



RUINS OF FEAR AND MADNESS

A Random Dungeon for Use With D&D Miniatures

CREDITS

Design:	Jonathan Tweet
Editing:	Steve Winter
Typesetting:	Nancy Walker
Web Production:	Julia Martin
Web Development:	Mark A. Jindra
Graphic Design:	Sean Glenn, Cynthia Fliege, Mari Kolkowsky

Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

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This 5th-level random dungeon uses Harbinger miniatures. It's designed to play faster than the typical random dungeon, with fewer, more challenging encounters, so that you can play a delve in 2 to 3 hours.

Ruins of Fear and Madness uses some rule variants. They demonstrate how you can customize random dungeon play to your own needs and preferences.

This material includes:

- Dungeon rules and deck list
- Six 5th-level PCs created with *Miniatures Handbook* rules
- Character Introduction describing the six characters in general terms
- 6 card images to include as special cards in the dungeon deck

DUNGEON RULES AND DECK LIST

Map: Use the map from the *Dungeon Master's Guide* or any other suitable map, as described in the *Miniatures Handbook*.

Miniatures: All the miniatures come from the first set, Harbinger. The rarer a miniature is, the fewer of them appear in the dungeon.

Statues: A room can contain one or two statues. This rule makes the delve faster. You can download images for the five statue cards; they work best if you put them (and the rest of the cards) in card sleeves. A PC can 'activate' an adjacent statue as a standard action. Activating it confers the bonus on all the PCs. Defeating the monsters in the room does not activate the statue and is not necessary for activating the statue. This rule encourages more dynamic combat as PCs maneuver toward the statues.

Draw Three: This card is also available for download.

Slaves: The four Kuo-Toas are a new kind of creature-slaves. Whenever the party encounters drow, add one Kuo-Toa to the encounter for each drow. These are the drow's slaves and bodyguards. Keep the stat cards for the Kuo-Toas out of the deck. The party only encounters them with drow and always encounters them when they encounter drow.

Wandering Monsters: At the end of every round, roll for wandering monsters. There's a 20% chance that one shows up. Wandering monster cards are cycled back into the deck when the monsters are defeated.

Doors: In playtest, opening a door was a standard action. You can handle doors however you like.

Rules Variant—Effect Durations: The Umber Hulk and Mind Flayer have effects that take characters out of commission for a long time (8 rounds for the Umber Hulk's confusion effect and 3d4 rounds for the Mind Flayer's mind blast). In a fast-action dungeon like this one, these effects can mean that a player is out of the action for a large portion of the delve. As a variant rule, allow a confused or mind-blasted character to make a save at the end of each turn to recover, but only once the character no longer has line of sight to the creature that affected it. (Once the creature is dead, the affected characters no longer have line of sight to it.) With this rule, a player can get back into the action more quickly.

Rules Variant—Summon Baatezu: If you don't have a second bearded devil for the bearded devil to try to summon, you can substitute some other suitable creature or creatures, such as a Dire Boar.

Adjusting the Dungeon Level: For higher-level parties, remove one statue and limit statues to one per room. The party will then have to fight more encounters in order to win. For a real beating, you can also make some of the individual creatures, such as the

Mind Flayer, lurkers. For lower-level parties, reduce the number of statues needed to three or two. You could also (or instead) draw fewer than four cards, but then it will take longer to find the statues. Be careful not to make the delve take too long.

RANDOM DUNGEON CARD LIST

Card	Number	Group/Type
Shambling Mound	1	—
Mind Flayer	1	—
Umber Hulk	1	—
Medusa	1	—
Drow Archer + Kuo-Toa	2	drow
Drow Fighter + Kuo-Toa	2	drow
Dwarf Axefighter	1	friend
Bearded Devil	1	infernal
Barghest	1	infernal
Hell Hound (x2)	2	infernal
Human Executioner	2	infernal
Wraith	1	lurker
Werewolf	1	lurker
Half-Orc Monk	2	orc
Half-Orc Assassin	2	orc
Wolf (x2)	1	pet
Draw Three	1	—
Statues	5	—

PLAYER INTRO

Your job is to find four magic statues or die trying.

The six PCs include four with new classes (favored soul, healer, marshal, and warmage) and two new monsters suitable as PC races (catfolk and stonechild), all from the *Miniatures Handbook*. Additionally, the characters have spells and magic items from the *Miniatures Handbook*.

These characters do not appear as miniatures in the Harbinger set, so you'll have to improvise with the miniatures you have.

CATFOLK RANGER

Your job is to kill the monsters before they get to the party.

You're top-notch with your magic bow, and you have silver arrows to use against lycanthropes and other creatures.

You have a wolf companion that knows several combat-oriented commands.

Sometimes you have to mix it up and get into melee. An extra melee combatant can help the party keep better control over the battlefield.

Once, you can cast lightfoot as a swift action (like a quickened spell). For that round only, any movement by you does not provoke attacks of opportunity. Use this spell to get out of trouble. You also have a potion of cure moderate wounds in case of emergency.

You are a native of the distant plains. Fighting in a dungeon is a strange experience for you but you can usually keep your distance from the truly gruesome denizens.

ELF HEALER

Your job is to keep the rest of the team going. There's no cleric in this party, so the other characters' lives are in your hands.

You get to add your Cha bonus to all your healing rolls with spells. (This bonus has already been figured into your stats.)

You can cast the close wounds spell at feather fall speed. When someone is about to die, you can heal him or her before they do.

Sometimes you're going to have to endure attacks of opportunity in order to do your job. Drawing attacks away from your friends is almost as good as healing them. If you have to use your spear, remember your belt of one mighty blow. It gives you bonus damage one time if you hit.

HALF-ELF MARSHAL

Your job is to give the party the edge it needs to get the job done fast.

You help your allies by bolstering their abilities, bringing out their best with a constant barrage of advice

and encouragement. At any time, you can have two auras active, a major one and a minor one. Each aura gives the rest of the party a nice bonus, like 1 point of damage reduction or +3 to AC against attacks of opportunity.

You're also a competent combatant, if not of a fighter's caliber. You have alchemist's fire to use against a hard target.

HALFLING FAVORED SOUL

You're a divine spellcaster like a cleric but you know and cast spells like a sorcerer.

You're a switch-hitter. When the group needs attack spells, you have them. When the group needs healing, you have that, too. Your AC is good, so you can even serve as a temporary barrier for the less well-armored members of the party.

You have a tanglefoot bag that you can use to entangle one creature, and you have a wand of cure light wounds.

HUMAN WARMAGE

Your job is to blow things up.

You can cast any spell on the warmage list, and you cast on the fly, like a sorcerer. Your spells are almost all damage spells. You even get to add your Int bonus to damage.

If you find yourself fighting creatures that have spell resistance, cut loose with conjurations such as Melf's acid arrow or your energy orbs. Conjurations penetrate SR. Hitting a drow with acid arrow is a lot like throwing a bucket of acid on it; SR doesn't help.

If you die with good spells uncast, you've let the party down.

STONECHILD

Your job is to lay down serious pain with your greatsword.

Your AC is good, so don't be afraid to take a hit for the team.

You can transmute up to nine stones with your magic stone spell. They're decent short-range weapons, they have a +1 enhancement bonus (letting them penetrate some DR), and they deal extra damage against undead.

You are a native of the elemental plane of earth, and you are made of earth and stone. You feel safe on this plane where the creatures are weak and soft. They fall under your blade, and their own weapons turn aside against your stony skin.

(This character counts as ECL 6, but that's close enough for a delve in this random dungeon.)

Draw Three Cards

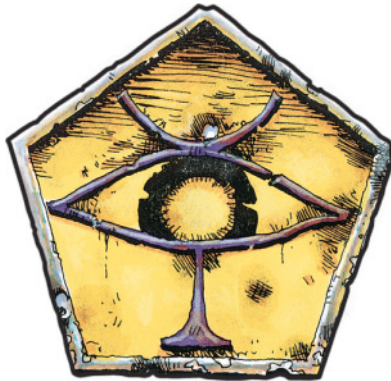
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Statue of
Erythnul

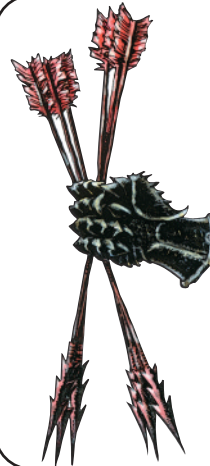
1st level: +1d4 damage with weapons
2nd to 3rd level: +1d6 damage
4th to 6th level: +1d8 damage
7th level and above: +2d6 damage

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Statue of
Boccob
regain all spells

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Statue of
Hextor
1st to 4th level: +1 attack
5th to 8th level: +2 attack
+4 levels: additional +1 attack

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Statue of
Heironeous
1st to 5th level: +1 AC
6th to 8th level: +2 AC
+3 levels: additional +1 AC

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Statue of
Pelor
1st level: +5 hit points
2nd to 3rd level: +10 hit points
4th to 5th level: +15 hit points
6th to 7th level: +20 hit points
+2 levels: additional +5 hit points

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CHARACTER NAME Ranger 4 (ECL 5) PLAYER Catfolk
 CLASS AND LEVEL 4 RACE Catfolk ALIGNMENT DEITY



Character Record Sheet

SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR SKIN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST	TOTAL	WOUNDS/CURRENT HP					NONLETHAL DAMAGE	SPEED									
STR strength	14	2				HP hit points	25							40 ft.								
DEX dexterity	20	5				AC armor class	20	= 10 +	4	+	0	+	5	+	0	+	1	+		DAMAGE REDUCTION		
CON constitution	13	1				TOTAL			ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECTION MODIFIER		MISC MODIFIER	
INT intelligence	10	0				TOUCH armor class	15	FLAT-FOOTED armor class	15													
WIS wisdom	12	1				INITIATIVE modifier	+5	= +5		DEX MODIFIER		MISC MODIFIER										
CHA charisma	10	0																				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	6	4	1	1			
REFLEX (dexterity)	10	4	5	1			
WILL (wisdom)	3	1	1	1			

BASE ATTACK BONUS	+4	SPELL RESISTANCE							
GRAPPLE modifier		TOTAL =	BASE ATTACK BONUS	+	STRENGTH MODIFIER	+	SIZE MODIFIER	+	MISC MODIFIER

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
+1 <i>my comp</i> longbow		+10	1d8+3	×3
RANGE	TYPE	NOTES		
110 ft.	pierce	Add +1 attack & dmg within 30 ft., Rapid Shot: +8/+8 Precise Shot, silver arrow: -1 damage		

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
mwk greatsword		+6	2d6+2	19-20
RANGE	TYPE	NOTES		

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)		
<input type="checkbox"/>	Appraise ■	INT							
<input type="checkbox"/>	Balance ■	DEX*							
<input type="checkbox"/>	Bluff ■	CHA							
<input type="checkbox"/>	Climb ■	STR*							
<input type="checkbox"/>	Concentration ■	CON							
<input type="checkbox"/>	Craft ■ (stonemasonry)	INT							
<input type="checkbox"/>	Craft ■ (weaponsmithing)	INT							
<input type="checkbox"/>	Craft ■ ()	INT							
<input type="checkbox"/>	Decipher Script	INT							
<input type="checkbox"/>	Diplomacy ■	CHA							
<input type="checkbox"/>	Disable Device	INT							
<input type="checkbox"/>	Disguise ■	CHA							
<input type="checkbox"/>	Escape Artist ■	DEX*							
<input type="checkbox"/>	Forgery ■	INT							
<input type="checkbox"/>	Gather Information ■	CHA							
<input type="checkbox"/>	Handle Animal	CHA	+7	0	7				
<input type="checkbox"/>	Heal ■	WIS	+8	1	7				
<input type="checkbox"/>	Hide ■	DEX*							
<input type="checkbox"/>	Intimidate ■	CHA							
<input type="checkbox"/>	Jump ■	STR*							
<input type="checkbox"/>	Knowledge ()	INT							
<input type="checkbox"/>	Knowledge ()	INT							
<input type="checkbox"/>	Knowledge ()	INT							
<input type="checkbox"/>	Knowledge ()	INT							
<input type="checkbox"/>	Knowledge ()	INT							
<input type="checkbox"/>	Listen ■	WIS	+10	1	7	2			
<input type="checkbox"/>	Move Silently ■	DEX*	+13	5	7	+2-1			
<input type="checkbox"/>	Open Lock	DEX							
<input type="checkbox"/>	Perform ()	CHA							
<input type="checkbox"/>	Perform ()	CHA							
<input type="checkbox"/>	Perform ()	CHA							
<input type="checkbox"/>	Profession ()	WIS							
<input type="checkbox"/>	Profession ()	WIS							
<input type="checkbox"/>	Ride ■	DEX							
<input type="checkbox"/>	Search ■	INT							
<input type="checkbox"/>	Sense Motive ■	WIS							
<input type="checkbox"/>	Sleight of Hand	DEX*							
<input type="checkbox"/>	Spellcraft	INT							
<input type="checkbox"/>	Spot ■	WIS	+8	1	7				
<input type="checkbox"/>	Survival ■	WIS	+8	1	7				
<input type="checkbox"/>	Swim ■	STR*							
<input type="checkbox"/>	Tumble	DEX*							
<input type="checkbox"/>	Use Magic Device	CHA							
<input type="checkbox"/>	Use Rope ■	DEX							
<input type="checkbox"/>									
<input type="checkbox"/>									
<input type="checkbox"/>									

■ Denotes a skill that can be used untrained.
 □ Mark this box with an X if the skill is a class skill for the character.
 * Armor check penalty, if any, applies. (Double penalty for Swim.)

CHARACTER NAME

PLAYER

Healer 5

Elf

CLASS AND LEVEL

RACE

ALIGNMENT

DEITY



Character Record Sheet

SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR SKIN

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, Temporary Modifier, Point Buy Cost.

HP, AC, and WOUNDS/CURRENT HP calculation table.

TOUCH armor class, FLAT-FOOTED armor class, and INITIATIVE modifier calculation table.

SAVING THROWS table for FORTITUDE, REFLEX, and WILL.

BASE ATTACK BONUS and GRAPPLE modifier calculation tables.

ATTACK table for spear.

AMMUNITION

ATTACK table for light crossbow.

AMMUNITION

ATTACK table (empty).

AMMUNITION

ATTACK table (empty).

AMMUNITION

ATTACK table (empty).

AMMUNITION

SKILLS table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, Misc Modifier.

Denotes a skill that can be used untrained. Mark this box with an X if the skill is a class skill for the character. * Armor check penalty, if any, applies. (Double penalty for Swim.)

One-shot
CAMPAIGN

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EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
+1 leather armor				
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
0		35ft.		

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
<i>shirt/nat. armor</i>	+1		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

BASIC POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
periapt of wisdom +2					
belt/one mighty blow (1/day, deal +3d6 damage)					
			BASIC POSSESSIONS GP VALUE		
BASIC WT.	<input type="text"/>	+ MAGIC WT.	<input type="text"/>	= TOTAL WEIGHT CARRIED	

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 x MAX LOAD	PUSH OR DRAG 5 x MAX LOAD

MONEY

cp —
sp —
gp —
pp —

FEATS

Human: Dodge PG.

1st: Dash +5 ft. Speed

3rd: Combat Casting

Healer2: Skill Focus (Heal)

(b) = bonus feat

SPECIAL ABILITIES

PG.

elf traits

healing hands (add Cha bonus
to healing)

cleanse paralysis, disease, fear.

each 1/day

LANGUAGES

Initial languages = Common + racial
languages + one per point of Int bonus

SPELLS

PREPARED:

0: (5)

2x light

detect magic

2x cure minor wounds

1st: (6)

2x protection/evil

4x cure light wounds (1d8+8)

2nd: (5)

5x cure moderate wounds (2d8+8)

3rd: (4)

2x close wounds (cure 2d4+3 instantly)

2x cure serious wounds (3d8+8)

4th:

5th:

6th:

7th:

8th:

9th:

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE %

conditional modifiers

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	0	<input style="width: 30px; height: 20px;" type="text"/>	0
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	1ST	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2ND	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	3RD	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	4TH	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	5TH	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	6TH	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	7TH	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	8TH	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	9TH	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>

CHARACTER NAME

Marshal 5

CLASS AND LEVEL

PLAYER

Half-elf

RACE

ALIGNMENT

DEITY



Character Record Sheet

SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR SKIN

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, Temporary Modifier, Point Buy Cost, and Total.

HP, AC, Touch, Initiative, Flat-footed, and Skills summary table.

Saving Throws table for Fortitude, Reflex, and Will.

BASE ATTACK BONUS 3

GRAPPLE modifier table

Attack table for +1 longsword

AMMUNITION

Attack table for mwk mty cmp l-bow

AMMUNITION

Attack table for alchemist's fire

AMMUNITION

Empty attack table

AMMUNITION

Empty attack table

AMMUNITION

Main Skills table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier.

Denotes a skill that can be used untrained. Mark this box with an X if the skill is a class skill for the character. * Armor check penalty, if any, applies. (Double penalty for Swim.)

CHARACTER NAME

Favored Soul 5
CLASS AND LEVEL

PLAYER

Halfling
RACE

ALIGNMENT

DEITY



Character Record Sheet

Small
SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR SKIN

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, Temporary Modifier, Point Buy Cost, and values for STR, DEX, CON, INT, WIS, CHA.

HP, AC, TOUCH, INITIATIVE, FLAT-FOOTED armor class, and modifiers.

WOUNDS/CURRENT HP, NONLETHAL DAMAGE, SPEED (15 ft.), and DAMAGE REDUCTION.

SAVING THROWS table for FORTITUDE, REFLEX, and WILL with various modifiers.

BASE ATTACK BONUS (3) and SPELL RESISTANCE.

GRAPPLE modifier table.

ATTACK table for mwk longsword with range, type, and notes.

AMMUNITION

ATTACK table for mwk light crossbow with range, type, and notes.

AMMUNITION

ATTACK table for tanglefoot bag with range, type, and notes.

AMMUNITION

ATTACK table for inflict light wounds with range, type, and notes.

AMMUNITION

ATTACK table for empty attack entry.

AMMUNITION

SKILLS table header with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier.

Main skills list including Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Intimidate, Jump, Knowledge, Listen, Move Silently, Open Lock, Perform, Profession, Ride, Search, Sense Motive, Sleight of Hand, Spellcraft, Spot, Survival, Swim, Tumble, Use Magic Device, Use Rope, etc.

Denotes a skill that can be used untrained. Mark this box with an X if the skill is a class skill for the character. * Armor check penalty, if any, applies. (Double penalty for Swim.)

One-shot
CAMPAIGN

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
+1 plate		hvy	9	+1
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-5				

SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
+1 hvy shield				
SPELL FAILURE	SPECIAL PROPERTIES			
-1				

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

BASIC POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
periapt of wisdom +2					
tanglefoot bag					
wand: cure lt wounds (1d8+1) 5 chgs					
BASIC POSSESSIONS GP VALUE					
BASIC WT.		+ MAGIC WT.		= TOTAL WEIGHT CARRIED	

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2x MAX LOAD	PUSH OR DRAG 5x MAX LOAD

MONEY

cp —
sp —
gp —
pp —

FEATS

3rd: Armor Prof. Hvy. PG.
1st: Spell Focus Enchantment

(b) = bonus feat

SPECIAL ABILITIES

Resist Fire 10
halfling traits

SPELLS

0: (6) cure minor, detect magic, light, read magic, guidance
1st: (5)
cure light wounds (1d8+5)
shield of faith (+2 AC, 5 min.)
magic weapon
inflict light wounds (1d8+5)
command (DC 15)

2nd: (3)
divine protection (Miniatures Handbook)
hold person (DC 16)
sound burst (DC 15)

3rd: _____
4th: _____
5th: _____
6th: _____
7th: _____
8th: _____
9th: _____

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

%

conditional modifiers

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
6		0	6	0
5		1ST	6	+1
3		2ND	4	+1
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

CHARACTER NAME Warmage 5 PLAYER Human
 CLASS Med RACE Human ALIGNMENT DEITY
 LEVEL 5 SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR



Character Record Sheet

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST	TOTAL	WOUNDS/CURRENT HP				NONLETHAL DAMAGE	SPEED														
STR strength	10	0				HP hit points	25					30 ft.														
DEX dexterity	13	+1				AC armor class	18	=	10	+	5	+	2	+	1	+	0	+	0	+	0	+	0	+	0	DAMAGE REDUCTION
CON constitution	12	+1				TOUGH armor class	11		FLAT-FOOTED armor class	17																
INT intelligence	16	+3				INITIATIVE modifier	+1	=	+1	+	0															
WIS wisdom	8	-1																								
CHA charisma	16	+3																								

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers				
FORTITUDE (constitution)	+3	=	+1	+	+1	+	+1	+		+	
REFLEX (dexterity)	+3	=	+1	+	+1	+	+1	+		+	
WILL (wisdom)	+4	=	+4	+	-1	+	+1	+		+	

BASE ATTACK BONUS	+2	SPELL RESISTANCE	—							
GRAPPLE modifier	+2	TOTAL	=	+2	+	0	+	0	+	0

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
ray		+4	varies	20/×2
RANGE	TYPE	NOTES		
?	?	energy orbs, acid arrow, etc.		

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
morningstar		+2	1d8	20/×2
RANGE	TYPE	NOTES		
—	b/p			

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
lt. crossbow		+3	1d8	19–20
RANGE	TYPE	NOTES		
80 ft.	p	x		

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				ABILITY MODIFIER	RANKS
<input type="checkbox"/>	Appraise ■	INT			
<input type="checkbox"/>	Balance ■	DEX*			
<input type="checkbox"/>	Bluff ■	CHA			
<input type="checkbox"/>	Climb ■	STR*			
<input type="checkbox"/>	Concentration ■	CON	+9	1	8 + [+4]
<input type="checkbox"/>	Craft ■ (stonemasonry)	INT			
<input type="checkbox"/>	Craft ■ (weaponsmithing)	INT			
<input type="checkbox"/>	Craft ■ ()	INT			
<input type="checkbox"/>	Decipher Script	INT			
<input type="checkbox"/>	Diplomacy ■	CHA			
<input type="checkbox"/>	Disable Device	INT			
<input type="checkbox"/>	Disguise ■	CHA			
<input type="checkbox"/>	Escape Artist ■	DEX*			
<input type="checkbox"/>	Forgery ■	INT			
<input type="checkbox"/>	Gather Information ■	CHA			
<input type="checkbox"/>	Handle Animal	CHA			
<input type="checkbox"/>	Heal ■	WIS			
<input type="checkbox"/>	Hide ■	DEX*			
<input type="checkbox"/>	Intimidate ■	CHA	+11	+3	8 + 0
<input type="checkbox"/>	Jump ■	STR*			
<input type="checkbox"/>	Knowledge (arcana)	INT	+11	3	8 + 0
<input type="checkbox"/>	Knowledge ()	INT			
<input type="checkbox"/>	Knowledge ()	INT			
<input type="checkbox"/>	Knowledge ()	INT			
<input type="checkbox"/>	Knowledge ()	INT			
<input type="checkbox"/>	Listen ■	WIS			
<input type="checkbox"/>	Move Silently ■	DEX*			
<input type="checkbox"/>	Open Lock	DEX			
<input type="checkbox"/>	Perform ()	CHA			
<input type="checkbox"/>	Perform ()	CHA			
<input type="checkbox"/>	Perform ()	CHA			
<input type="checkbox"/>	Profession ()	WIS			
<input type="checkbox"/>	Profession ()	WIS			
<input type="checkbox"/>	Ride ■	DEX			
<input type="checkbox"/>	Search ■	INT			
<input type="checkbox"/>	Sense Motive ■	WIS			
<input type="checkbox"/>	Sleight of Hand	DEX*			
<input type="checkbox"/>	Spellcraft	INT	11	3	8 + 0
<input type="checkbox"/>	Spot ■	WIS			
<input type="checkbox"/>	Survival ■	WIS			
<input type="checkbox"/>	Swim ■	STR*			
<input type="checkbox"/>	Tumble	DEX*			
<input type="checkbox"/>	Use Magic Device	CHA			
<input type="checkbox"/>	Use Rope ■	DEX			
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

■ Denotes a skill that can be used untrained.
 Mark this box with an X if the skill is a class skill for the character.
 * Armor check penalty, if any, applies. (Double penalty for Swim.)

One-shot
CAMPAIGN

--

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM			
+1 chain shirt		light	+5
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT
-1	—	30 ft.	

SHIELD/PROTECTIVE ITEM		
+1 lt. shield		+2
AC BONUS	WEIGHT	CHECK PENALTY
+2		0
SPELL FAILURE	SPECIAL PROPERTIES	
—		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

BASIC POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
potion: cure mod. wounds (2d8+3)					
headband/intellect +2					
cloak/protection +1					
BASIC POSSESSIONS GP VALUE					
BASIC WT.	<input type="text"/>	+ MAGIC WT.	<input type="text"/>	= TOTAL WEIGHT CARRIED	<input type="text"/>

<input type="text"/> LIGHT LOAD	<input type="text"/> MEDIUM LOAD	<input type="text"/> HEAVY LOAD	<input type="text"/> LIFT OVER HEAD EQUALS MAX LOAD	<input type="text"/> LIFT OFF GROUND 2 x MAX LOAD	<input type="text"/> PUSH OR DRAG 5 x MAX LOAD
---------------------------------------	--	---------------------------------------	---	---	--

MONEY

cp —
sp —
gp —
pp —

FEATS

PG. _____
 Combat Casting
 Weapon Focus (ray)
 Dodge

(b) = bonus feat

SPECIAL ABILITIES

PG. _____
 Wurmage Edge (+3 damage
 with spells)

LANGUAGES

Initial languages = Common + racial
 languages + one per point of Int bonus

SPELLS

0: acid splash, disrupt undead, flare, light, ray of frost

1st: burning hands, chill touch, lesser acid orb*, lesser cold orb*, lesser electric orb*, lesser fire orb*, magic missile, shocking grasp, sleep, lesser sonic orb*, true strike

2nd: blades of fire*, continual flame, fireburst*, fire trap, flaming sphere, Melf's acid arrow, pyrotechnics, scorching ray, shatter

* see Miniatures Handbook _____

3rd: _____

4th: _____

5th: _____

6th: _____

7th: _____

8th: _____

9th: _____

SPELL SAVE	<input type="text"/>
DC MOD	
ARCANE SPELL FAILURE	<input type="text"/> %
conditional modifiers	

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
all	13	0	6	0
all	14	1ST	6	+1
all	15	2ND	4	+1
-	-	3RD	-	-
-	-	4TH	-	-
-	-	5TH	-	-
-	-	6TH	-	-
-	-	7TH	-	-
-	-	8TH	-	-
-	-	9TH	-	-

CHARACTER NAME

Outsider 2 (ECL 6)

CLASS AND LEVEL

PLAYER

Stonechild

RACE

ALIGNMENT

DEITY



Character Record Sheet

SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR SKIN

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, Temporary Modifier, Point Buy Cost, and Total.

HP, AC, WOUNDS/CURRENT HP, NONLETHAL DAMAGE, SPEED, TOUCH armor class, FLAT-FOOTED armor class, INITIATIVE modifier, and SKILLS table header.

SAVING THROWS table with columns for Skill Name, Total, Base Save, Ability Modifier, Magic Modifier, Misc. Modifier, and Temporary Modifier.

BASE ATTACK BONUS, SPELL RESISTANCE, and GRAPPLE modifier calculation boxes.

ATTACK table for '+1 stone' with columns for Attack Bonus, Damage, Critical, Range, Type, and Notes.

AMMUNITION

ATTACK table for '+1 greatsword' with columns for Attack Bonus, Damage, Critical, Range, Type, and Notes.

AMMUNITION

ATTACK table with columns for Attack Bonus, Damage, Critical, Range, Type, and Notes.

AMMUNITION

ATTACK table with columns for Attack Bonus, Damage, Critical, Range, Type, and Notes.

AMMUNITION

ATTACK table with columns for Attack Bonus, Damage, Critical, Range, Type, and Notes.

AMMUNITION

SKILLS table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier. Includes a list of skills with checkboxes.

Denotes a skill that can be used untrained. Mark this box with an X if the skill is a class skill for the character. * Armor check penalty, if any, applies. (Double penalty for Swim.)

One-shot
CAMPAIGN

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
+1 plate		+9		+1
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-5	—	20 ft.		

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
amulet/nat. armor	+1		

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
cloak/protection +1					
bracers of quick strike (1/day, full-round, get 2nd attack)					
BASIC POSSESSIONS GP VALUE					
= TOTAL WEIGHT CARRIED					

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2x MAX LOAD	PUSH OR DRAG 5x MAX LOAD

MONEY

cp —
sp —
gp —
pp —

FEATS

PG.

Powerful Charge +1d8 dmg
Blind-Fight (b)

(b) = bonus feat

SPECIAL ABILITIES

PG.

immune acid, poison
darkvision 60 ft.
stonechild traits

SPELLS

PREPARED:

0: _____

1st: *magic stone* x3 _____

2nd: _____

3rd: _____

4th: _____

5th: _____

6th: _____

7th: _____

8th: _____

9th: _____

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

%

conditional modifiers

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	0
<input type="checkbox"/>	<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus