addition to dropping a grimoire with at least 3 spells in it, the Cultist will drop a Pistol with 4 Pistol Ammunition.

##### ELITE CULTIST

**Hit Dice:** 4

**Armor Class:** 9 [10]

**Attacks:** Shotgun (2d4) or or kick (1d4)

**Saving Throw:** 13

**Special:** Casts a spell / drops items upon death

**Move:** 9

**Alignment:** Chaos

**Challenge Level/XP:** 5/480

**LT:** 25

This is a more advanced Cultist. They are able to cast spells as a 4<sup>th</sup> Level Ex-Cultist. When killed, they drop a grimoire containing every spell they cast in combat, in addition to dropping a Shotgun and 4 Shotgun Shells.

## CREATING YOUR OWN MONSTERS / FOLLOWERS

Monsters are not player characters, and their abilities are not at all determined by the rules for player characters. The GM decides a monster's abilities, and does not have to follow any rules about that! Feel free to add wings, breath weapons, extra hit dice, wounded versions, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent! The rules are not responsible for the quality of the action in your game, you are! Do not try to develop monsters according to any sort of power formula; create them based on how they feel and how they play at the gaming table. Make them challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you are "allowed" to do. Creating monsters entirely from scratch is not only fun, but it offers new and exciting challenges to your players. It is not hard to do, either. The tables below give you some guidelines (not rules) for determining a monster's saving throw and challenge level. Quick tip: take the final Challenge Level and multiply by 5 to figure out the LT.

Table 23: Monster Saving Throws

Hit Dice	Saving Throw
1	17
2	16
3	14
4	13
5	12
6	11
7	9
8	8
9	6
10	5
11	4
12+	3

To help you with determining Challenge Levels and experience point values for monsters, the table below may be helpful. "Challenge Level" determines the experience point value for a monster. A monster's base Challenge Level is its number of whole hit dice. Add to that base if the monster has special abilities that make it harder to kill or more dangerous to the characters. The Challenge Levels table shows the XP value for each challenge level. The Challenge Level Modifications table contains guidelines for how many additional challenge levels to add to a monster's hit dice, based on special abilities.

Table 24: Challenge Level (CL) Modifications

Special Ability	Effect on CL
4+ attacks per round (min. d6 or saving throw each)	+1 CL
AC 0 [19] or better	+1 CL
Automatic damage after hit	+1 CL
Breath weapon 25 points max or below	+1 CL
Breath weapon 25 points max or more	+2 CL
Disease	+1 CL
Drains level with no save	+3 CL

Drains level with save	+2 CL
Flies, or breathes water	+1 CL
Greater than human intelligence	+1 CL
Damage Reduction 1-3	+1 CL
Damage Reduction 4+	+2 CL
Massive Attack for 20+ hp	+1 CL
Paralysis, swallows whole, immobilizes enemies (web etc)	+1 CL
Regenerates	+1 CL
Uses a spell-like power level 3 equivalent or above	+2 CL
Uses multiple spells level 2 or lower	+1 CL
Uses multiple spells level 3 or above	+2 CL
Uses multiple spells level 5 or above	+3 CL
Poison (Nonlethal)	+1 CL
Miscellaneous other	+1 CL

Table 25: Challenge Rating (CL) and XP Values

CL	XP Value
1	30
2	60
3	120
4	240
5	480
6	800
7	1,200
8	1,600
9	2,220
10	2,800
11	3,400
12	4,000
13	4,600
14	5,200
15	5,800
16+	+300/HD level

## FOLLOWERS

Build followers with monster rules, not character rules. Even if a follower is supposed to be a fellow Marine, just build them with these monster rules and give them a weapon. Don't try to build them as a character, that might take too long! If they need to have some special abilities (such as being able to cast a spell a couple times a day), just give them the ability and move on!

## APPENDIX A: CHARACTER SHEET {BIG HEADING}

WIP

In the meantime, a generic OSR or *Swords & Wizardry*\* character sheet should suffice.

\* This author is in no way associated with the fine folks that made *Swords & Wizardry*.

# Male Protagonist Bingo



Bingo card by wundergeek  
gomakemeasandwich.wordpress.com

APPENDIX C-M: NOTHING {BIG HEADING}  
APPENDIX N: INSPIRATION AND EDUCATIONAL MEDIA {BIG HEADING}

OBVIOUS CHOICES:

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