



Castles & Cats

Game Master Guide



Castles & Cats LLC
301 Union St #21867, SMB 6276
Seattle, W.A. 98111

Castlesandcats.com

castlesandcatsllc@gmail.com

Made in the U.S.A.



**KickStarter 2019
Thank You!**

Guide Edited by.
Brandy Jaramillo
and
Chris Proehl

Special Thank You to my Kickstarter Editors.
Eileen Murphy
And
Tom Guzewich

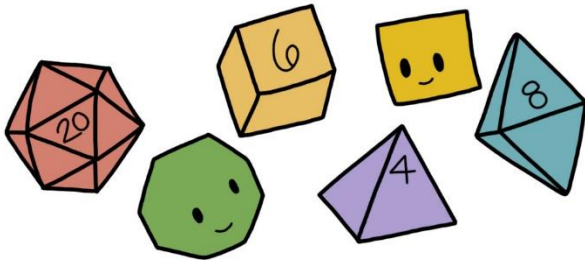


DESIGNED AND ILLUSTRATED BY.

*Christine
Pruett*

What is Castles & Cats?

Castles & Cats is an introductory tabletop role playing system! The goal of Castles & Cats is to introduce new game masters or new players to the world of tabletop role playing. Castles & Cats sets itself apart from other role playing systems by providing quick combat, original visually engaging components, and simplified game mechanics.



What will you need?

The Castles & Cats System/Game Master's Guide.

Dice: for this game you will need dice with a varying number of sides. The shorthand for each die is D[#] where [#] represents the number of sides, e.g., a D6 is your standard six sided die found in a typical board game.

A D4, D6, D8, D10, D12, and D20: these dice will be used by the Game Master to handle role playing and monster mechanics.

Each player will also need a D20 for role playing mechanics and a D4 for higher level armor effects.

A Castles & Cats Adventure or pre-planned campaign.

What are Adventures and Campaigns?

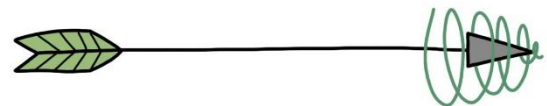
Adventures and campaigns are guided stories or story arcs which the Game Master and players role play, explore and fight through. Like any role playing game, adventures and campaigns are the core components to Castles & Cats.

Where can I get Adventures and Campaigns?

Game Masters can create their own campaigns or use a Castles & Cats Adventure. Castles & Cats Adventures will be available on www.castlesandcats.com. Game Masters who create their own adventures are advised to pre-plan similar elements included in a Castles & Cats Adventure. Some of the best aspects of being a Game Master are building a unique story, developing interesting characters, and collaborating with the players to build a unique world together.

What elements are normally in an Adventure/Campaign?

- Story Introduction/Main Quest
- Area maps
- Key Locations & Events
- Monster and Non Player Character Facts
- Encounter and Loot Tables
- Story Conclusion
- Notes for the Next Adventure
- Ideas for Side Quests to run between Adventures
- Map Mats, Story Item cards, and Monster/Character Standees
 - Included with physical campaign adventures.
 - Downloadable campaigns will include printable versions of these items and will require assembly.



How often will New Adventures be available?

New Castles & Cats Adventures will be released on a 2-3 month basis. For more information on Castles & Cats campaigns check out <https://www.castlesandcats.com>.

Pointers for the Game

Master:

Adventures are more or less guidelines. If players want to take a more exploratory route, it is highly suggested for the Game Master follow suit.

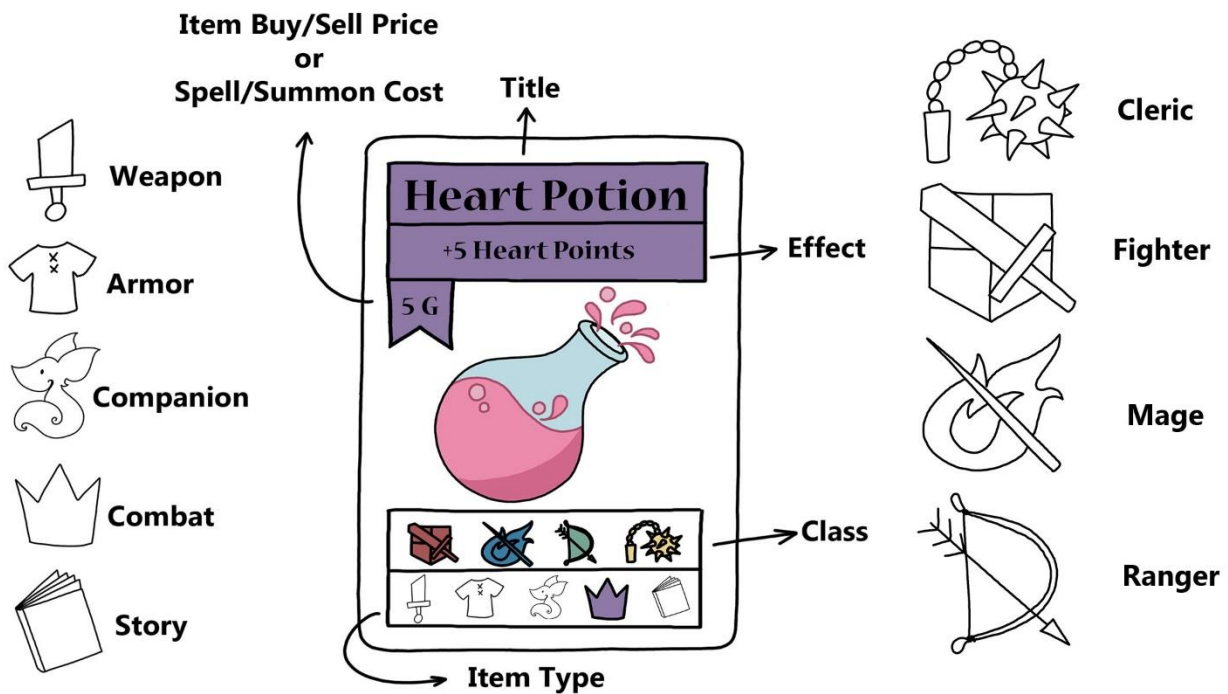
In order for the aspect of exploration to work properly, Castles & Cats Adventures will have Main Quests for each adventure. As long as the players reach the goal of the Main Quest, they can progress to the next adventure no

matter what choices they have made during the previous campaign.

Adventures are meant to last between 30 minutes and 2 hours depending on the players and the Game Master. They are not necessarily meant to be played in one session. As a Game Master you want to keep the players engaged and wanting to return for more adventures.

Think outside the box! Rules are merely guidelines, don't be afraid to bend the rules to fit the players' imaginations.

Card Layout



Building a Character:

Unlike classic pen and paper role-playing games, players do not level up in Castles & Cats. Instead, players will gain abilities and progress through class items they buy or find on their adventures. *Classes, Weapons, Armor and Companions* add special abilities or spells which allow players to customize their characters.

The visual organization of the item cards provide players and Game Masters with a quick and simple reference. Players will use cards and chits to build a "Character Sheet."

When players are making a new character, they will need:

- ❖ 1 Class Card
- ❖ 1 Race Card

- ❖ A Starter Weapon and Armor Card*
- ❖ Class Spell (Cleric or Fighter)
- ❖ 10 Heart Points

*Starting Weapons and Armor will have a star in the Price Banner. *

All characters start unarmored but take note that the Fighter class has a special "Unarmored" card.

After race and class are chosen, players will roll 2 D6 to reveal the amount of Gems and potions they start with. They can either choose the number amount in Gems, or trade 5 Gems for a potion of their choosing. (Ex. the player rolls a 6 and 5 for a total of 11. The player chooses to receive 2 potions and 1 Gem.)

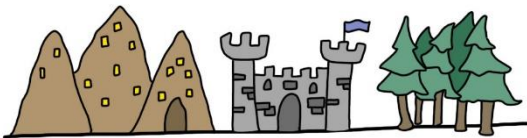
Character progression will happen as a player plays their character through multiple adventures or campaigns. During each adventure, the player will find or buy new items to upgrade their character.

After a game session, the Game Master and players will want to organize each player's cards and chits so they stay ready for the next game.

Role Playing:

Castles & Cats strikes a balance between exploration, combat, and role playing. Similar to other role playing games, players will use a D20 to check the success or failure of their role playing actions.

As an example, let's say the players are approaching a bridge when out of the shadows jumps a large troll, who begins flailing his arms and grunting.



The players could run away and try to find another way around.



The players could fight the troll.



The players could roll a D20 for charisma and bribe the troll to get across.



The players could roll a D20 for Detect and learn the troll is in fact warning the players because the bridge is under repair.

It is the players' role to make choices for their characters, and it is the Game Master's role to react to those choices while also keeping the players on track towards a goal.

Suggested Role Playing Rules:

1-5: Fail Horribly, something might happen in exchange.

6-10: Fail or Partial Credit, if the idea was solid or fit the situation.

11-15: Success, if a solid idea or an Item is used in a clever way.

16-20: Success, no matter what the idea is!

During an encounter, players can change the mood or escape the encounter by telling a story and rolling a D20 check as a replacement for their 3 combat rolls.

Sample List of Role Playing Actions:

Acrobatics: Jumping, Climbing, Running.

Charisma: Trade, Friendship, Persuasion, Street Smarts, Bribery, Lying.

Detect: Finding things that are overlooked, unseen, or hidden.

History: World History, Religious History, Language.

Intimidate: Scare or Threaten.

Magic: Knowledge about Magic in the world or about Magic Items.

Nature: Survival, Wilderness Knowledge, Animal Friendship, Communication with Animals.

Navigation: Map Reading, Easing Travel.

Stealth: Sneak, Steal, or Hide.

Strength: Lifting heavy objects, Breaking down doors, Arm Wrestling.

Technology: Knowledge of how built items work, Lock Picking, Repairing or Building Machines, Traps, Toys.

Combat:

Initiative:

At the beginning of a game session, players will each roll a D20. Whoever rolls the highest becomes the party leader and receives the Crown Buff, which indicates that the player will take their turn first when an encounter begins. The turn rotation will continue clockwise from the party leader. Once an encounter has ended, the player whose turn would have been next in the rotation receives the Crown Buff and becomes the new party leader. The party leader always takes their turn first at the start of an encounter.

The Crown Chit is primarily used to show initiative during combat but can also be used if the players are having trouble taking turns during the storytelling aspects of the game.

On a Players Turn:

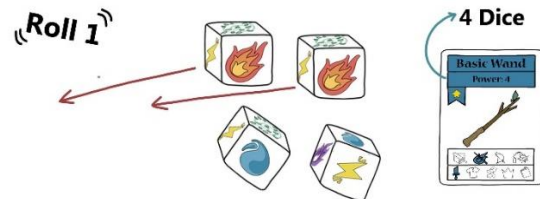
(1) Action: 3 Combat Rolls, 1 Role Playing Roll or Move.

(1) Minor Action: Using a Potion or Story Item.

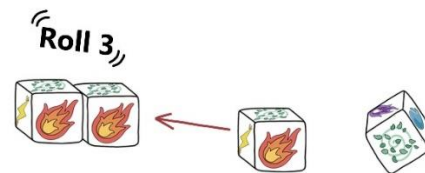
Player Combat:

On each player's turn during a combat encounter, the player has 3 chances to roll combat dice in order to damage monsters. The number of dice the player rolls is indicated by the power number on the player's weapon card. On the first combat roll, the player rolls all dice and then selects the element they want to cast as damage. The player has two more chances to roll the remaining dice and collect more dice of their element. Once a player picks an element they cannot change the element mid-turn. At the end of the third roll, the amount of dice of the selected element collected is the amount of damage the player deals. Dealing damage ends a player's turn.

Let's walk through an example where the player selects fire as their element. The player picks all the fire sided dice out and places them to the side.



Then the player rolls again, gaining 0 fire dice on their second roll and 1 fire die on their third roll. The player has collected 3 fire dice and deals 3 damage to the monster.



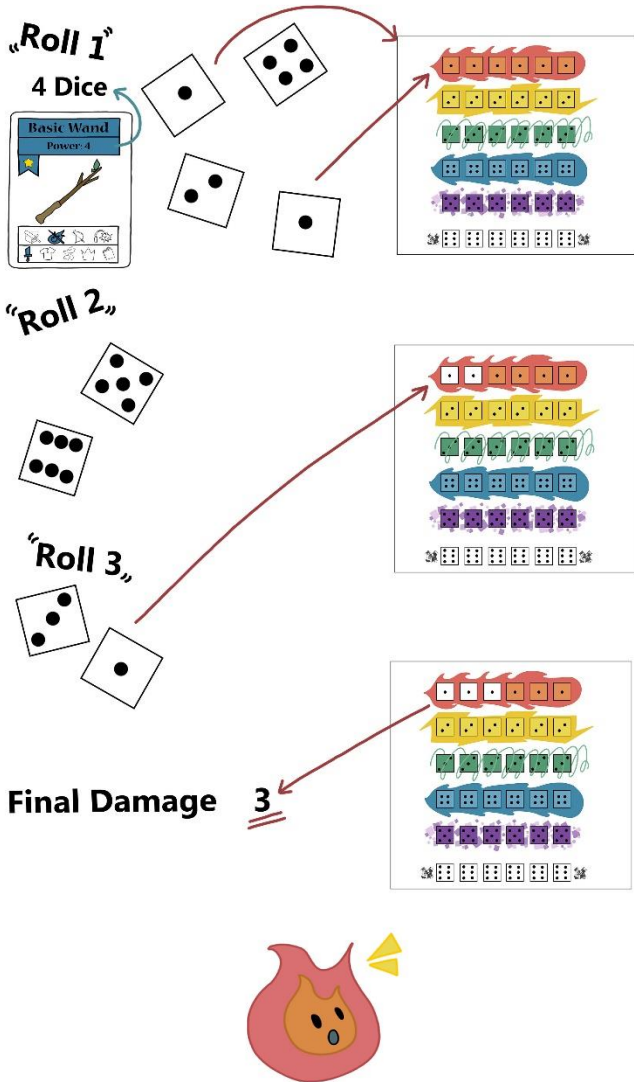
Final Damage



Combat for the digital game is very similar; however, instead of rolling elemental dice the player will be rolling standard D6 dice. After each roll, the player will match the number/element chosen to the number/element on the conversion mat.



Here is the same encounter as before but with the digital conversion mat.



The digital copy of Castles & Cats comes with two versions of the conversion mat (Dotted and Numbered). This is simply for player preference or availability of dice style.



Monsters:

After all players have taken a turn, any remaining monsters get a chance to attack. Monster combat is more like a traditional tabletop game, and takes player armor and monster attack power into consideration. Monsters all have a basic build. As the story progresses, monsters will also start to have Weapons, Armor, Racial Abilities, and Items that will cause them to be more or less challenging.

Base Monster Stats:

Monster Size	Heart Points	Damage
Extra Small	1-2	D4
Small	2-4	D4
Medium	6-8	D6
Large	10-12	D8
Extra Large	12-14	D8
Boss	14-18	D10

Monster Combat:

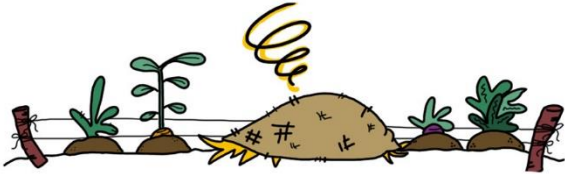
As the Game Master you will roll the monster’s attacks.

Who to hit:

Use a D4 for 2 or 4 players and a D6 for 3 players. In your notes indicate a number value for each player (ex. 1-2 for player 1, 3-4 for player 2, 5-6 for player 3). Roll the die to see which character you are attacking. If a character is doing exceptionally well or seems to be drawing attention to themselves in any way, it is only natural for the monsters to attack that person. Keep role playing mechanics in mind when choosing who to attack.

Do you hit or miss?

Next, roll a D20. Hitting is dependent on the armor the player is wearing, so you will always need to roll one over the player's armor. For example, if their armor is 13, you will need to roll a 14 or higher to hit that player. Anything lower than 14 is a miss and that monster's turn has ended. Monsters can have hit modifiers which you will need to take into consideration when calculating your hit die.



Damage:

After rolling to see who is being hit and if the monster successfully hit the player, it is time to roll damage. The dice you roll for damage all depend on the base stats of the monster. If using an official Castles & Cats Adventure, monster damage will be included in the monster facts located in the campaign guide.

During campaigns, some monsters will have the ability to attack before the players get to take their turn. This is usually a consequence of a failed role playing action, or if the monsters were waiting to ambush travelers.

Heart Points:

Players have 10 Heart Points to represent their health. The players' maximum health will always be 10.

Fainting: 0 Heart Points

If a player loses all their Heart Points, the player "faints." The Castles & Cats crest on the dice are normally counted as a "miss" during spell casting; however, on a fainted player's turn they can roll for crests to regain Heart Points. If the player collects 1 or more Heart Point the player wakes up and can perform normal actions on their next turn. Wake Up Potions can also be used by the fainted player or given by a friend, and will revive the player

with 5 heart points. If all party members faint during combat they will "wake up," with full Heart Points, at the nearest safe zone. Safe zone locations will be dependent on the adventure/campaign.

If playing with one player, give the player a round to wake themselves up before sending them to the safe zone location.

If a player has 0 Heart Points at the end of an encounter, give them one round of combat rolls to wake themselves up. If they fail to roll any crests, they will wake up in the safe zone.

Resting:

Players can try to sleep in nature (they will need to roll a D20 Nature Check), or sleep in a safe location to recover max HP.

Spell Cards:

Although Spells and Summons are considered Combat or Story Items, they do not take up an inventory slot. The cost of Spells and Summons are indicated by the number in the price banner on a spell card. Instead of Gems, spells cost combat rolls. As an example, a fighter can cast Shield on themselves or a friend and still have 2 more combat rolls to do damage (for a total of 3 combat rolls). Players can cast a spell as many times as they like as long as they have combat rolls to spend.



Debuffs/Buffs Guide:

Monsters or friends can have special abilities that will cause players to experience side effects.

Sleep:

Player is asleep for 3 turns and is unable to act. Wake Up Potions can be used to end the effect.

Dizzy:

For 3 turns the player is confused. At the start of their turn, the player rolls a D20. If 1-10 is rolled, the player attacks themselves or a party member (Game Master rolls the “who do I attack” dice to choose). Player then rolls dice normally but does damage to the friendly target. If 11-20 is rolled, the player gets to go about their turn as normal.

Poison:

For 3 turns the afflicted player loses 1 Heart Point at the end of their turn.

Burned:

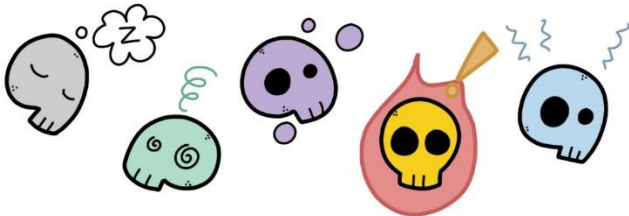
For 3 turns the afflicted player loses 1 Heart Point at the end of their turn.

Frozen:

Player is frozen solid for 3 turns and is unable to act. Fire cast on the player by a monster or friend can end the effect but the player will take damage from the spell.

Shield:

Given by a Fighter who casts Shield, the shield buff adds 3 armor to the receiver and will last for the duration of the encounter. This buff is unique, meaning a player can only have one shield buff on at a time.

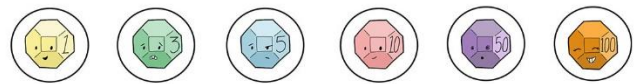


Loot:

Loot is treasure players receive at the end of an encounter. After all monsters in an encounter are defeated, either by fighting or role playing, players will receive loot. In Castles & Cats Adventures loot will be found in the encounter table for each encounter. Game Masters who build their own campaigns will decide what loot the players receive and when.

Gems:

Castle & Cats uses Gems as currency. Gems are used to buy Items, or to trade, bribe, etc. Symbolized by (G)



Yellow:	1
Green:	3
Blue:	5
Pink:	10
Purple:	50
Orange:	100

Combat Items:

Combat Items are items players can use to help them in combat, such as potions. Using a combat item is considered a “minor action,” meaning players can use a combat item and still take their turn as normal.

Story Items (Castles & Cats Adventures):

Story Items are items a player can use to try to interact with monsters or friendly characters in exchange for friendship or loot. Some monsters or characters have special items that they will react to. It is normally very obvious which monster or character a Story Item “belongs” to. However, depending on the child and their D20 rolls, Story Items can also be used in some very creative ways.



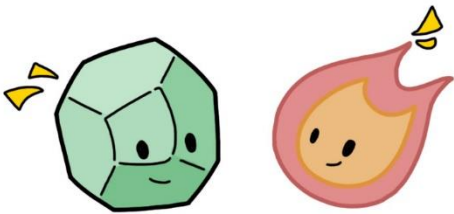
Equipable items:

These are items such as Armor, Weapons, and Class Companions. Players can only equip one of each type of these items at a time. Extra items can be stored in a player's bank.

Equipable cards will have the name and combat effect at the top of the card, along with a purchase/sell price in the upper left flag. Class and item type can be found on the bottom of the card. Players are free to change their equipped items as long as they are in a "safe zone."

Player Banks:

Players can hold a max of 5 Story or Combat Items (this does not include your Spells, Race, Class or Equipped Items). Players can choose what items go in their inventory as they receive new items, but any items they do not have room for are sent to their bank. Players can access their bank and switch items around in any "safe zone".



Classes:

In the world of Castles & Cats, all classes use magic to fight. The way magic is channeled depends on the class. Fighters use melee weapons, Mages use wands, Clerics use staves or flails, and Rangers use a bow and arrows. The effects on Class Cards are advantages on role playing checks.

Fighter:

Fighters are a pillar of strength for their team and channel elemental magic through their weapons and shield. Fighters are known as tamers of dragons and are taught to hatch and raise their own dragon Companions.

D20 Action Bonus:

+3 Strength

Starting Spell:

SHIELD:

Fighters can trade one of their combat rolls to give or receive a shield buff. Only one shield buff can be on a player at one time. The shield buff adds 3 armor to the receiver and will last for the duration of the encounter.

Mage:

Mages are the ultimate masters of magic, casting with not only precision but power. Their strength over the elements is so innate they can often be seen with elemental sprites or summons as their Companions.

D20 Action Bonus:

+3 Magic
+3 Detect

Cleric:

Clerics are keepers of light in a land engulfed in darkness. While they can undoubtedly smite their foes, they are also a source of life for their party. Known for their wisdom and connection with the light, Clerics are often seen with bird Companions. Birds of legend have even been known to flock to a Cleric's aid.

D20 Action Bonus:

+3 History

Starting Spell:

HEAL:

Clerics can trade 3 of their combat rolls (a full turn, not including minor action) to heal themselves or a friend. Instead of choosing an element to deal damage, the player has 3 healing rolls in order to roll for wind or water. The number of wind or water dice collected is the number of Heart Points the targeted player will receive.

Ranger:

Rangers use elemental magic through their mighty bow and arrows to pierce through any obstacle or foe standing in their way. Rangers are one with nature and are often seen traveling with an animal Companion.

D20 Action Bonus:

+3 Nature
+3 Acrobatics

Races:

Human:

Humans are beacons of civilization. Known for their innovative and populous cities, Humans have plenty of opportunity for making friends and bustling around town. As such, they have become masters of trade and negotiation.

D20 Action Bonus:

+5 Charisma

Elf:

Elves are one with nature and the creatures that inhabit it. Elves often live in smaller tree-dwelling villages, and follow the laws of their elders and nature.

D20 Action Bonus:

+3 Nature
+3 Stealth

Dwarf:

Dwarves are one of the oldest races, which gives them a vast knowledge of the history of the land surrounding them. They often live in caves and are experts at map reading and navigation.

D20 Action Bonus:

+3 History
+3 Navigation

Gnome:

Gnomes are the tiniest of creatures in this world, which might seem like a disadvantage. However, because of their size they have become experts in the fields of technology and construction. They often dwell in small plants or mouse holes.

D20 Action Bonus:

+3 Technology
+3 Stealth

Orc:

While Orcs are some of the friendliest creatures you will meet, they have a barbaric and scary look about them. Because of this they often win arguments and debates with intimidation alone. They live in smaller villages or forts and LOVE meat.

D20 Action Bonus:

+3 Intimidation
+3 Strength



For Hal and Logan
And to all our Adventures

Love, Mom

What you will need for the digital game:

Scissors

6 six sided dice

Game Master's Guide.

Dice: for this game you will need dice with a varying number of sides. The shorthand for each die is D[#] where [#] represents the number of sides, e.g., a D6 is your standard six sided die found in a typical board game.

A D4, D6, D8, D10, D12, and D20: these dice will be used by the Game Master to handle role playing and monster mechanics.

Each player will also need a D20 for role playing mechanics and a D4 for higher level armor effects.

A Castles & Cats Adventure or pre-planned campaign.

Printing Instructions:

1x Combat Mat, Heart and Buff Page per player.

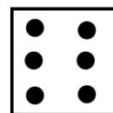
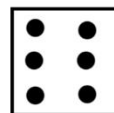
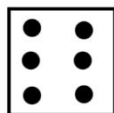
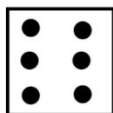
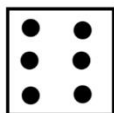
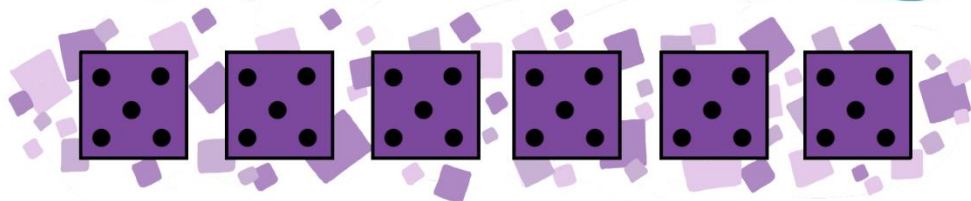
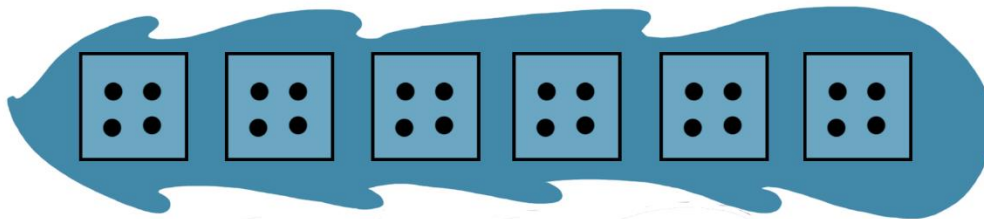
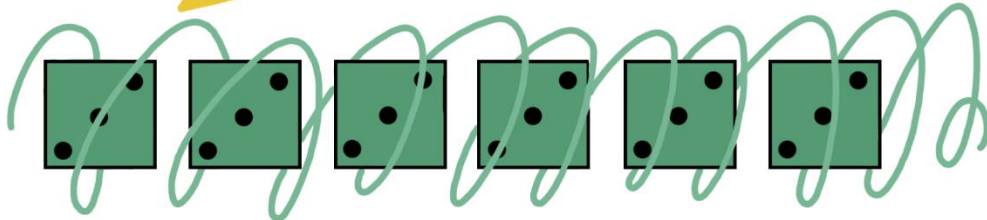
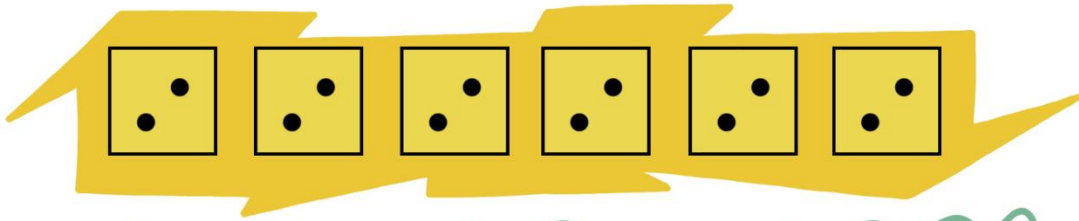
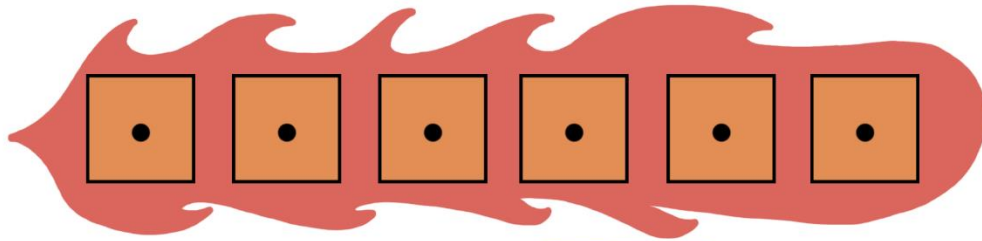
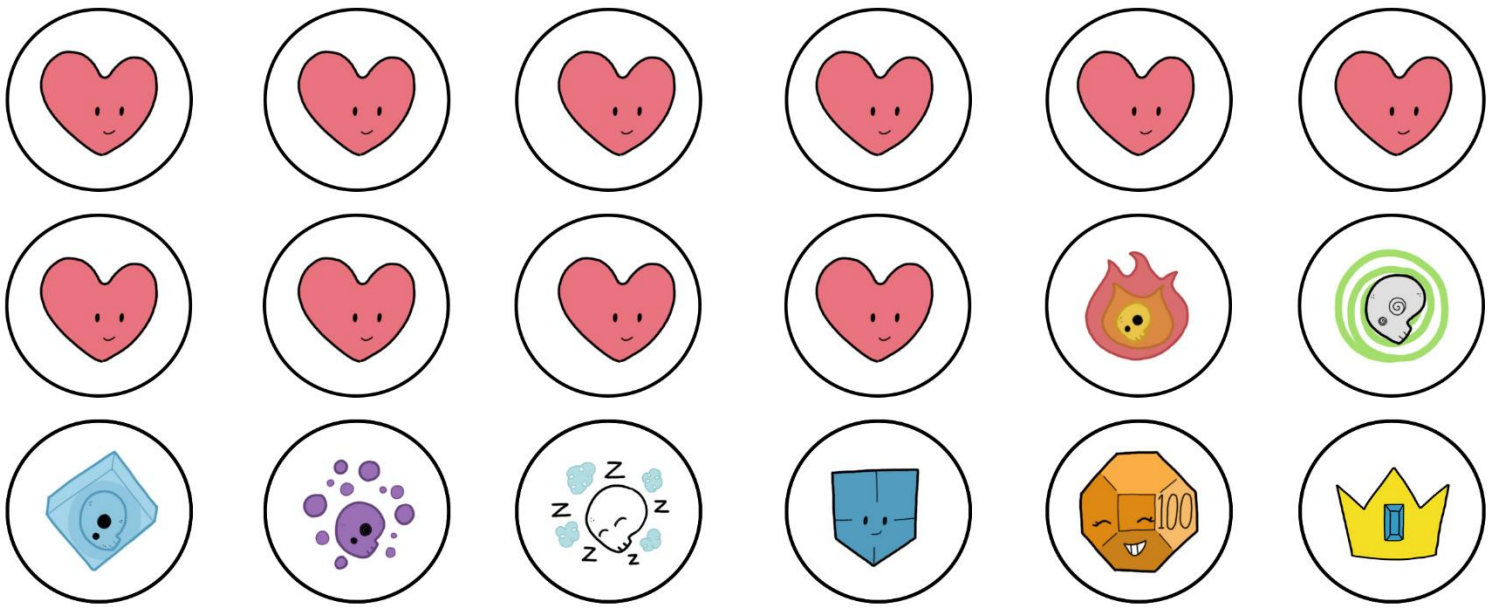
Combat mat should be dependent on the type of D6 dice you have or what is more comfortable for the player to read.

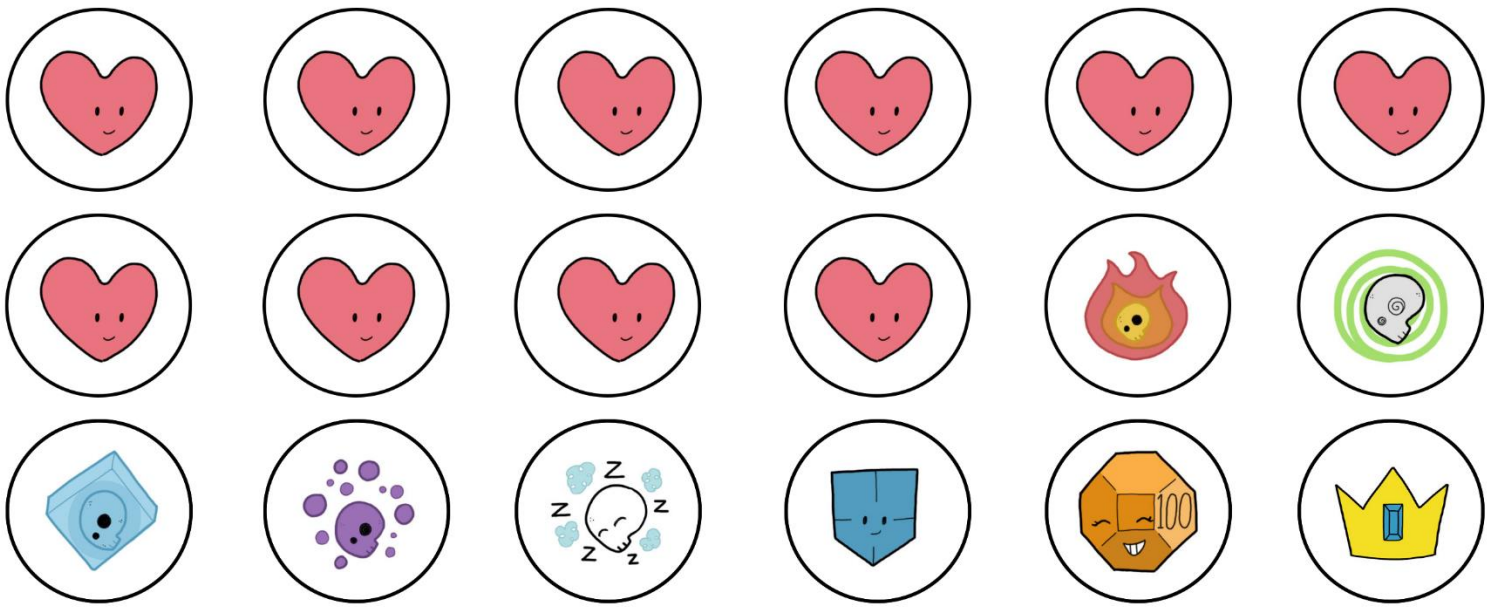
1x Gem and Race Page per player

1-2x Potion Pages

Class Pages printed as needed. Have players pick a class then print or print all classes.

Cut all cards along the grid and all chits along the solid line.





1 1 1 1 1 1

2 2 2 2 2 2

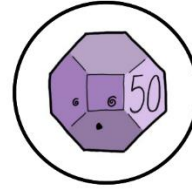
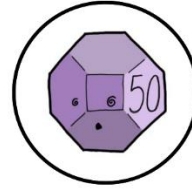
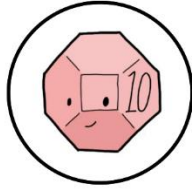
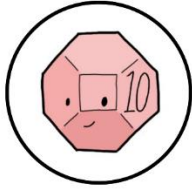
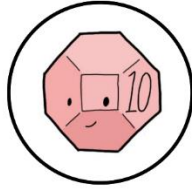
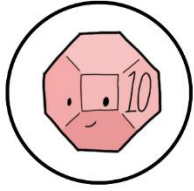
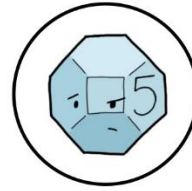
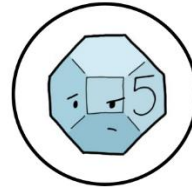
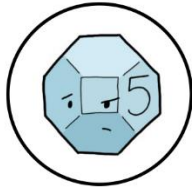
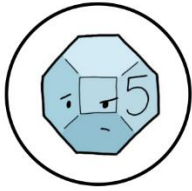
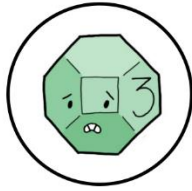
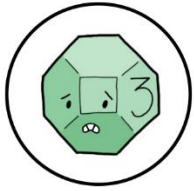
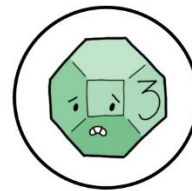
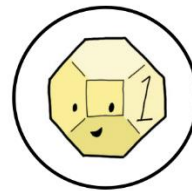
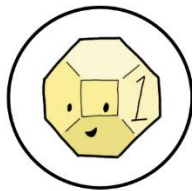
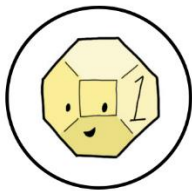
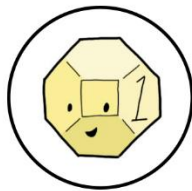
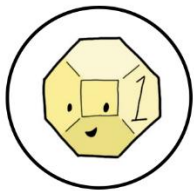
3 3 3 3 3 3

4 4 4 4 4 4

5 5 5 5 5 5

6 6 6 6 6 6





Dwarf

+3 History
+3 Navigation



As one of the oldest races, dwarves are experts in History and Navigation. They live in mountainous areas.

Elf

+3 Nature
+3 Stealth



Elves often live in smaller tree housed villages.

Gnome

+3 Technology
+3 Stealth



Gnomes are small in size and experts of machinery.

Human

+5 Charisma
(Friendship and Trade)



Humans are pillars of civilization, known for their innovative and populated cities.

Orc

+3 Intimidation
+3 Strength

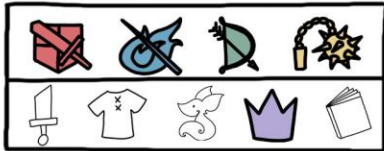
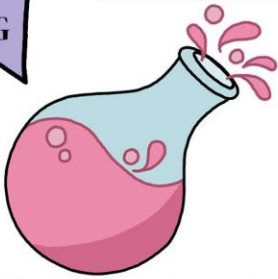


Orcs live in smaller villages or Forts and LOVE meat.

Heart Potion

+5 Heart Points

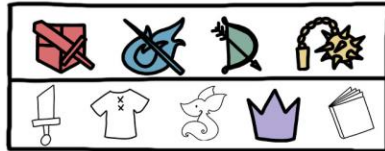
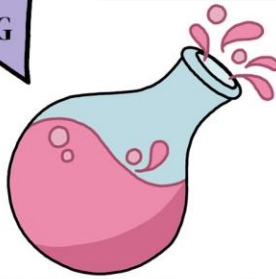
5 G



Heart Potion

+5 Heart Points

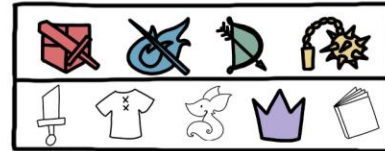
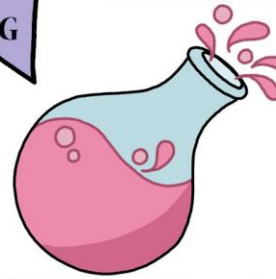
5 G



Heart Potion

+5 Heart Points

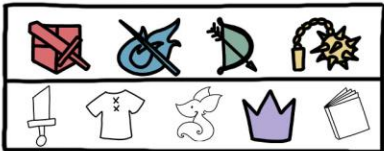
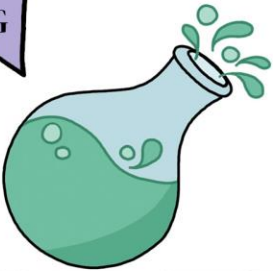
5 G



Potion of Power

+1 Combat Roll or
+1 D20 Roll to a role-playing action

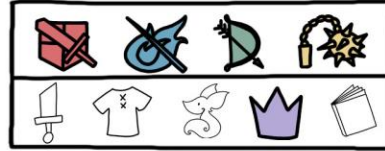
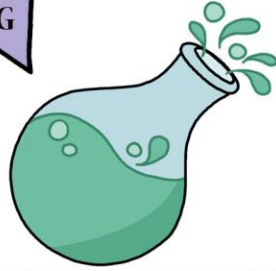
5 G



Potion of Power

+1 Combat Roll or
+1 D20 Roll to a role-playing action

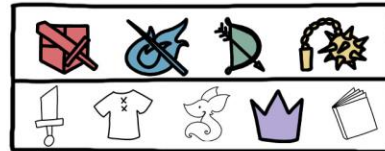
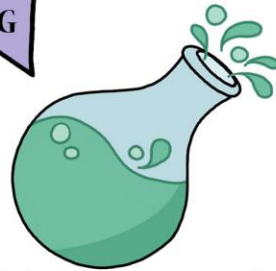
5 G



Potion of Power

+1 Combat Roll or
+1 D20 Roll to a role-playing action

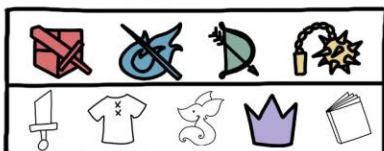
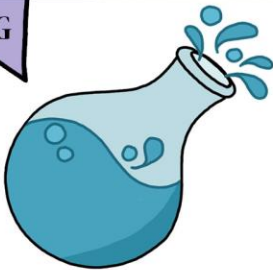
5 G



Wake Up!

Player Wakes up!
+ 5 Heart Points

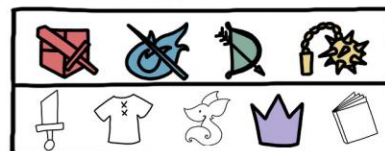
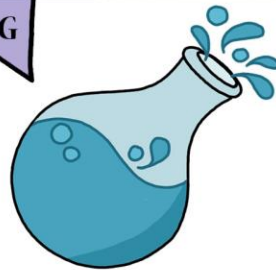
5 G



Wake Up!

Player Wakes up!
+ 5 Heart Points

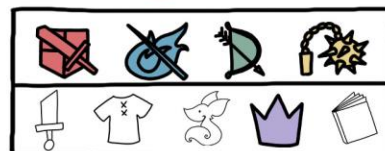
5 G



Wake Up!

Player Wakes up!
+ 5 Heart Points

5 G



Cleric

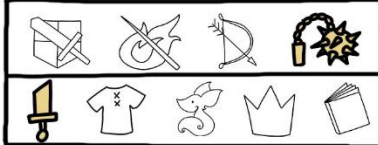
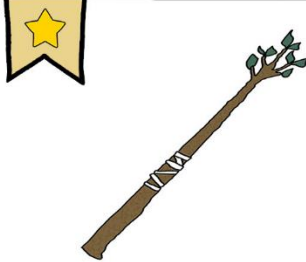
+3 History
Spell: Heal



Clerics are beacons of light in times of darkness. Birds of legend have even been known to flock to a cleric's aid.

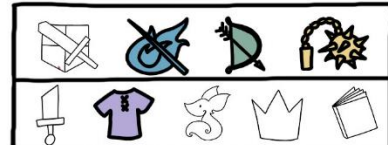
Basic Staff

Power: 4



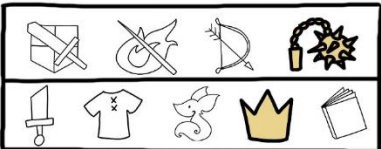
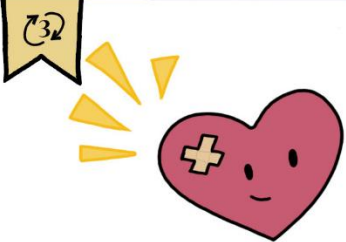
Unarmored

Armor: 10



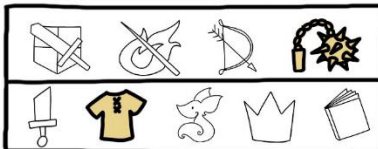
Spell: Heal

Cast Wind or Water on Friends or Self to give Heart Points



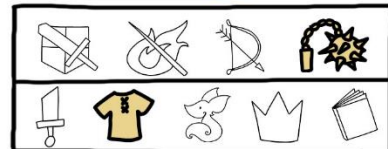
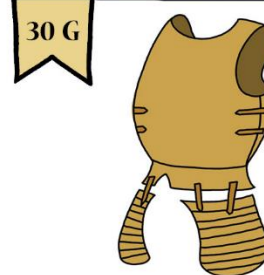
Chain Mail

Armor: 12



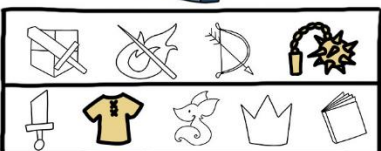
Copper Plate

Armor: 13



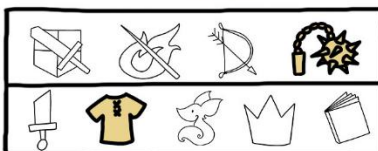
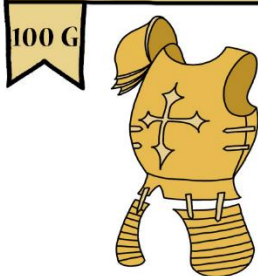
Chain Mail of Water

Armor: 12
+1 Heart Point on Hit



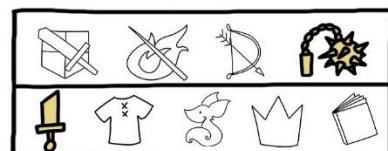
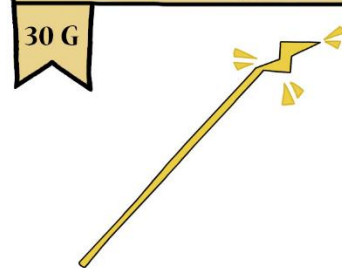
Gold Plate

Armor: 13
On hit gain or give D4 HP's



Electric Staff

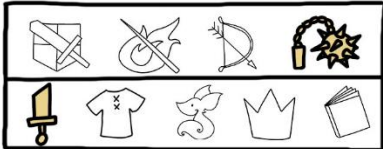
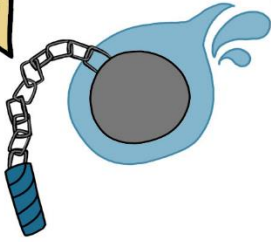
Power: 4
+1 to Lightning Spells



Water Flail

Power: 4
+1 to Water Spells

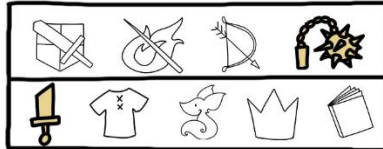
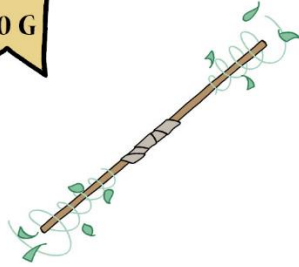
30 G



Staff of Wind

Power: 4
+1 to Wind Spells

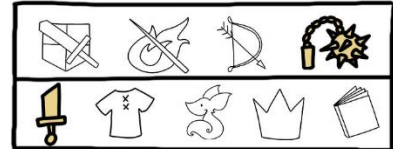
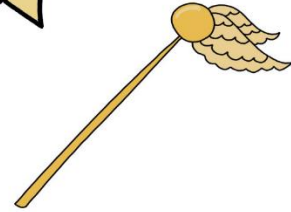
30 G



Gold Staff

Power: 5

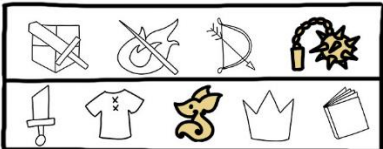
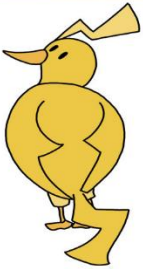
100 G



Lightning Lark

+1 to Lightning Spells

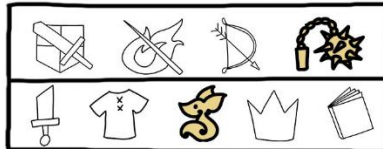
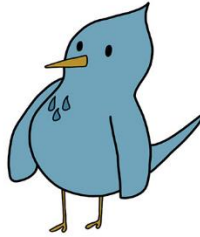
30 G



Water Wren

+1 to Water Spells

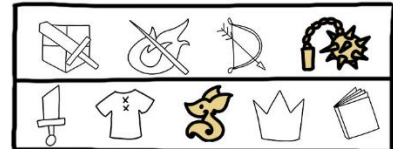
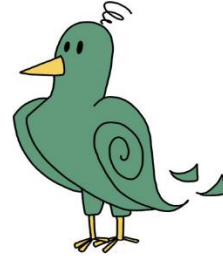
30 G



Wind Raven

+1 to Wind Spells

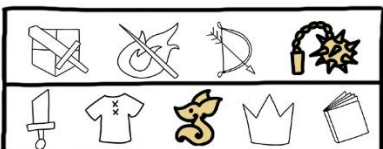
30 G



Elemental Owl

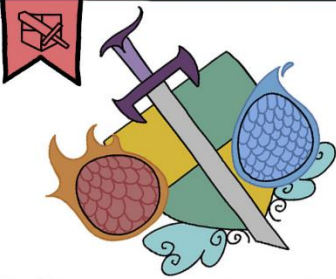
+1 Spell Dice

100 G



Fighter

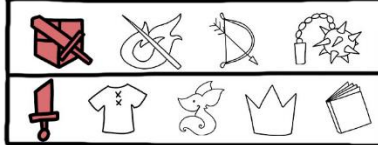
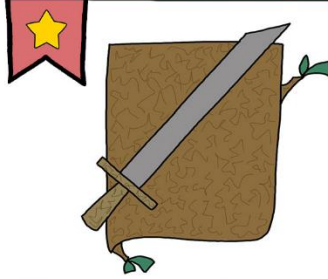
+3 Strength
Spell: Shield



Fighters are pillars of strength and courage for their team. They are known to have the ability to raise dragons.

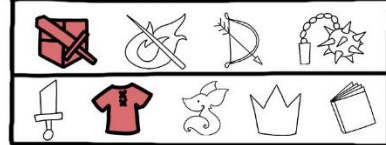
Basic Sword and Shield

Power: 4



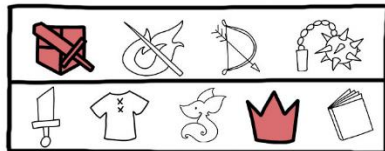
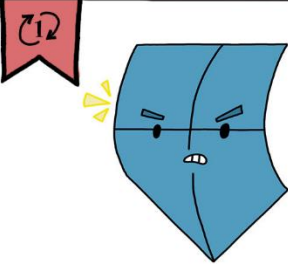
Unarmored

Armor: 11



Spell: Shield

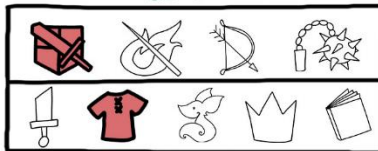
Shield yourself or a friend:
Shield Buff (+3 Armor)



Scale Mail

Armor: 13

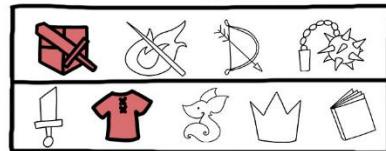
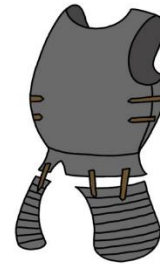
10 G



Steel Plate

Armor: 14

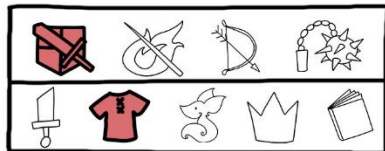
30 G



Scale Mail of Water

Armor: 13
On hit gain Shield Buff

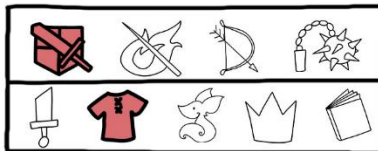
50 G



Dragonling Scale Mail

Armor: 14
On hit enemy takes D4 Damage

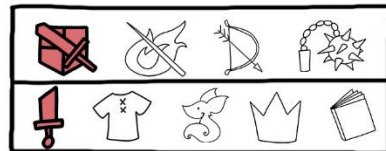
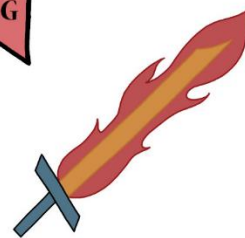
100 G



Flame Sword

Power: 4
+1 to Fire Spells

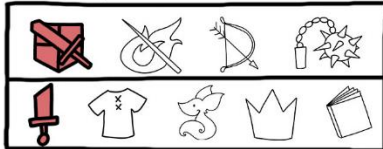
30 G



Thunder Hammer

Power: 4
+1 to Lightning Spells

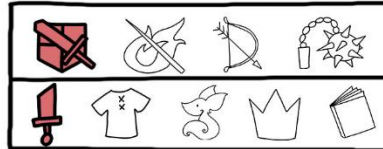
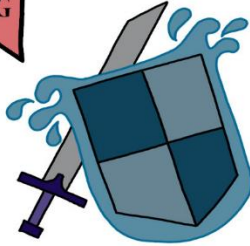
30 G



Water Shield

Power: 4
+1 to Water Spells

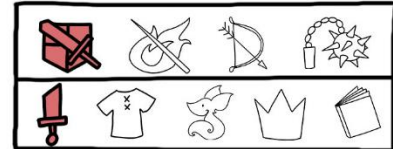
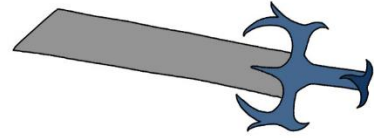
30 G



Great Sword

Power: 5

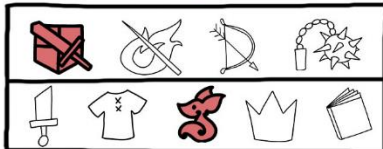
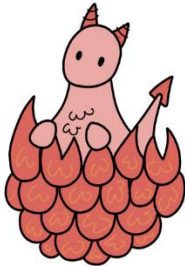
100 G



Fire Dragon Hatchling

+1 to Fire Spells

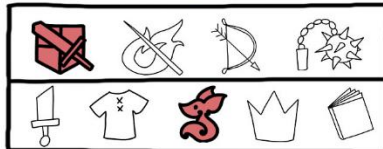
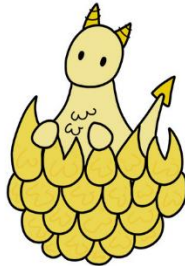
30 G



Lightning Dragon Hatchling

+1 to Lightning Spells

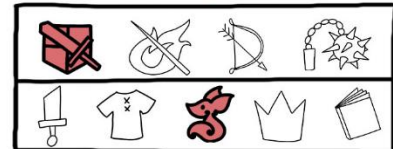
30 G



Water Dragon Hatchling

+1 to Water Spells

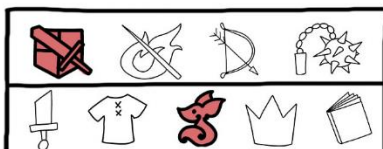
30 G



Dragonling

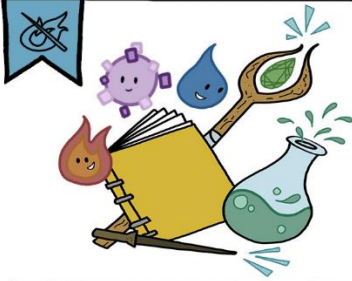
+1 Spell Dice

100 G



Mage

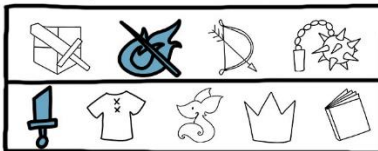
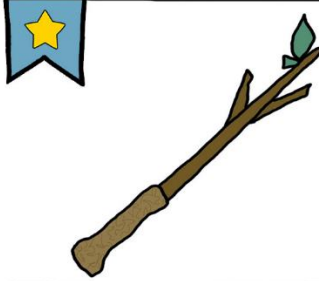
+3 Magic
+3 Detect



Mages are masters of Magic. They are often seen with magic sprites or summons as their companions.

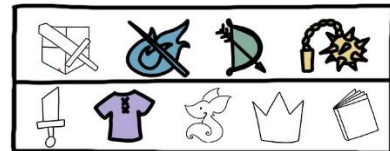
Basic Wand

Power: 4



Unarmored

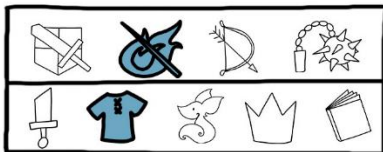
Armor: 10



Cloth Robes

Armor: 11

20 G

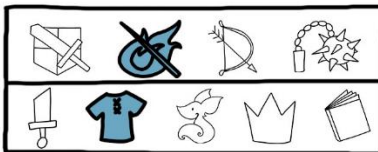


Robes of Fire

Armor: 11

On hit enemy takes 1 Damage

50 G

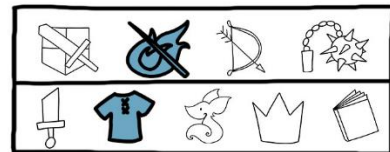


Arcane Robes

Armor: 11

On hit enemy takes 1 Damage

50 G

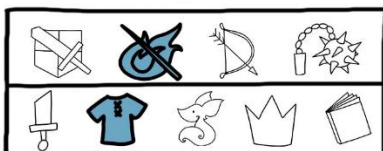


Robes of Ice

Armor: 12

On hit enemy takes D4 Damage

100 G

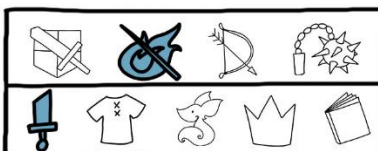


Arcane Wand

Power: 4

+1 to Arcane Spells

20 G

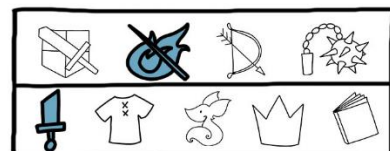


Water Wand

Power: 4

+1 to Water Spells

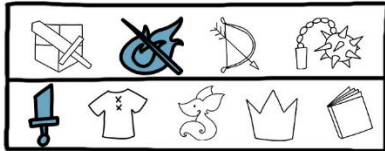
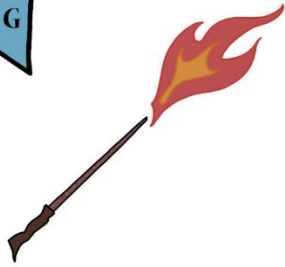
20 G



Fire Wand

Power: 4
+1 to Fire Spells

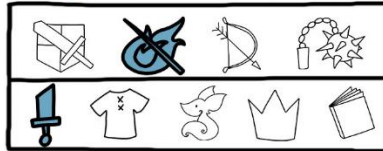
20 G



Star Wand

Power: 5

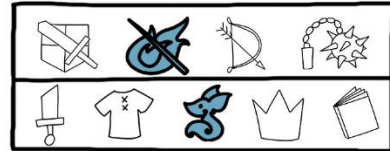
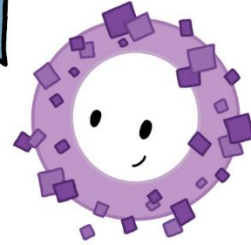
80 G



Arcane Sprite

+1 to Arcane Spells

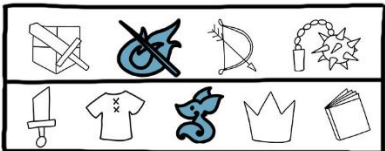
30 G



Fire Sprite

+1 to Fire Spells

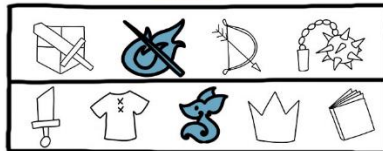
30 G



Water Sprite

+1 to Water Spells

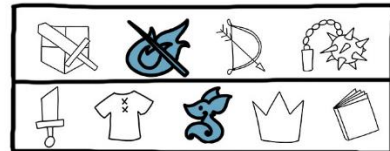
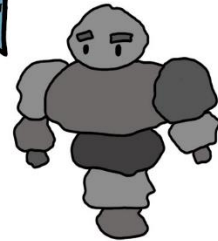
30 G



Rocky

+1 Spell Dice

100 G



Ranger

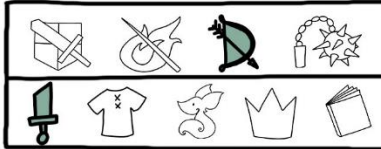
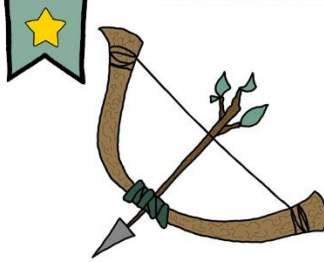
+3 Nature
+3 Acrobatics



Rangers are nimble masters of the bow. As one with nature they are often joined by an animal companion.

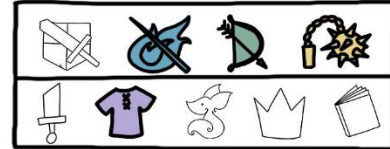
Basic Bow and Arrow

Power: 4



Unarmored

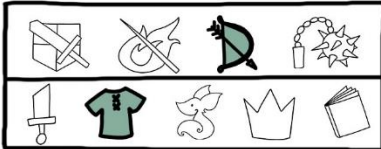
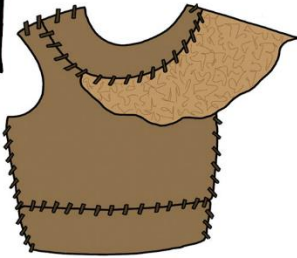
Armor: 10



Leather Hide

Armor: 12

20 G

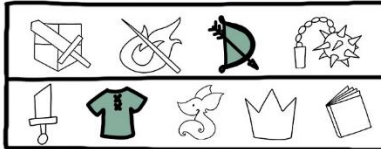
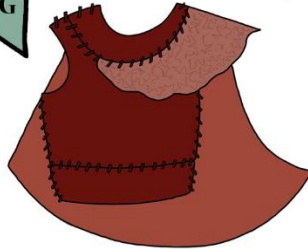


Fire Hide

Armor: 12

On hit enemy takes 1 Damage

50 G

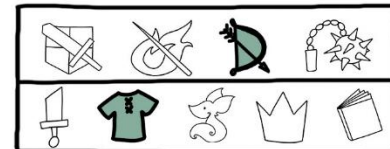
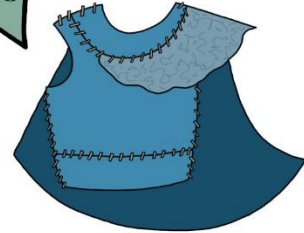


Water Hide

Armor: 12

On hit enemy takes 1 Damage

40 G

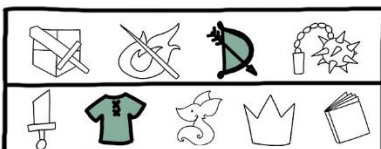


Thorn Cloak

Armor: 13

On hit enemy takes D4 Damage

100 G

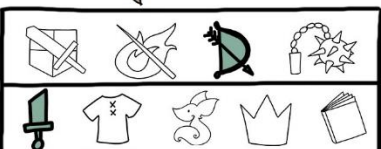
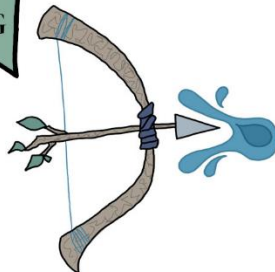


Water Arrow

Power: 4

+1 to Water Spells

30 G

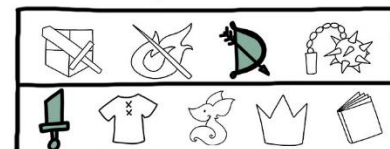
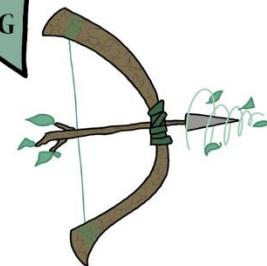


Wind Arrow

Power: 4

+1 to Wind Spells

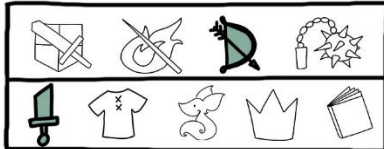
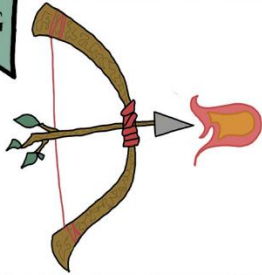
30 G



Fire Arrow

Power: 4
+1 to Fire Spells

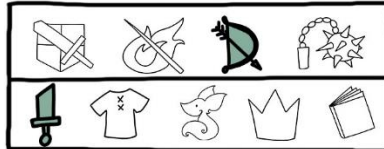
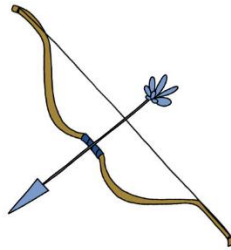
30 G



Iron Scale Arrow

Power: 5

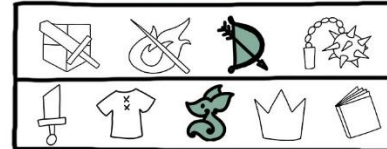
100 G



Weasel

+1 to Wind Spells

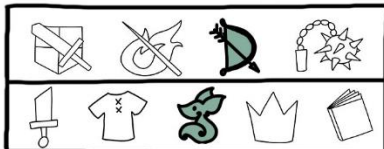
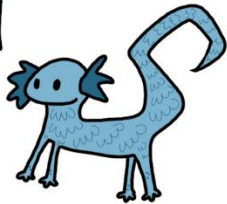
20 G



Salamander

+1 to Water Spells

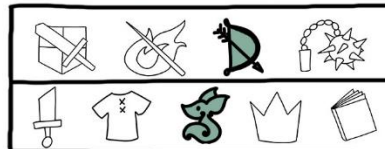
10 G



Horned Owl

+1 to Fire Spells

30 G



Fox

+1 Spell Dice

90 G

