ShadowDark

The Role-Playing Game

Player Quickstart Guide

BASIC GEAR

Item	Cost	Quantity Per Gear Slot
Arrows (20)	1 gp	1-20
Backpack	2 gp	1 (first one free to carry)
Caltrops (one bag)	5 sp	1
Coin	Varies	100 (first 100 free to carry)
Crossbow bolts (20)	1 gp	1-20
Crowbar	5 sp	1
Flask or bottle	3 gp	1
Flint and steel	5 sp	1
Gem	Varies	1-10
Grappling hook	1 gp	1
Iron spikes (10)	1 gp	1-10
Lantern	5 gp	1
Mirror	10 gp	1
Oil, flask	5 sp	1
Pole	5 sp	1
Rations (3)	5 sp	1-3
Rope, 60'	1 gp	1
Torch	5 sp	1

Gear Slots

Carry a number of items equal to your **STR stat** or **10**.

All gear besides typical clothing fills one gear slot.

Gear that is hard to transport might fill more than one slot.

Player Turn

1. Count down timers for your spells and other effects.

2. Take an action and move up to near (split up in any way). Move near again if skipping action.

3. The GM describes the results.

Difficulty Class

Easy, DC 9. Leaping a narrow chasm, sneaking up on an inattentive guard.

Normal, DC 12. Kicking open a stuck door, picking a poor lock.

Hard, DC 15. Swimming against a strong current, giving first aid to stop a character from dying.

Extreme, DC 18. Climbing a slippery cliff one-handed, restraining a frenzied lion.

Morale

Enemies who are reduced to half their ranks (or half their hit points for a solo enemy) **flee** if they fail a DC 15 Wisdom check.

Large Groups. Make one check using the leader's WIS modifier.

Dying

Death Timer. 1d4 + CON modifier rounds (min. 1). On turn, roll a d20. 20 = rise with 1 HP.

Stabilize. Close range, DC 15 INT check. On success, target stops dying (but is still unconscious).

Distance/Movement

Close = 5 feet. **Near** = up to 30 feet. **Far** = within sight.

Climbing. DEX or STR check, half speed. Fall if fail by 5+ points.

Falling. 1d6 damage every 10'.

Moving Through. Move freely through allies. Pass a STR or DEX check to move through enemies.

Swimming. Swim half speed (STR check in rough water). CON check if holding breath (fail = 1d6 damage/rd until exiting hazard).

Spell Focus

Can't cast other focus spells while focusing. Make a spellcasting check at the start of your turn for the spell.

Success. The spell stays in effect until the start of your next turn.

Failure. The spell ends. If you were focusing, you do **not** lose the ability to cast that spell.

Distraction. Immediately make a spellcasting check to maintain focus.

ShadowDark

Player Quickstart Guide for Shadowdark RPG

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Shadowdark

WHAT IS *SHADOWDARK?*

Shadowdark RPG is a fantasy adventure game where you and your companions delve into buried ruins, lost cities, spider-infested forests, and even fearsome dragon lairs in search of gold and glory.

The Shadowdark is any place where danger and darkness hold sway. It clutches ancient secrets and dusty treasures in its rotting claws, daring fortune seekers to tempt their fates.

With your adventuring companions at your side, you confront the Shadowdark's sinister traps, formidable magics, and ruthless monsters.

If you survive, you'll bring back untold riches plucked from the jaws of death itself. And before long, you'll hear the Shadowdark's call once again!

WHAT DEFINES THIS GAME?

Speed, danger, and simplicity. Magic is perilous, and battles are fast and deadly. Being clever is crucial for survival.

Shadowdark RPG is rules-light and intuitive. It encourages quick decisions rather than hunting through the rulebook for answers.

In this game, a torch only holds back the pressing darkness for one hour of real-world time. There isn't a moment to waste when the flames are burning low...

HOW DO I PLAY?

Everything you need to get started playing is in this tome. Turn to the next section to get familiar with the basics!

The Basics

If this is your first time playing ***Shadowdark RPG***, it's helpful to start with a premade character. Several adventurers are included with this book.

These **quickstart rules** cover beginner characters for their first few adventures. The full rules go much further; check them out at thearcanelibrary.com/pages/shadowdark.

CHARACTERS

You decide your character's actions and tell them to the referee, or Game Master (**GM**).

The GM determines if your actions are successful and describes the results.

This back-and-forth between you, the GM, and your adventuring companions grows and shapes the game world.

Always ask yourself: If you were really your character, what would you do right now?

DESCRIBE AN ACTION

On your **turn**, describe an **action** you want to do. For example, you could say you're going to shoot your bow at a troll.

The GM might ask you to make a **check** (see Checks) to determine whether your action succeeds.

MOVEMENT

During your turn, you can **move** up to **near** (roughly 30 feet). You can break this movement up in any way. If you don't take an action, you can move near again.

ROUNDS

Each person takes a turn, starting with the GM and going clockwise. The GM controls the monsters and environment and narrates how everyone's actions change the game world.

Once everyone has taken a turn, that completes one **round**. Then, a new round begins.

THE DICE

You'll need a four-sided (**d4**), six-sided (**d6**), eight-sided (**d8**), ten-sided (**d10**), twelve-sided (**d12**) and twenty-sided (**d20**) die.

Multiples. 3d6 = three six-sided dice. Roll them together and add them.

Advantage. Roll two times and use the higher result.

Disadvantage. Roll two times and use the lower result.

STATS

Stats are your characteristics. Each stat goes from 3-18 and has a bonus or penalty (called a **modifier**, or MOD) from -4 to +4.

Strength. Physical power.

Dexterity. Agility, reflexes.

Constitution. Endurance, resistance to injury.

Intelligence. Logical ability.

Wisdom. Instinct, willpower.

Charisma. Appeal, presence.

CHECKS

When attempting a risky action, roll a d20 and add a modifier. That's called making a **check**.

The GM chooses the check's linked stat and a number called a difficulty class (**DC**). If the total of your d20 roll + stat modifier equals or beats the DC, your action succeeds.

For example, the GM might say leaping over a narrow chasm requires a DC 12 Strength check.

HIT POINTS

Injuries cause you to take **damage** and lose hit points (**HP**). Typical weapons deal 1d6 damage to your HP. You regain lost HP after a night of rest.

Characters at zero HP **die** in 1d4 + Constitution modifier (minimum 1) rounds. Dead characters are retired from play!

WHAT'S NEXT?

You could play a whole game with just the basics. But once you're ready for more, the next chapters expand upon them.

Characters

Both the wise and foolish risk their fortunes in the Shadowdark. The darkness decides who is who.

Overview

To make a ***Shadowdark RPG*** character (also called a player character, or **PC**), grab your dice, a blank character sheet, and go through the next few pages. You can also view a walkthrough at youtube.com/thearcanelibrary.

NAME

Choose a worthy name for your adventurer.

ANCESTRY

Your character's cultural and ancestral heritage.

CLASS

Your character's job.

LEVEL

You start at 1st level, and you gain levels by earning XP.

XP

You start with 0 experience points (**XP**). You gain XP based on the treasure and boons you earn from adventuring.

ALIGNMENT & DEITY

Your character's cosmic link to the opposing forces of Law and Chaos, or balanced Neutrality.

TITLE

As you gain levels, your prestige grows. Your title is based on your level, class, and alignment.

BACKGROUND

Your history and past experience. You are adept at tasks related to your background.

STATS

The six scores that determine your physical and mental characteristics.

HP

Hit points (**HP**) represent the amount of injury you can sustain before you die. Taking damage from weapons, traps, spells, or other sources temporarily reduces your HP. You can regain HP by resting.

AC

Armor class (**AC**) is a type of difficulty class that shows how tough it is to injure you, whether because you're agile or you wear armor. Your class determines the type of armor you can wear.

Your AC starts at 10 + your Dexterity modifier. Wearing armor changes your AC (see Armor, pg. 34).

ATTACKS

The weapons you wield and how you use them to fight an enemy (see Combat on pg. 50 for details). You can wield the weapons listed for your class.

TALENTS

Your special abilities. Your class, ancestry, and talent rolls grant you these. The benefits of talents combine (even the same talent rolled multiple times).

SPELLS

Some classes can learn and cast magic spells (see Casting Spells on pg. 52 for more details).

GEAR

Your equipment. You can carry a number of items equal to 10 or your Strength stat, whichever is higher.

1ST-LEVEL CHARACTERS

Most games begin with 1st-level characters — fledgling heroes who are ready to go on dangerous adventures.

1st-level characters start with:

- Background, pg. 14
- Stats, pg. 15
- Choice of ancestry, pg. 16
- Choice of class, start pg. 20
- One class talent roll
- Hit points equal to one roll of their class's hit points die + their Constitution modifier (minimum 1)
- Title, pg. 26
- Choice of alignment, pg. 28
- 2d6 x 5 gold pieces to buy gear (see Gear, pg. 32).

Background

Your background knowledge and skills might prove useful during your adventures.

Work with the GM to determine if your background provides you advantages in a given situation.

BACKGROUND

d20	Details
1	**Urchin.** You grew up in the merciless streets of a large city
2	**Wanted.** There's a price on your head, but you have allies
3	**Cult Initiate.** You know blasphemous secrets and rituals
4	**Thieves' Guild.** You have connections, contacts, and debts
5	**Banished.** Your people cast you out for supposed crimes
6	**Orphaned.** An unusual guardian rescued and raised you
7	**Wizard's Apprentice.** You have a knack and eye for magic
8	**Jeweler.** You can easily appraise value and authenticity
9	**Herbalist.** You know plants, medicines, and poisons
10	**Barbarian.** You left the horde, but it never quite left you
11	**Mercenary.** You fought friend and foe alike for your coin
12	**Sailor.** Pirate, privateer, or merchant — the seas are yours
13	**Acolyte.** You're well trained in religious rites and doctrines
14	**Soldier.** You served as a fighter in an organized army
15	**Ranger.** The woods and wilds are your true home
16	**Scout.** You survived on stealth, observation, and speed
17	**Minstrel.** You've traveled far with your charm and talent
18	**Scholar.** You know much about ancient history and lore
19	**Noble.** A famous name has opened many doors for you
20	**Chirurgeon.** You know anatomy, surgery, and first aid

Stats

To determine your character's stats, roll 3d6 in order for each one. Note each total and modifier on your character sheet.

Optionally, if none of your stats are 14 or higher, you may roll a new set of six numbers.

Strength. Fight with a sword, bash open doors, swim. Important for fighters.

Dexterity. Shoot a bow, balance on a ledge, sneak silently, hide. Important for thieves.

Constitution. Hold your breath, resist poison, endure injury.

Intelligence. Cast wizard spells, decipher runes, learn new skills. Important for wizards.

Wisdom. Cast priest spells, detect the hidden, recognize omens. Important for priests.

Charisma. Convince creatures to be friendly, resist mental control.

STATS

Stat	Modifier
1-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18+	+4

Ancestry

DWARF

Brave, stalwart folk as sturdy as the stone kingdoms they carve inside mountains.

You know the Common and Dwarvish languages.

Stout. Start with +2 HP. Roll your hit point gains with advantage.

GOBLIN

Green, clever beings who thrive in dark, cramped places. As fierce as they are tiny.

You know the Common and Goblin languages.

Keen Senses. You can't be surprised.

ELF

Ethereal, graceful people who revere knowledge and beauty. Elves see far and live long.

You know the Common, Elvish, and Sylvan languages.

Farsight. You get a +1 bonus to attack rolls with ranged weapons or a +1 bonus to spellcasting checks.

HALFLING

Small, cheerful country folk with mischievous streaks. They enjoy life's simple pleasures.

You know the Common language.

Stealthy. Once per day, you can become invisible for 3 rounds.

And so the Primordial Age ended, and the gods fled. In their place rose mortals, and they scattered the earth with their shining kingdoms and lost ruins…

HALF-ORC

Towering, tusked warriors who are as daring as humans and as relentless as orcs.

You know the Common and Orcish languages.

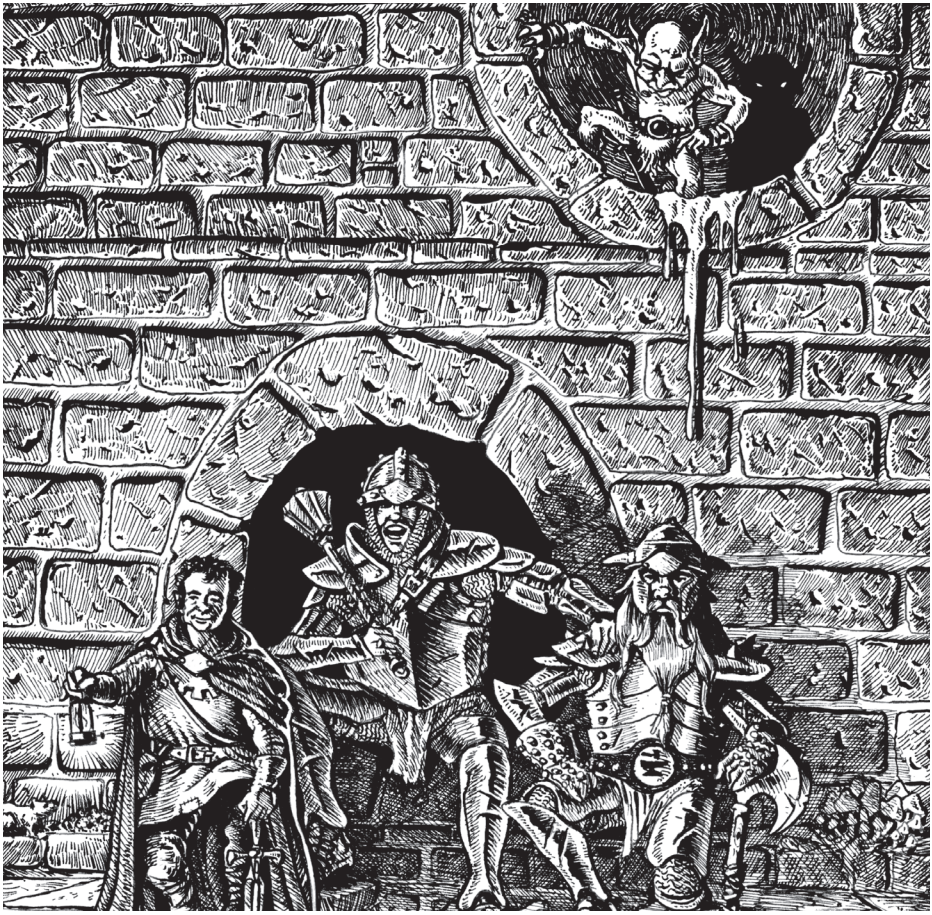
Mighty. You have a +1 bonus to attack and damage rolls with melee weapons.

HUMAN

Bold, adaptable, and diverse people who learn quickly and accomplish mighty deeds.

You know the Common language and one additional common language (pg. 29).

Ambitious. You gain one additional talent roll at 1st level.



Fighter Class

Blood-soaked gladiators in dented armor, acrobatic duelists with darting swords, or far-eyed elven archers who carve their legends with steel and grit.

Weapons: All weapons

Armor: All armor and shields

Hit Points: 1d8 per level

Hauler. Add your Constitution modifier, if positive, to your gear slots.

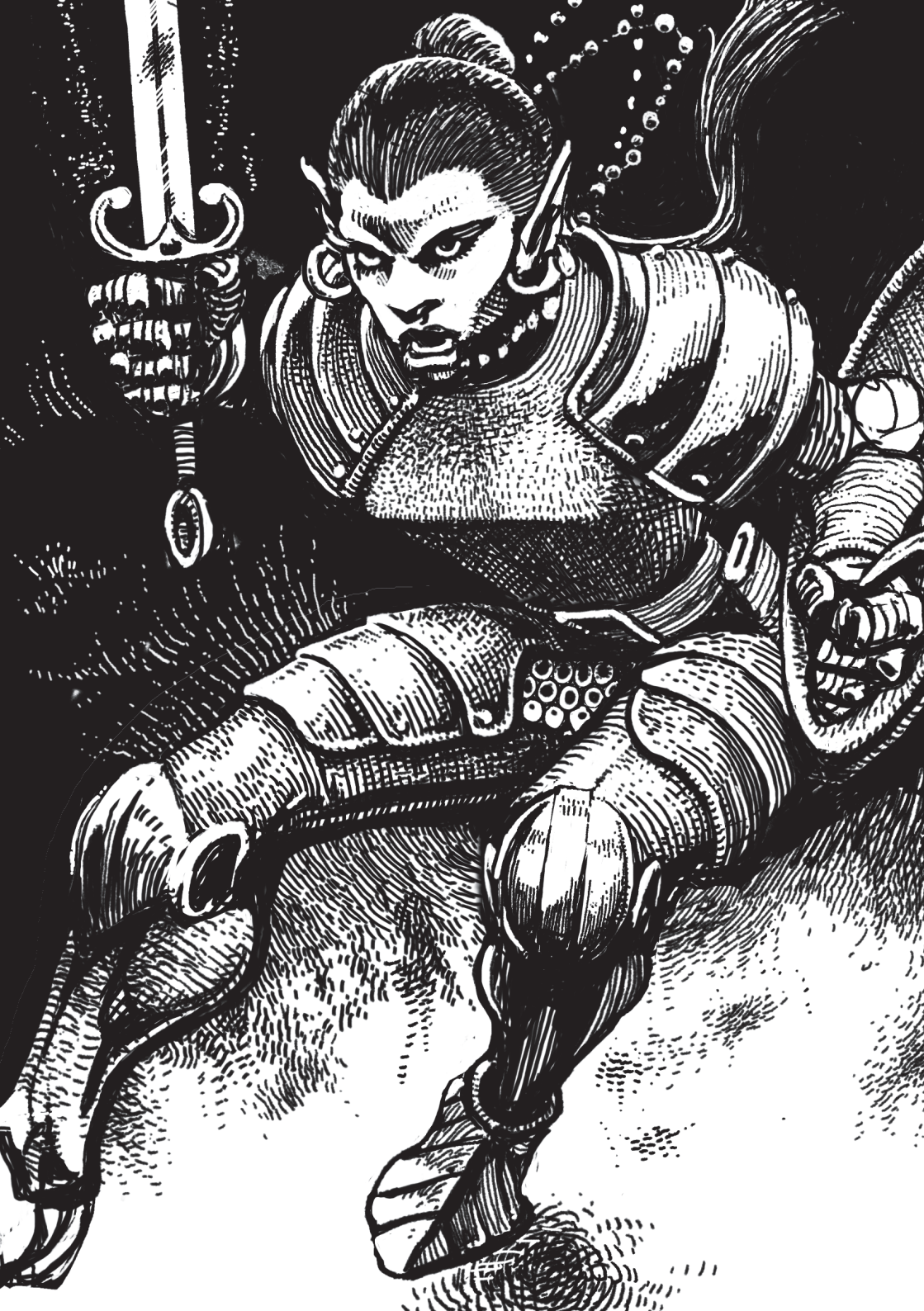
Weapon Mastery. Choose one type of weapon, such as longswords. You gain +1 to attack and damage with that weapon type. In addition, add half your level to these rolls (round down).

Grit. Choose Strength or Dexterity. You have advantage on checks of that type to overcome an opposing force, such as kicking open a stuck door (Strength) or slipping free of rusty chains (Dexterity).

FIGHTER TALENTS

2d6	Effect
2	Gain Weapon Mastery with one additional weapon
3-6	+1 to melee and ranged attacks
7-9	+2 to Strength, Dexterity, or Constitution stat
10-11	Choose one kind of armor. You get +1 AC from that armor
12	Choose a talent or +2 points to distribute to stats

"Nothing sings sweeter than a whistling axe!"
-Jorbin, dwarf fighter



Priest Class

Crusading templars, prophetic shamans, or mad-eyed zealots who wield the power of their gods to cleanse the unholy.

Weapons: Club, crossbow, dagger, mace, longsword, staff, warhammer

Armor: All armor and shields

Hit Points: 1d6 per level

Languages. You know either Celestial, Diabolic, or Primordial.

Turn Undead. You know the *turn undead* spell. It doesn't count toward your number of known spells.

Deity. Choose a god to serve who matches your alignment (see Deities, pg. 30). You have a holy symbol for your god (it takes up no gear slots).

Spellcasting. You can cast priest spells you know.

You know two tier 1 spells of your choice from the priest spell list on pg. 57.

Each time you gain a level, you choose new priest spells to learn according to the Priest Spells Known table.

For casting priest spells, see Spellcasting on pg. 52.

PRIEST TALENTS

2d6	Effect
2	Gain advantage on casting one spell you know
3-6	+1 to melee or ranged attacks
7-9	+1 to priest spellcasting checks
10-11	+2 to Strength or Wisdom stat
12	Choose a talent or +2 points to distribute to stats

PRIEST SPELLS KNOWN

Spells Known By Spell Tier

Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	3	2	2	-	-
7	3	3	2	1	-
8	3	3	2	2	-
9	3	3	2	2	1
10	3	3	3	2	2

Thief Class

Rooftop assassins, grinning con artists, or cloaked cat burglars who can pluck a gem from the claws of a sleeping demon and sell it for twice its worth.

Weapons: Club, crossbow, dagger, shortbow, shortsword

Armor: Leather armor, mithral chainmail

Hit Points: 1d4 per level

Backstab. If you hit a creature who is unaware of your attack, you deal an extra weapon die of damage. Add additional weapon dice of damage equal to half your level (round down).

Thievery. You are adept at thieving skills and have the necessary tools of the trade secreted on your person (they take up no gear slots).

You are trained in the following tasks and have advantage on any associated checks:

- Climbing
- Sneaking and hiding
- Applying disguises
- Finding and disabling traps
- Delicate tasks such as picking pockets and opening locks

THIEF TALENTS

2d6	Effect
2	Gain advantage on initiative rolls (reroll if duplicate)
3-5	Your Backstab deals +1 dice of damage
6-9	+2 to Strength, Dexterity, or Charisma stat
10-11	+1 to melee and ranged attacks
12	Choose a talent or +2 points to distribute to stats

Wizard Class

Rune-tattooed adepts, bespectacled magi, and flame-conjuring witches who dare to manipulate the fell forces of magic.

Weapons: Dagger, staff

Armor: None

Hit Points: 1d4 per level

Languages. You know two additional common languages and two rare languages (see pg. 29).

Learning Spells. You can permanently learn a wizard spell from a spell scroll by studying it for a day and succeeding on a DC 15 Intelligence check.

Whether you succeed or fail, you expend the spell scroll.

Spells you learn in this way don't count toward your known spells.

Spellcasting. You can cast wizard spells you know.

You know three tier 1 spells of your choice from the wizard spell list (see pg. 57).

Each time you gain a level, you choose new wizard spells to learn according to the Wizard Spells Known table.

For casting wizard spells, see Spellcasting on pg. 52.

WIZARD SPELLS KNOWN

Spells Known By Spell Tier

Level	1	2	3	4	5
1	3	-	-	-	-
2	4	-	-	-	-
3	4	1	-	-	-
4	4	2	-	-	-
5	4	2	1	-	-
6	4	3	2	-	-
7	4	3	2	1	-
8	4	4	2	2	-
9	4	4	3	2	1
10	4	4	4	2	2

WIZARD TALENTS

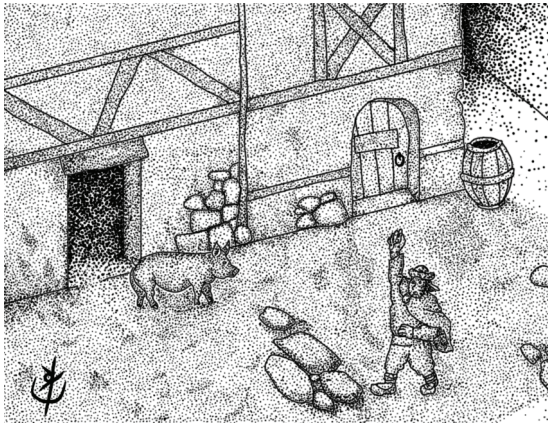
2d6	Effect
2	Make one random magic item (see *GM Quickstart Guide*)
3-7	+2 to Intelligence stat or +1 to wizard spellcasting checks
8-9	Gain advantage on casting one spell you know
10-11	Learn one additional wizard spell of any tier you know
12	Choose a talent or +2 points to distribute to stats

Titles

As you gain levels, your title changes to reflect an increase in your fame (or infamy).

Your legend begins to precede you as your renown grows, for good or for ill.

An improved title could present opportunities that were previously out of your reach.

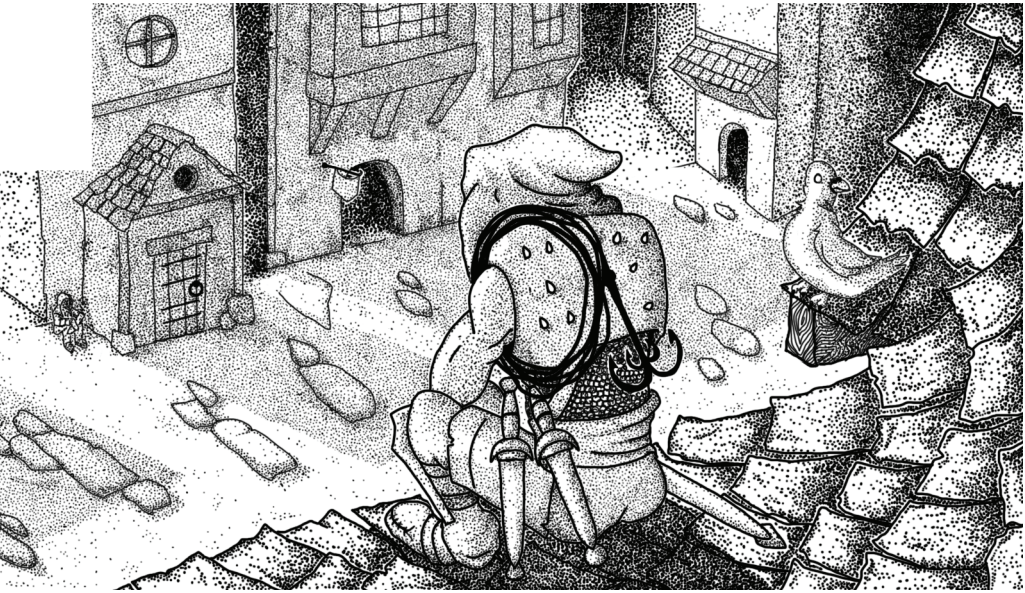


FIGHTER TITLES

Level	Lawful	Chaotic	Neutral
1-2	Squire	Knave	Warrior
3-4	Cavalier	Bandit	Barbarian
5-6	Knight	Slayer	Battlerager
7-8	Thane	Reaver	Warchief
9-10	Lord/Lady	Warlord	Chieftain

PRIEST TITLES

Level	Lawful	Chaotic	Neutral
1-2	Acolyte	Initiate	Seeker
3-4	Crusader	Zealot	Invoker
5-6	Templar	Cultist	Haruspex
7-8	Champion	Scourge	Mystic
9-10	Paladin	Chaos Knight	Oracle



THIEF TITLES

Level	Lawful	Chaotic	Neutral
1-2	Footpad	Thug	Robber
3-4	Burglar	Cutthroat	Outlaw
5-6	Rook	Shadow	Rogue
7-8	Underboss	Assassin	Renegade
9-10	Boss	Wraith	Bandit King/Queen

WIZARD TITLES

Level	Lawful	Chaotic	Neutral
1-2	Apprentice	Adept	Shaman
3-4	Conjurer	Channeler	Seer
5-6	Arcanist	Witch/Warlock	Warden
7-8	Mage	Diabolist	Sage
9-10	Archmage	Sorcerer	Druid

Alignment

Alignment defines your role in the clash between good and evil. All creatures are connected to the eternal conflict waged by Law, Chaos, and Neutrality, whether they know it or not.

Law is benevolence, Chaos is malevolence, and Neutrality is impartial, favoring neither.

Choose one of the following three alignments.

CHAOTIC

Chaotic characters align themselves with destruction, ambition, and wickedness. Chaotic characters adopt a "survival of the fittest" mentality.

LAWFUL

Lawful characters align themselves with fairness, order, and virtue. Lawful characters operate from a "good of the whole" mentality.

NEUTRAL

Neutral characters find balance between Law and Chaos. They align with the cycle of growth and decline, adopting a "nature must take its course" mentality.

Languages

COMMON LANGUAGES

Language	Who Speaks It
Common	Most humanoids
Dwarvish	Dwarves
Elvish	Elves
Giant	Giants, ogres, trolls
Goblin	Bugbears, goblins, hobgoblins
Merran	Merfolk, sahuagin, sirens
Orcish	Orcs
Reptilian	Lizardfolk, viperians
Sylvan	Centaurs, dryads, faeries
Thanian	Minotaurs, beastmen, manticores

RARE LANGUAGES

Language	Who Speaks It
Celestial	Angels
Diabolic	Demons, devils
Draconic	Dragons
Primordial	Elder things, elementals

"Language is the key to the most important doors."
-Creeg, human wizard

Deities

The many gods of the universe are the personifications of Law, Chaos, and Neutrality.

The most well-known gods are listed here. A character may worship any deity, or none.

Priests must choose one god to serve faithfully. A priest's deity can revoke the gift of spellcasting if the priest commits blasphemous acts.

Most folk worship one of **The Four Lords**, the lawful and neutral gods who stand for justice, order, and mercy.

Malevolent beings worship one of **The Dark Trio**, chaotic deities who evince power, destruction, and cruelty.

There were once nine primary gods, but two are **The Lost**, forbidden or forgotten. Many folk still refer to The Nine in the oaths they swear, and ancient stories always begin with, "Beneath the Eyes of The Nine..."

SAINT TERRAGNIS (LAWFUL)

A legendary knight who is the patron of most lawful humans. She ascended to godhood long ago and is the embodiment of righteousness and justice.

GEDE (NEUTRAL)

The god of feasts, mirth, and the wilds. Gede is usually peaceful, but primal storms rage when her anger rises. Many elves and halflings worship her.

MADEERA THE COVENANT (LAWFUL)

Madeera was the first manifestation of Law. She carries every law of reality, a dictate called the Covenant, written on her skin in precise symbols.

ORD (NEUTRAL)

Ord the Unbending, the Wise, the Secret-Keeper. He is the god of magic, knowledge, secrets, and equilibrium.

MEMNON (CHAOTIC)

Memnon was the first manifestation of Chaos. He is Madeera's twin, a red-maned, leonine being whose ultimate ambition is to rend the cosmic laws of the Covenant from his sister's skin.

RAMLAAT (CHAOTIC)

Ramlaat is the Pillager, the Barbaric, the Horde. Many orcs worship him and live by the Blood Rite, a prophecy that says only the strongest will survive a coming doom.

SHUNE THE VILE (CHAOTIC)

Shune whispers arcane secrets to sorcerers and witches who call to her in the dark hours. She schemes to displace Ord so she can control the vast flow of magic herself.

THE LOST (?)

Two of The Nine are lost to the ages, their names expunged from history and memory. Yet their whispered legend lingers on in ancient, forbidden texts and secret, deep places...

Gear

Arrows. Ammunition for shortbows or longbows.

Backpack. Holds all the gear you can carry. Don't lose it.

Caltrops. Tiny, triangle-shaped iron spikes. Living creatures who step on caltrops take 1 damage and can only move at half speed for 10 rounds.

Coin. One gold piece (**gp**) is worth 10 silver pieces (**sp**) and 100 copper pieces (**cp**).

Crossbow bolts. Ammunition for crossbows.

Crowbar. Grants advantage on checks to pry open stuck objects.

Flask or bottle. Glass containers that hold one draught of liquid.

Flint and steel. A small fire starter. With it, routine attempts to light a fire always succeed.

Gem. Gems come in numerous varieties and are very valuable.

Grappling hook. A rope anchor with three, curved tines.

Iron spikes. Strong spikes. Each has a hole for threading rope. Can be hammered in with weapons or other iron spikes.

Lantern. Casts light up to a double near distance (see Light, pg. 46). Requires oil. Has a shutter to hide the light.

Mirror. A small, polished mirror.

Oil flask. Fuels a lantern for one hour of real time. One flask covers a close area and burns for 4 rounds, dealing 1d4 damage each round.

Pole. Wooden, 10' long.

Rations. One day of food and water supply for one person.

Rope. Hemp, 60’ long.

Torch. Sheds light to a near distance (see Light Sources, pg. 46). Burns for one hour of real time.

BASIC GEAR

Item	Cost	Quantity Per Gear Slot
Arrows (20)	1 gp	1-20
Backpack	2 gp	1 (first one free to carry)
Caltrops (one bag)	5 sp	1
Coin	Varies	100 (first 100 free to carry)
Crossbow bolts (20)	1 gp	1-20
Crowbar	5 sp	1
Flask or bottle	3 gp	1
Flint and steel	5 sp	1
Gem	Varies	1-10
Grappling hook	1 gp	1
Iron spikes (10)	1 gp	1-10
Lantern	5 gp	1
Mirror	10 gp	1
Oil, flask	5 sp	1
Pole	5 sp	1
Rations (3)	5 sp	1-3
Rope, 60'	1 gp	1
Torch	5 sp	1

GEAR SLOTS

You can carry a number of items equal to your Strength stat or 10, whichever is higher.

Unless noted, all gear besides typical clothing fills one **gear slot**. Gear that is hard to transport might fill more than one slot.

CRAWLING KIT

A crawling kit costs 7 gp. It uses 7 gear slots and contains the following items.

CRAWLING KIT

Items	Quantity	Gear Slots	Cost
Backpack	1	0	2 gp
Flint and steel	1	1	5 sp
Torch	2	2	1 gp
Rations	3	1	5 sp
Iron spikes	10	1	1 gp
Grappling hook	1	1	1 gp
Rope, 60'	1	1	1 gp

ARMOR

Item	Cost	Gear Slots	AC	Properties
Leather armor	10 gp	1	11 + DEX mod	-
Chainmail	60 gp	2	13 + DEX mod	Disadv on stealth, swim
Plate mail	130 gp	3	15	No swim, disadv stealth
Shield	10 gp	1	+2	Occupies one hand
Mithral (metal armor only)	x4	-1	-	No penalty stealth, swim

WEAPONS

Weapon	Cost	Type	Range	Damage	Properties
Bastard sword	10 gp	M	C	1d8/1d10	V, 2 slots
Club	5 cp	M	C	1d4	-
Crossbow	8 gp	R	F	1d6	2H, L
Dagger	1 gp	M/R	C/N	1d4	F, Th
Greataxe	10 gp	M	C	1d8/1d10	V, 2 slots
Greatsword	12 gp	M	C	1d12	2H, 2 slots
Javelin	5 sp	M/R	C/F	1d4	Th
Longbow	8 gp	R	F	1d8	2H
Longsword	9 gp	M	C	1d8	-
Mace	5 gp	M	C	1d6	-
Shortbow	6 gp	R	F	1d4	2H
Shortsword	7 gp	M	C	1d6	-
Spear	5 sp	M/R	C/N	1d6	Th
Staff	5 sp	M	C	1d4	2H
Warhammer	10 gp	M	C	1d10	2H

Finesse (F). You can use your Strength or Dexterity when attacking with this weapon.

Loading (L). You must forgo moving to reload this weapon.

Thrown (Th). You can throw this weapon to make a ranged attack with it using Strength.

Two-handed (2H). You must use this weapon with two hands.

Versatile (V). You can use this weapon with one or two hands. Use the higher damage die if you're wielding it with two.

Weapon types. Melee weapons (M) strike at arm's reach, and ranged weapons (R) strike at a distance.

Range. You can use a weapon at close (C), near (N), or far (F) range (see Distances, pg. 47).

Character Names

CHARACTER NAMES

d20	Dwarf	Elf	Goblin	Halfling	Half-Orc	Human
1	Hilde	Eliara	Iggs	Willow	Vara	Zali
2	Torbin	Ryarn	Tark	Benny	Gralk	Bram
3	Marga	Sariel	Nix	Annie	Ranna	Clara
4	Bruno	Tirolas	Lenk	Tucker	Korv	Nattias
5	Karina	Galira	Roke	Marie	Zasha	Rina
6	Naugrim	Varos	Fitz	Hobb	Hrogar	Denton
7	Brenna	Daeniel	Tila	Cora	Klara	Mirena
8	Darvin	Axidor	Riggs	Gordie	Tragan	Aran
9	Elga	Hiralia	Prim	Rose	Brolga	Morgan
10	Alric	Cyrwin	Zeb	Ardo	Drago	Giralt
11	Isolde	Lothiel	Finn	Alma	Yelena	Tamra
12	Gendry	Zaphiel	Borg	Norbert	Krull	Oscar
13	Bruga	Nayra	Yark	Jennie	Ulara	Ishana
14	Junnor	Ithior	Deeg	Barvin	Tulk	Rogar
15	Vidrid	Amriel	Nibs	Tilly	Shiraal	Jasmin
16	Torson	Elyon	Brak	Pike	Wulf	Tarin
17	Brielle	Jirwyn	Fink	Lydia	Ivara	Yuri
18	Ulfgar	Natinel	Rizzo	Marlow	Hirok	Malchor
19	Sarna	Fiora	Squib	Astrid	Aja	Lienna
20	Grimm	Ruhiel	Grix	Jasper	Zoraan	Godfrey

"Whoever named you sure got it right."
-Ralina, halfling thief, to Rotbreath the Troll

Level Advancement

EXPERIENCE POINTS

XP represents your learning, influence, and increasing skill.

XP awards are based on the quality of the treasure and boons you gain during a session.

The GM can award XP right away or at the end of each session.

LEVELING UP

To gain a level, you need to earn your **current level x 10 XP**.

Once you reach a new level, your total XP resets back to zero.

You get any new title, spells, and talent improvements listed for your level. Your maximum HP increases, and you might also gain a talent roll.

ADVANCEMENT

Level	Talent	Level Up At...
1	+1	10 XP
2	-	20 XP
3	+1	30 XP
4	-	40 XP
5	+1	50 XP
6	-	60 XP
7	+1	70 XP
8	-	80 XP
9	+1	90 XP
10	-	100 XP

TALENT ROLL

You gain one roll on your class's talent table when you reach the indicated levels. Duplicate talents stack unless noted.

INCREASED HP

Roll your class's hit points die and add it to your maximum HP.

"Certain doom is a challenge, not a promise."
-Iraga, half-orc priest

Gameplay

The Shadowdark is like a sleeping bear. Only go near it if you have a 10-foot pole and are prepared to die.

Rolling the Dice

ADVANTAGE

When you have advantage on a roll, it means you're in a strong position to succeed.

For example, you might be attacking from the high ground, or you might have just failed at a task and now have insight into how to succeed if you try again.

To roll with advantage, roll the same die twice and use the better result.

DISADVANTAGE

When you have disadvantage on a roll, it means you're in a strong position to fail.

For example, you might be trying to strike an enemy while blinded by sand, or navigating a maze while confused by disorienting poison.

To roll with disadvantage, roll the same die twice and use the worse result.

CANCELING

If you have both advantage and disadvantage on a roll, they cancel each other out.

NATURAL 20

When a d20 die roll shows a 20, what you're doing succeeds to your maximum capacity. An attack roll automatically hits and is a critical hit (see Damage on pg. 51).

NATURAL 1

When a d20 die roll shows a 1, what you're doing fails to your maximum capacity. An attack roll automatically misses and might even strike an ally.

THE D6 DECIDER

If there's a random chance for an outcome, such as whether a dropped torch goes out, the GM calls for a d6 roll. A 1-3 results in the worse outcome for the players, and a 4-6 results in the better one.

Luck Tokens

Sometimes the GM awards a **luck token** to a player for exceptional roleplaying, heroism, or just plain coolness.

Each player can only have one luck token at a time.

You can cash in a luck token to reroll any roll you just made. You must use the new result.

You can also give your luck token to a companion.

HOW MANY TO GIVE?

The GM might award 3-5 luck tokens per player during a session with a pulpy, heroic feel.

Alternatively, the GM might only give out 1 luck token per player during a game session that is grim, difficult, and dark.

Big sacrifices, moving speeches, or incredibly daring maneuvers might be worthy of a luck token, whether or not the character's action was successful.

Using Stats

Certain tasks fall under specific stats. The following examples illustrate common uses for each one.

The difference between Intelligence and Wisdom can be tricky. If in doubt, remember **Wisdom** is for sensory acuity and instinct, while **Intelligence** covers knowledge and logic.

STRENGTH

- Smashing open locked doors
- Bending the bars of a prison cell or sewer grate
- Lifting a large rock overhead
- Stopping a runaway ship's helm from spinning

DEXTERITY

- Diving away from a trap that flings a hail of needles
- Disabling a tripwire without activating it
- Scaling a sheer castle wall
- Fooling onlookers with sleight of hand tricks

CONSTITUTION

- Holding your breath underwater
- Withstanding intense pain
- Resisting the effects of poison

INTELLIGENCE

- Giving first aid to a dying character
- Recalling the path through a twisting maze
- Finding food and water sources in the wilderness

WISDOM

- Spotting a well-hidden enemy
- Determining the direction of a faint noise or smell
- Deciphering the sounds on the other side of a door

CHARISMA

- Performing ventriloquism
- Applying a disguise
- Rallying allies who are terrified by a monster

Making Checks

WHEN TO ROLL?

Usually, you succeed at what you're trained to do without needing to roll a check.

For example, a wizard is always able to read magical runes, and a thief always finds a trap if searching in the right area.

If you take the time to scan the sky for threats or examine a stretch of wall for a secret door, you simply succeed.

Social encounters usually rely on what you say rather than Charisma checks. Narrating a moving speech or using secret information you gathered to influence an NPC does not require a check to succeed.

The GM asks for a check when the following is true:

- The action has a **negative consequence** for failure
- The action requires **skill**
- There is **time pressure**

DIFFICULTY CLASS

The four standard DCs represent how difficult an action is.

Easy, DC 9. Leaping a narrow chasm, sneaking up on an inattentive guard.

Normal, DC 12. Kicking open a stuck door, picking a poor lock.

Hard, DC 15. Swimming against a strong current, giving first aid to stop a character from dying.

Extreme, DC 18. Climbing a slippery cliff one-handed, restraining a frenzied lion.

OPPOSED CHECKS

If multiple creatures are working against each other on a conflicting task, an opposed check decides who succeeds.

To make an opposed check, each participant rolls one relevant stat check at the same time, even if it's not their turn. The highest result wins (reroll ties).

Time

REAL TIME

Time passes in the game world at the same pace it's passing in the real world. One minute or hour of game time is equal to one minute or hour in real time.

This matters for tracking light sources, because most light sources only last for one hour of real time.

If you can't track real time in your game, assume one hour is equal to 10 rounds.

TURNS AND ROUNDS

A **turn** is a player's moment to describe what their character does to the GM. Players act one by one on each of their turns.

Some turns need a bit of room to breathe. A character who is speaking with someone can make a few reasonable exchanges back and forth.

A **round** completes when each person has taken one turn.

TIME PASSES

Every moment in the game doesn't have to be accounted for in real time.

For example, if the characters want to spend 10 minutes examining a room from top to bottom, the GM and players can agree that time passes.

When time passes, the GM and players move any timers down by that amount.

Minutes Pass. Effects with a duration of rounds expire. The GM rolls one random encounter check that occurs on a 1-3 on a d6 while this time is passing.

Hours/Days Pass. Effects with a duration shorter than the time passed expire. The GM uses overland travel rules to check for encounters (see *Game Master Quickstart Guide*, pg. 14).

After resolving encounters, the game world fast-forwards to the new point in time.

Turn Order

INITIATIVE

Shadowdark RPG is played in turn order right from the start.

At the beginning of the game, the GM establishes **initiative**, or the order in which the players act. Everyone rolls a d20 and adds their DEX modifier. The GM adds the highest DEX modifier of any monsters, if relevant.

The person who rolled the highest takes the first turn, and the turn order moves clockwise from that individual.

PLAYER TURN

1. The player counts down any personal timers for spells and other effects.

2. The player takes an action and may move up to near (split up in any way). The player can move near again if skipping an action.

3. The GM describes what happens as a result of the player's turn.

GM TURN

1. The GM counts down any timers not tracked by players.

2. The GM checks for a random encounter, if needed.

3. The GM takes actions and makes movements for any relevant creatures or environmental effects.

4. The GM describes what the characters notice as a result of steps 1-3.

ENCOUNTERS

An encounter occurs when a challenge presents itself that stops the characters' progress. An encounter could include a monster charging out of the darkness, a sinkhole breaking open in the ground, or a town guard halting the characters.

The GM rolls for the chance of an encounter every few rounds depending on how dangerous the characters' environment is.

Crawling

Characters are in **crawling rounds** while not in combat.

THE SHADOWDARK

The Shadowdark is any place where darkness, danger, and myth reign supreme.

It could be among the crumbling ruins buried inside a forgotten mountain stronghold.

It could be within the spellwrought castle of an undead sorcerer who probes the universe for arcane secrets.

It could be beneath the cursed trees where squirming abominations boil out of a black pit, pulping all in their path.

VISION

All characters need light to see, but that's not true for the darkness-adapted beings of the Shadowdark.

Any area outside the characters' light sources is in total darkness.

LIGHT SOURCES

Most light sources last for up to an hour of real time and illuminate a limited area.

New light sources lit while another is already active "ride along" on the current timer.

That said, the GM should use their best discretion and avoid being punitive; if there isn't much time left on the current timer and the characters light a new torch, snuff out all old light sources and start a new timer.

There should only be one active light timer except in rare cases.

TOTAL DARKNESS

While in total darkness, a creature who is not darkness-adapted has disadvantage on most tasks it tries to undertake, as determined by the GM.

Also, the environment becomes **deadly**. Check for a random encounter every crawling round.

MOVEMENT

Distances. Distances are broken up into **close** (5 feet), **near** (up to 30 feet), and **far** (within sight during an encounter or scene).

Climbing. Strength or Dexterity check to climb half your speed. Fall if you fail by 5+ points.

Falling. You take 1d6 damage for every 10 feet you fall.

Moving Through. You can move freely through allies. You must pass a Strength or Dexterity check to move through enemies.

Swimming. Make a Strength check to swim half your speed or a Constitution check to hold your breath. If you fail, you take 1d6 damage each round until you exit the hazard.

REGROUP

During crawling rounds, the GM can ask the players if they want to **regroup**. To regroup, any PCs within eyesight or earshot of each other who are able to move freely may immediately move within near of each other. Then, initiative continues as normal.

CONDITIONS

Some effects impose a condition on a character, such as blindness from a blast of fungal spores or the inability to move while tangled in a giant spider web.

Advantage and disadvantage apply to most situations, as does common sense.

For example, a blinded character has disadvantage on tasks requiring sight, and a character stuck in a giant spider web can't move until freed.

ACTIONS

While crawling, characters can take actions that might include:

- Prying a gem from a statue
- Sneaking up on a slumbering manticore
- Swimming to the bottom of an oily pool of water
- Tapping on a suspicious wall to check for a hidden door
- Scanning a room for signs of hidden enemies
- Giving a rousing speech to a group of fearful townsfolk

Resting

RESTING

Injured characters can rest to recover from their wounds. To rest, a character must consume a ration and sleep for 8 hours.

Sleep can be broken up for light and routine tasks, such as taking a turn on watch.

Interruption. Each stressful interruption of rest (including combat) requires an affected character to make a DC 12 Constitution check.

On a failure, the character consumes a ration but gains no benefit from resting.

Success. A character who successfully rests regains all lost hit points and recovers any stat damage that was not permanent.

Additionally, some talents, spells, or items regain their ability to be used after a successful rest.

DANGER LEVEL

Characters can rest anywhere, but doing so inside a dungeon or perilous environment carries a high chance of failure due to the risk of a random encounter.

While the characters are resting in a dangerous environment, the Game Master checks for random encounters using the overland travel cadence:

Unsafe. Check every 3 hours.

Risky. Check every 2 hours.

Deadly. Check every hour.

CAMPFIRE

In many cases, adventurers need a light source while resting. Characters can combine three torches into a campfire that can't be moved once lit.

A campfire lasts up to 8 hours while at least one character remains near to it, and it casts light out to a near distance.

Stealth and Surprise

HIDING AND SNEAKING

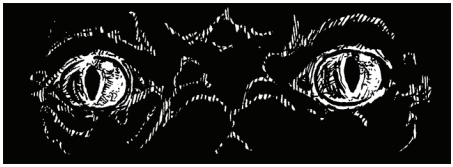
Creatures who are hiding or sneaking must succeed on Dexterity checks to go undetected by other creatures within eyesight or earshot.

The GM determines the frequency and difficulty of the check based on the environment.

The GM might secretly roll the check for a character if knowledge of the outcome impacts the situation.

Hiding Limitations. Creatures can't hide while other creatures are able to see them, even at a casual glance.

It might also be impossible to hide if there's nowhere for a creature to stay out of sight.



DETECTING

Detecting a hiding or sneaking creature requires the searcher to actively look or listen.

Looking in the right place automatically reveals a hidden creature. Otherwise, the searcher must succeed on a Wisdom check to perceive a hiding or sneaking creature.

SURPRISE

A creature who begins its turn undetected has the advantage of surprise. If combat hasn't started yet, those with surprise take one turn before the combat initiative roll (see Combat Initiative! on pg. 50).

A creature has advantage on attack rolls against surprised targets.

Attacking from hiding gives away the attacker's position afterwards unless the GM determines otherwise.

Combat

When a fight breaks out, **combat rounds** begin!

DETERMINE SURPRISE

The GM determines if any creatures are unaware of each other. A creature who surprises another takes one turn before a new initiative order is rolled.

COMBAT INITIATIVE!

After surprise turns, the GM calls for new initiative. Everyone makes a Dexterity check (the GM uses the highest Dexterity modifier of any monsters).

The person with the highest result takes the first turn. Turns go clockwise from that person.

COMBAT TURNS

Characters can take one action and move near on their turn, splitting up the movement however they want. Characters can move near again if they don't take an action.

ACTIONS

Melee Attack. Melee attacks use melee weapons. Roll 1d20 + your Strength modifier + talent bonuses. You hit the target if your total is equal to or greater than its AC.

Ranged Attack. Ranged attacks use ranged weapons. Roll 1d20 + your Dexterity modifier + talent bonuses. You hit the target if your total is equal to or greater than its AC.

Cast A Spell. Casting a spell takes one action (see Spellcasting on pg. 52).

Improvise. Do an improvised action, such as swinging across a ravine on a vine. The GM might determine it requires a check or attack roll.

Multitask. Characters can do small, parallel tasks on their turns, such as standing up, speaking, activating a magic item, or quaffing a potion. This doesn't typically use their action.

DAMAGE

When you hit a target with an attack or spell, you damage it. Roll your weapon or spell's damage dice + talent bonuses. The GM subtracts that amount from the target's hit points.

Knockout. You can choose to knock a creature unconscious instead of killing it if you reduce it to 0 hit points.

Critical Hit. You deal a critical hit if you roll a natural 20 on an attack roll or spellcasting check.

For a **weapon**, double its damage dice on the attack. For a **spell**, you may double one of its numerical effects (see pg. 53).

TERRAIN

Attacking or casting a spell on a creature that is hiding at least half its body behind interposing terrain has disadvantage. If you can't see a creature at all due to terrain, you can't target it.

Creatures can only move half the normal distance through terrain that hampers free movement, such as ice or deep mud.

MORALE

Enemies who are reduced to half their ranks (or half their HP for a solo enemy) **flee** if they fail a DC 15 Wisdom check. For large groups, the GM makes one check with the leader's modifier.

DEATH

A character who goes to 0 HP falls unconscious and is **dying**. A character who goes above 0 HP wakes up and is no longer dying.

Death Timer. A dying character rolls 1d4 + their CON modifier (minimum 1 total) on their turn. They die in that many rounds unless healed or stabilized.

On each of the character's subsequent turns, that player rolls a d20. On a natural 20, the character rises with 1 hit point.

Stabilize. An intelligent being can give first aid to a dying creature at close range. On a successful DC 15 Intelligence check, the target stops dying (but is still unconscious).

Death. A character who perishes is retired from the game.

Casting Spells

Spellcasters use the raw power of creation and destruction to bend reality, shaping it to the will of their gods or ambitions.

Wizard magic is fickle, complicated, and volatile. Even the most learned mages tread carefully when reaching beyond the veil to grasp arcane energies.

Priest magic is miraculous, sacred, and instinctive. Priests who offend their gods might lose the ability to cast spells until they can undertake penance.

CASTING

When you **cast** a spell, you invoke magic to cause an effect. Casting a spell takes your action.

Characters with the spellcasting talent can cast spells.

To cast a **wizard** spell you know, make a spellcasting check by rolling 1d20 + your Intelligence modifier.

To cast a **priest** spell you know, make a spellcasting check by rolling 1d20 + your Wisdom modifier.

The **DC** to successfully cast a spell is 10 + the spell's tier.

RESULTS

If you **succeed** on your spellcasting check, the spell takes effect.

If you **fail** your spellcasting check, the spell does not take effect. You can't cast that spell again until you complete a rest.

CRITICAL SUCCESS

If you roll a natural 20 on your spellcasting check, you may double one of the spell's numerical effects. This remains in effect on a **focus** spell (see pg. 56) until your next focus check.

CRITICAL FAILURE

If you roll a natural 1 on your spellcasting check, the spell does not take effect. If it was a **focus** spell, the spell immediately ends (see pg. 56 for more details on focus spells).

Wizard Spell. If the spell was a wizard spell, you can't cast that spell again until you successfully complete a rest. You must also roll on the Wizard Mishap table corresponding to the spell's tier (see pg. 54).

Priest Spell. If the spell was a priest spell, your deity is greatly displeased and revokes its power. You can't cast that spell again until you complete ritualistic penance to your deity and successfully complete a rest.

PENANCE

The GM determines the exact nature of the penance you must undertake based on your deity and alignment.

Penance requires a holy quest, ritualistic atonement, or a material sacrifice that you donate or destroy.

Inadequate or subversive penance (such as donating your sacrifice to a party member) only displeases your deity further and makes the spell loss permanent.

SACRIFICE VALUE

Spell Tier	Value
1	5 gp
2	20 gp
3	40 gp
4	90 gp
5	150 gp

Wizard Mishaps

WIZARD MISHAP TIER 1-2

d12	Effect
1	**Devastation!** Roll twice and combine both effects (reroll any further 1s)
2	**Explosion!** You take 1d8 damage
3	**Refraction!** You target yourself with the spell
4	**Your hand slipped!** You target a random ally with the spell
5	**Mind wound!** You can't cast this spell again for a week
6	**Discorporation!** One random piece of your gear disappears forever
7	**Spell worm!** You lose the ability to cast a random spell on each of your turns until you pass a DC 12 Constitution check. You regain the ability to cast those spells after completing a rest
8	**Harmonic failure!** You lose the ability to cast a random spell until you complete a rest
9	**Poof!** You suppress all light within a near distance from you, including sunlight and magical light, for 10 rounds
10	**The horror!** You scream uncontrollably for 3 rounds in Primordial, drawing lots of attention
11	**Energy surge!** You glow bright purple for 10 rounds, granting enemies advantage on attacks against you
12	**Unstable conduit!** You have disadvantage on casting spells of the same tier for 10 rounds

Scrolls and Wands

USING SCROLLS AND WANDS

Scrolls and wands contain magic spells. Spellcasters can use them to cast these spells if the spell is on their spell list (even if they don't know the spell).

To do so, they must succeed on a spellcasting check with a DC of **10 + the tier** of the spell contained in the wand or scroll.

Treat this the same as normal spellcasting with the following additions.

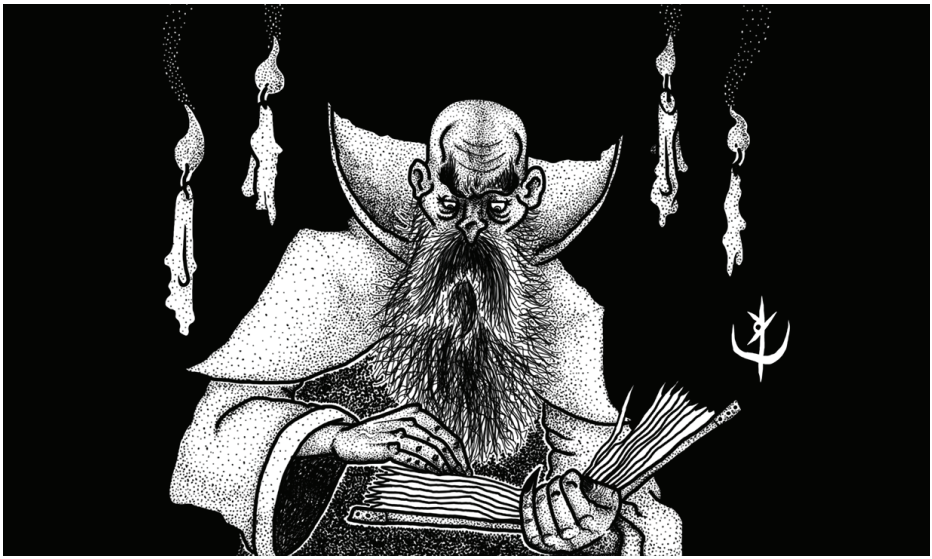
SCROLLS

After a successful or failed casting attempt, the magical writing disappears from the scroll and it ceases to work.

WANDS

On a failed casting attempt, the wand stops functioning until you complete a rest.

On a critical failure, the wand breaks and permanently ceases to work. The spellcaster incurs a mishap or penance as usual.



Spell Attributes

TIERS

Spells are classified according to their tiers, which range from 1-5.

RANGE

Range determines at what distance (close, near, or far) you can deliver the spell's effects. Self range means you can only target yourself with the spell.

DURATION

Duration is how long the spell effects last. Spells can have an instant effect or last for several turns, rounds, or longer. See Focus for spells with a focus duration.

OVERLAPPING EFFECTS

Ongoing effects of the same spell on the same target do not combine. The spell with the most powerful effect takes precedence, such as the spell with the longer remaining duration.

FOCUS

Some spells last for as long as you focus. You can't cast other focus spells while focusing. You can end a focus spell at any time.

To maintain focus, make a spellcasting check at the start of your turn as if you were casting that spell.

Success. The spell remains in effect until the start of your next turn.

Failure. The spell ends. If you were focusing, you do not lose the ability to cast that spell. However, if you **critically fail** on a check to maintain focus, treat it as a standard critical failure (see pg. 53 for details on criticals).

If you take damage or become distracted while focusing (due to an earthquake, for example), you must immediately make a spellcasting check to maintain focus.

Spell Lists

PRIEST TIER 1

- Cure Wounds
- Holy Weapon
- Light
- Protection from Evil
- Shield of Faith
- Turn Undead

PRIEST TIER 2

- Augury
- Blind/Deafen
- Bless
- Cleansing Weapon
- Smite
- Zone of Truth

WIZARD TIER 1

- Alarm
- Burning Hands
- Charm Person
- Detect Magic
- Feather Fall
- Floating Disk
- Hold Portal
- Light
- Mage Armor
- Magic Missile
- Protection from Evil
- Sleep

WIZARD TIER 2

- Acid Arrow
- Alter Self
- Detect Thoughts
- Fixed Object
- Hold Person
- Invisibility
- Knock
- Levitate
- Mirror Image
- Misty Step
- Silence
- Web

Spells

ACID ARROW

Tier 2, wizard

Duration: Focus

Range: Far

You conjure a corrosive bolt that hits one foe, dealing 1d6 damage a round. The bolt remains in the target for as long as you focus.

ALARM

Tier 1, wizard

Duration: 1 day

Range: Close

You touch one object, such as a door threshold, setting a magical alarm on it.

If any creature you do not designate while casting the spell touches or crosses past the object, a magical bell sounds in your head.

ALTER SELF

Tier 2, wizard

Duration: 5 rounds

Range: Self

You magically change your physical form, gaining one feature that modifies your existing anatomy.

For example, you can grow functional gills on your neck or bear claws on your fingers. This spell can't grow wings or limbs.

AUGURY

Tier 2, priest

Duration: Instant

Range: Self

You interpret the meaning of supernatural portents and omens. Ask the GM one question about a specific course of action. The GM says whether the action will lead to "weal" or "woe."

BLESS

Tier 2, priest

Duration: Instant

Range: Close

One creature you touch gains a luck token.

BLIND/DEAFEN

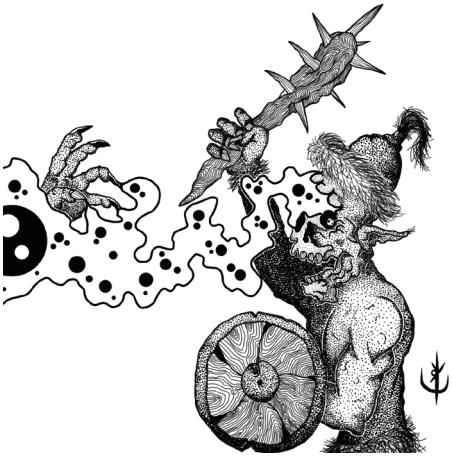
Tier 2, priest

Duration: Focus

Range: Near

You utter a divine censure, blinding or deafening one creature you can see in range.

The creature has disadvantage on tasks requiring the lost sense.



BURNING HANDS

Tier 1, wizard

Duration: Instant

Range: Close

You spread your fingers with thumbs touching, unleashing a circle of flame that fills a close area around where you stand.

Creatures within the area of effect take 1d6 damage. Unattended flammable objects ignite.

CHARM PERSON

Tier 1, wizard

Duration: 1d8 days

Range: Near

You magically beguile one humanoid of LV 2 or less within near range, who regards you as a friend for the duration.

The spell ends if you or your allies do anything harmful to the target.

The target knows it was magically charmed after the spell ends.

CLEANSING WEAPON

Tier 2, priest

Duration: 5 rounds

Range: Close

One weapon you touch is wreathed in purifying flames. It deals an additional 1d4 damage (1d6 vs. undead) for the duration.

CURE WOUNDS

Tier 1, priest

Duration: Instant

Range: Close

Your touch restores ebbing life.

Roll a number of d6s equal to 1 + half your level (rounded down). One target you touch regains that many hit points.

DETECT MAGIC

Tier 1, wizard

Duration: Focus

Range: Near

You can sense the presence of magic within near range for the spell's duration. If you focus for two rounds, you discern its general properties. Full barriers block this spell.

DETECT THOUGHTS

Tier 2, wizard

Duration: Focus

Range: Near

You peer into the mind of one creature you can see within the spell's range.

Each round, you learn the target's immediate thoughts.

On its turn, the target makes a Wisdom check opposed by your last spellcasting check. If the target succeeds, it notices your presence in its mind and the spell ends.

FEATHER FALL

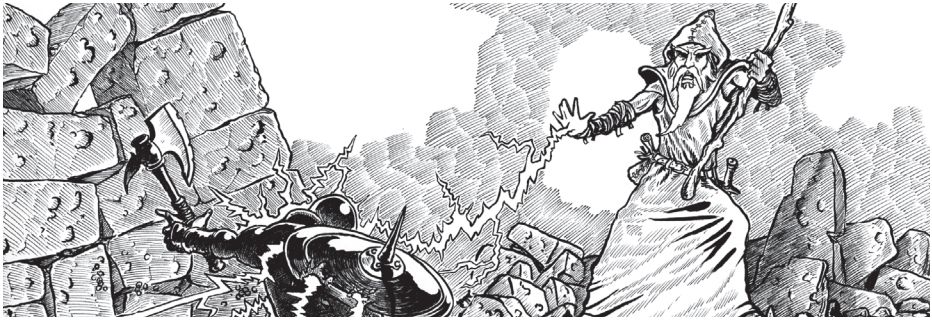
Tier 1, wizard

Duration: Instant

Range: Self

You may make an attempt to cast this spell when you fall.

Your rate of descent slows so that you land safely on your feet.



FIXED OBJECT

Tier 2, wizard

Duration: 5 rounds

Range: Close

An object you touch that weighs no more than 5 pounds becomes fixed in its current location. It can support up to 5,000 pounds of weight for the duration of the spell.

FLOATING DISK

Tier 1, wizard

Duration: 10 rounds

Range: Near

You create a floating, circular disk of force with a concave center. It can carry up to 20 gear slots. It hovers at waist level and automatically stays within near of you. It can't cross over drop-offs or pits taller than a human.

HOLD PERSON

Tier 2, wizard

Duration: Focus

Range: Near

You magically paralyze one humanoid creature of LV 4 or less you can see within range.

HOLD PORTAL

Tier 1, wizard

Duration: 10 rounds

Range: Near

You magically hold a portal closed for the duration. A creature must make a successful STR check vs. your spellcasting check to open the portal.

The *knock* spell ends this spell.

HOLY WEAPON

Tier 1, priest

Duration: 5 rounds

Range: Close

One weapon you touch is imbued with a sacred blessing. The weapon becomes magical and has +1 to attack and damage rolls for the duration.

INVISIBILITY

Tier 2, wizard

Duration: 10 rounds

Range: Close

A creature you touch becomes invisible for the spell's duration.

The spell ends if the target attacks or casts a spell.

KNOCK

Tier 2, wizard

Duration: Instant

Range: Near

A door, window, gate, chest, or portal you can see within range instantly opens, defeating all mundane locks and barriers.

This spell creates a loud knock audible to all within earshot.

LEVITATE

Tier 2, wizard

Duration: Focus

Range: Self

You can float a near distance vertically per round on your turn. You can also push against solid objects to move horizontally.

LIGHT

Tier 1, priest, wizard

Duration: 1 hour real time

Range: Close

One object you touch glows with bright, heatless light, illuminating out to a near distance for 1 hour of real time.

MAGE ARMOR

Tier 1, wizard

Duration: 10 rounds

Range: Self

An invisible layer of magical force protects your vitals. Your armor class becomes 14 (18 on a critical spellcasting check) for the spell's duration.

MAGIC MISSILE

Tier 1, wizard

Duration: Instant

Range: Far

You have advantage on your check to cast this spell.

A glowing bolt of force streaks from your open hand, dealing 1d4 damage to one target.

MIRROR IMAGE

Tier 2, wizard

Duration: 5 rounds

Range: Self

You create a number of illusory duplicates of yourself equal to half your level rounded down (minimum 1). The duplicates surround you and mimic you.

Each time a creature attacks you, the attack misses and causes one of the duplicates to evaporate.

If all of the illusions have disappeared, the spell ends.

MISTY STEP

Tier 2, wizard

Duration: Instant

Range: Self

In a puff of smoke, you teleport a near distance to an area you can see.

PROTECTION FROM EVIL

Tier 1, priest, wizard

Duration: Focus

Range: Close

For the spell's duration, chaotic beings have disadvantage on attack rolls and hostile spellcasting checks against the target. These beings also can't possess, compel, or beguile it.

When cast on an already-possessed target, the possessing entity makes a CHA check vs. the last spellcasting check. On a failure, the entity is expelled.

SHIELD OF FAITH

Tier 1, priest

Duration: 5 rounds

Range: Self

A protective force wrought of your holy conviction surrounds you. You gain a +2 bonus to your armor class for the duration.

SILENCE

Tier 2, wizard

Duration: Focus

Range: Far

You magically mute sound in a near cube within the spell's range. Creatures inside the area are deafened, and any sounds they create cannot be heard.

SLEEP

Tier 1, wizard

Duration: Instant

Range: Near

This spell fills a near-sized cube extending from you. Choose a number of living creatures in the area up to your level. Those creatures fall into a deep sleep if they are LV 2 or less. Injury or vigorous shaking wakes them.

SMITE

Tier 2, priest

Duration: Instant

Range: Near

You call down punishing flames on a creature you can see within range. It takes 1d6 damage.

TURN UNDEAD

Tier 1, priest

Duration: Instant

Range: Near

You rebuke undead creatures, forcing them to flee. You must present a holy symbol to cast this spell.

Undead creatures within near of you must make a CHA check opposed by your spellcasting check. If a creature fails by 10+ points and is equal to or less than your level, it is destroyed. Otherwise, on a fail, it flees from you for 5 rounds.

WEB

Tier 2, wizard

Duration: 5 rounds

Range: Far

You create a near-sized cube of sticky, dense spider web within the spell's range. A creature stuck in the web can't move and must succeed on a Strength check opposed by your spellcasting check to free itself.

ZONE OF TRUTH

Tier 2, priest

Duration: Focus

Range: Near

You compel a creature you can see to speak truth. It can't utter a deliberate lie while within range.

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ShadowDark

NAME

STR ____/____

INT ____/____

ANCESTRY

DEX ____/____

WIS ____/____

CLASS

CON ____/____

CHA ____/____

LEVEL

XP ____/____

HP

AC

TITLE

ALIGNMENT

BACKGROUND

DEITY

ATTACKS

TALENTS / SPELLS

GEAR

GP ____ SP ____ CP ____

1. ____
2. ____
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18. ____
19. ____
20. ____

FREE TO CARRY

Random Character Generator for Shadowdark RPG

ANCESTRY

d12	Ancestry
1-4	Human
5-6	Elf
7-8	Dwarf
9-10	Halfling
11	Half-orc
12	Goblin

CLASS

d4	Class
1	Fighter
2	Priest
3	Thief
4	Wizard

ALIGNMENT

d6	Alignment
1-3	Lawful
4-5	Neutral
6	Chaotic

GEAR

Random 1st-level PCs have:

- One weapon of choice
- Leather armor (if they can wear it)
- 1d6 of the following items:

RANDOM GEAR

d12	Gear
1	Torch
2	Dagger
3	Pole
4	Rations (3)
5	Rope, 60'
6	Oil, flask
7	Crowbar
8	Iron spikes (10)
9	Flint and steel
10	Grappling hook
11	Shield
12	Caltrops (one bag)

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