



Knave

Second Edition

Abilities (p. 4)

STRENGTH (STR): The Fighter ability. Added to melee attacks and checks requiring power like climbing and lifting.

DEXTERITY (DEX): The Thief ability. Added to checks requiring agility and reflexes like dodging, sneaking, picking pockets, sleight of hand, etc.

CONSTITUTION (CON): The Adventurer ability. Important for every PC. Added to checks to resist poison, cold, etc. PCs have 10 + CON item slots and can take 10 + CON wounds before dying.

INTELLIGENCE (INT): The Magic-User ability. Added to checks requiring cunning, like lock picking, alchemy, etc. INT improves the effectiveness of spells and PCs can cast INT spells per day.

WISDOM (WIS): The Ranger ability. Added to ranged attacks and checks requiring perception and willpower like foraging, navigating, and resisting spells.

CHARISMA (CHA): The Cleric ability. Added to checks requiring force of personality like initiative and persuasion. PCs can have a number of companions and patron blessings equal to their CHA.

Checks (p. 7)

Roll a d20 + ability score + modifiers (in +5/-5 increments from advantages, disadvantages, and careers). If the total equals or exceeds 11 + the task's difficulty (usually 5), then you succeed. Opposing ability scores and armor points can be used as a task's difficulty. If a creature doesn't have ability scores, substitute its level, half its level, or zero. GM's call.

knowledge: Do not make "knowledge checks." PCs know all common knowledge and career-related knowledge. All other knowledge must be sought out.

Combat (p. 20)

initiative: Make a CHA vs. CHA check between the sides' leaders to determine which side acts first. On a side's turn, all of its creatures, in any order, may move and take one other action, such as an attack, spell casting, move, maneuver, etc.

attacks: Make a check using STR (for melee attacks) or WIS (for ranged attacks) vs. defender's armor class (11 + armor points). On a 21+, the attacker may succeed at a free maneuver. On a natural 1, the weapon breaks. Careers never add bonuses to attacks or maneuvers.

maneuvers: Disarming, pushing, stunning, blinding, breaking gear, tripping, climbing, restraining, etc. They can only cause damage indirectly and are resolved with an ability check.

ranged attacks: Cannot be made while attacker in melee, -5 penalty if target is.

sneak attacks: Sneak attacks always hit and deal direct damage. Attacks against defenseless foes automatically kill them.

power attacks: Declare a power attack before rolling damage to double the damage dice but break the weapon.

damage: Hits deal damage equal to a roll of the weapon's damage die. If an enemy is weak to the type of damage being dealt, it deals direct damage. If they are immune to it, it deals no damage.

morale test: At an NPC's breaking point, roll 2d6 equal to or under their morale or they rout or surrender. That side's leader can pass a CHA check to reroll a failed morale test once per battle. Breaking points include losing half their HP (if alone), after their first casualty, after half of their forces are lost, after their leader is killed, and after they are attacked by something they fear.

Item Slots (p. 6)

PCs have 10 + CON item slots to record their gear. Most items, including groups of small items that could fit in one hand, take up one slot. Two-handed items take two slots. 500 coins use a full slot.

Damage (p. 6)

Damage is subtracted from HP. At 0 HP, each point of damage “wounds” an item slot from highest to the lowest. Items in wounded slots are dropped.

DIRECT DAMAGE: Direct damage bypasses HP and adds wounds directly. It deals triple HP damage to creatures that don’t have slots, like monsters.

DEATH: PCs die when all of their slots are filled with wounds. Monsters and NPCs die at 0 HP.

HEALING: HP fully heals each morning after two watches of sleep and a meal the night before. While in a safe haven, this also heals one wound.

Spellcasting (p. 21)

A spellbook can be used once per day. PCs can use a number of spellbooks per day equal to their INT. When a spell targets an unwilling creature with a level higher than the spell, they may make a check vs. the spell’s level (which usually the same as the caster’s INT). On a success, the spell’s effect is halved. If they succeed by 10+, the effect is nullified.

Relic Magic (p. 32)

Relics give PC’s access to a patron’s blessing as long as they have completed a mission for that patron and remain in their favor. PCs can have a number of active blessings equal to their CHA, and can swap out blessings each morning.

Equipment (p. 38)

COINAGE: All costs are in coins (c). 10c is the wage for a day of unskilled labor.

COMMON ITEMS: Found in any settlement. Rope, torch, saw, arrow, quiver, etc. (5c).

UNCOMMON ITEMS: Found in towns or cities. Lantern, bear trap, etc. (20c).

RARE ITEMS: Found only in cities. Sextant, hourglass, astrolabe, etc. (100c+).

MELEE WEAPONS: One-handed weapons: d6 damage, 1 slot (50c). Two-handed weapons: d8 damage, two slots (100c).

MISSILE WEAPONS: Slings: One hand, one slot, d4 damage, 60’ range (50c). Bows: Two hands, two slots, d6 damage, 120’ range (100c). Quivers hold 20 arrows.

ARMOR PIECES: PCs can wear up to 7 pieces. Each uses one slot and grants 1 AP (max of 7 AP or 18 Armor Class). Shield (100c), Helmet (100c), Gambeson (100c), Mail shirt (200c), Breastplate (500c), Arm plate (500c), Leg plate (500c).

ANIMALS: Poultry (5c), Dogs, Pigs, Goats, etc. (20c), Cows (100c), Falcons (1000c).

CLOTHING SETS: Poor (60c), Humble (120c), Respectable (240c), Wealthy (600c), Minor Noble (2400c), Major Noble (12,000c), Royal (120,000c).

TRANSPORT: The crew requirements listed are not included in the price.

- Mule, 50 slots (30c)
- Riding Horse, 80 slots (200c)
- War Horse, 80 slots (10,000c)
- Cart, 200 slots (50c)
- Carriage, 200 slots (320c)
- Wagon, 800 slots (120c)
- Rowboat, 320 slots (50c)
- Fishing boat, 2k slots, 2 crew (500c)
- Sloop, 8k slots, 10 crew (5000c)
- Caravel, 40k slots, 50 crew (25,000c)
- Galleon, 200k slots, 200 crew (125,000c)



MULLEN

Knave

Second Edition

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Introduction

Knave is an old-school fantasy roleplaying game in the tradition begun by David Wesely, Dave Arneson, and E. Gary Gygax in games such as Braunstein, Blackmoor, and Dungeons & Dragons. As part of that design tradition, it is broadly compatible with the monsters, items, and adventures created by thousands of hobbyists over the last 50 years.

Like its predecessors, *Knave's* gameplay is fundamentally open-ended. Its goal is to help groups create a believable otherworld that players can explore and interact with through their characters, limited only by the world's internal logic and the Game Master's rulings. Anything may be attempted. Survival is not guaranteed.

Knave's rules are also open-ended, and are intended as a starting point to help get a campaign off the ground. They assume the traditional framework in which characters set out from a safe haven into the wild, search dangerous ruins and dungeons for treasure, and then return to the haven to carouse and recuperate. The summaries at the front and back of the book can be printed out to help players get up to speed.

Nothing in these rules is sacrosanct. The rules at your table will evolve over the course of a campaign, as you and your players tailor them to fit the way you like to play. This is a good thing. Altering the rules and writing your own is a time-honored part of the hobby and a critical part of becoming a great Game Master (and, in time, a game designer).

To help you with that, I've added a designer's commentary section at the back of the book, which walks you through my thought process and explains why I wrote the rules the way I did.

Tables

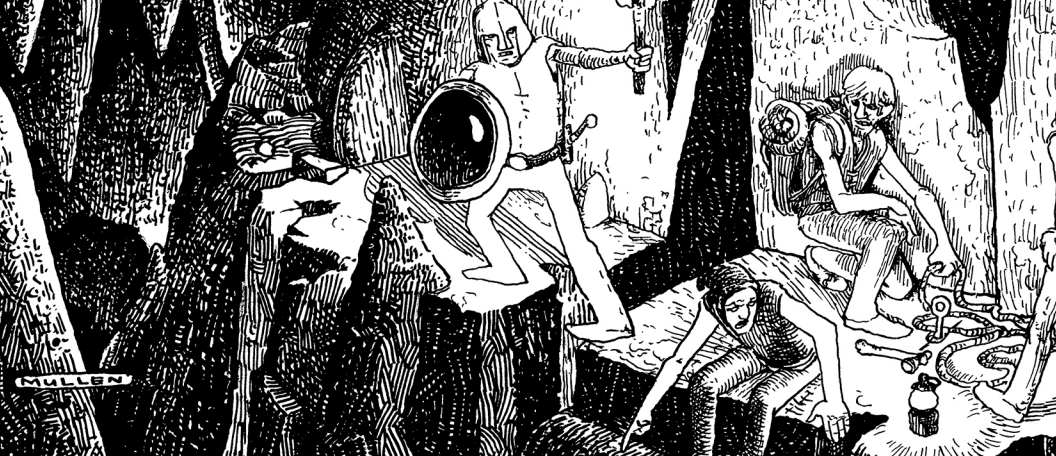
One prominent feature of this book is its many random tables. These tables take nearly every aspect of fantasy fiction and break each of them into 100 examples, creating a kind of "elements of fantasy" that GMs can use to rapidly construct living, varied worlds to explore.

The tables' primary use is for session prep, but they can also be used on the fly when the PCs wander off in an unexpected direction. Results can be selected at random by rolling a d100 or the GM can simply pick items they like.

Some of the entries on these tables are other random tables (denoted by italics). If one of these is rolled, flip to the table on the page indicated and roll again, making sure to interpret the result in light of the original table. If this second roll also results in a table reference, it's usually best to just select the next non-table entry, so as not to get results that are too strange.

One of the most effective ways to use the tables is to combine results. For example, when creating a monster one might roll twice on the animal table (p. 64) and combine the results of "donkey" and "porcupine" to create a horse-like creature covered in quills. For even more variety, one could add organs, monster traits, powers, scents, sounds, weaknesses, and tactics from the relevant tables, but this is usually overkill and can lead to an nonsensical end product. Combining 2-3 tables is usually best if you want something interesting but memorable.

There are an infinite number of things you can build with these tables once you become familiar with them. Grab a d100 and test them out!



Game Master Duties

CREATE LOCATIONS TO EXPLORE. A good location is seeded with treasures, traps, friends, foes, monsters, devices, secrets, problems without obvious solutions, and powder-keg situations ready to explode. Avoid linear environments and provide multiple routes to most areas.

FLESH OUT THE SUPPORTING CAST. Give NPCs and monsters personalities, goals, fears, loyalties and motivations, then entangle their lives together.

LET THE PLAYERS GUIDE THE ACTION. Don't plan out a plot for the players to experience. Each session's outcome should be a surprise to everyone.

KEEP THE GAME MOVING. Point to players and ask what they are doing. If necessary, appoint a "caller" to lead the party if they spend too much time debating.

USE COMMON SENSE. Most actions the PCs take should simply succeed or fail. Avoid making players roll for everything.

MAKE IMPARTIAL AND CONSISTENT RULINGS. The players should be playing against the world, not against you. Roll your dice out in the open unless the players wouldn't know the results.

IMMERSE THE PLAYERS. Pull the players into the world by making it a living, reactive, internally consistent place. Use random tables and generators to keep things fresh and surprising.

REVEAL THE WORLD. Give the players plenty of information about what is happening around them. When in doubt, give them more. Without information, players cannot make choices, and making choices is the core of the game.

SIGNPOST DANGER. The more dangerous a thing is, the more obvious it should be. Don't penalize players for things they could not have avoided.

REWARD SMART PLANS. When players figure out clever ways to eliminate obstacles, consider making such plans automatically succeed. Creative problem solving is a vital skill in *Knave*, and parties that are good at it should prosper.

KEEP TIME RECORDS. Time is a resource for players, and wasting it should have consequences. How many resources do they have left? What are other NPCs and factions up to while the players are adventuring? What threats are advancing?

EDIT THE RULES. The rules are your servant, not your master. If a rule isn't working the way your group likes, talk to them about it and tailor things to fit.



Player Duties

ASSIST THE GAME MASTER. Show up on time, bring snacks, learn the rules, keep session notes, draw maps, and be ready for your turn. At the end of a session, tell the GM your plans so they know what locations and situations to prepare.

CREATE A CHARACTER. Work with the group to make sure your PC meshes with the campaign's setting and tone. Give your PC some distinctive features to make them memorable, but don't worry about coming up with an elaborate backstory. The game is about what happens in play, not what came before it.

PLAY YOUR CHARACTER. You can describe your actions in first or third person. You can put on a voice, or not; it's up to you. Cooperate with the other players and avoid creating conflicts within the party unless the other players agree to it.

TAKE INITIATIVE. Set your own goals and make your own fun. Seek out adventure rather than waiting for it to come to you.

ASK QUESTIONS. Information is the lifeblood of the game, so never be afraid to ask the GM for more details if something is unclear. Search rooms for clues, visit libraries, interrogate NPCs, consult sages, etc.

APPLY TACTICAL INFINITY. Treat the game world as if it was real and work to turn every aspect of it to your advantage. When simulating a living world, no detail is simply "flavor".

SCHEME. Think laterally, not linearly. Avoid risky plans that require you to roll dice and instead create plans so bulletproof that success is certain. Use psychology, magic, allies, equipment, and the environment to overcome obstacles rather than relying on ability checks.

FIGHT DIRTY. Try to win fights before they begin by rigging the situation in your favor and avoid conflicts where you don't have the upper hand. Combat in *Knave* is neither balanced nor fair, so assume that your character's life is at stake any time swords are drawn.

PREPARE TO DIE. Embrace your PC's death when it happens and roll up a new character to take their place. Losing a PC can be painful, but it also makes for great stories, lets you try out new character concepts, and can thrust the party into unexpected situations. Remember that ultimately an RPG campaign tells the story of a whole world, not a single character or even a single party. As the campaign continues, it's enriched by the stories of the characters that came before.



Ability Scores

PCs have six abilities with scores rated from 0 to 10 to add to checks (p. 7).

1. STRENGTH (STR): The Fighter ability. Added to melee attacks and checks requiring power like climbing and lifting.

2. DEXTERITY (DEX): The Thief ability. Added to checks requiring agility and reflexes like dodging, sneaking, picking pockets, sleight of hand, etc.

3. CONSTITUTION (CON): The Adventurer ability. Important for every PC. Added to checks to resist poison, cold, etc. PCs have 10 + CON item slots and can take 10 + CON wounds before dying.

4. INTELLIGENCE (INT): The Magic-User ability. Added to checks requiring cunning, like lock picking, alchemy, etc. INT improves the effectiveness of spells and PCs can cast INT spells per day.

5. WISDOM (WIS): The Ranger ability. Added to ranged attacks and checks requiring perception and willpower like foraging, navigating, and resisting spells.

6. CHARISMA (CHA): The Cleric ability. Added to checks requiring force of personality like initiative and persuasion. PCs can have a number of companions and patron blessings equal to their CHA.

PC Creation

RECORD ABILITY SCORES: Distribute 3 points between your PC's ability scores. More than 1 point can be placed in the same score. Or, let fate decide by rolling 3d6, with each die adding 1 to the ability score matching the number it rolled.

Example: rolling 3-5-5 means CON (the 3rd ability) is 1 and WIS (the 5th ability) is 2. All other abilities have a score of 0.

RECORD SECONDARY STATS: PCs start at level 1 with 0 XP. They have 10 + CON item slots (p. 6) and d6 starting and maximum Hit Points (HP).

RECORD CAREERS: Roll or pick two careers from the list on the next page. You gain those careers' items, as well as any of the following that you can carry: 3d6×10 coins, 2 rations, a 50' rope, 2 torches, any armor pieces or weapons (p. 38) and a quiver of 20 arrows. If the PC has any points in INT, they may receive a random spell book (pp. 22-25) for each point.

ARMOR: PCs have Armor Points (AP) equal to their number of armor pieces and an Armor Class (AC) equal to AP + 11.

FINISHING TOUCHES: Name and describe your character, using the tables on pp. 54-59 if you need ideas.

CAREERS

- 1 **ACOLYTE:** candlestick, censer, incense
- 2 **ACROBAT:** flash powder, balls, lamp oil
- 3 **ACTOR:** wig, makeup, costume
- 4 **ALCHEMIST:** acid, mortar/pestle, 6 vials
- 5 **ANTIQUARIAN:** old coin, flag, lore book
- 6 **ARCANIST:** spell book, arcane robes, chalk
- 7 **ARCHITECT:** plumb line, level, ruler
- 8 **ASSASSIN:** crossbow, garrote, soft boots
- 9 **ASTROLOGER:** star charts, almanac, telescope
- 10 **BAKER:** rolling pin, flour bag, lard block
- 11 **BANDIT:** mask, manacles, caltrops
- 12 **BARBER:** scissors, hair oil, straight razor
- 13 **BEAST TAMER:** whip, gloves, leash
- 14 **BEEKEEPER:** honey, mask, smoke bomb
- 15 **BLACKSMITH:** hammer, bellows, tongs
- 16 **BOATMAN:** 10' pole, instrument, paddle
- 17 **BOOKBINDER:** sewing kit, glue, quill/ink
- 18 **BREWER:** mash paddle, beer keg, hops
- 19 **BURGLAR:** lockpicks, grappling hook, rope
- 20 **BUTCHER:** cleaver, meat hook, bacon
- 21 **CANDLEMAKER:** 10 candles, lamp oil, wax
- 22 **CARPENTER:** hammer, saw, box of nails
- 23 **CHARLATAN:** costume, fake elixir, degree
- 24 **COBBLER:** leather roll, fancy shoes, tacks
- 25 **COACHMAN:** whip, lockbox, oilskin coat
- 26 **COOK:** frying pan, salt, olive oil
- 27 **COURIER:** oilskin bag, local map, lantern
- 28 **COURTIER:** perfume, wig, fan
- 29 **CULTIST:** dagger, ritual robes, amulet
- 30 **CUTPURSE:** knife, caltrops, sack
- 31 **DYER:** 10' pole, dyes, soap
- 32 **EXPLORER:** sextant, spyglass, crampons
- 33 **FALCONER:** bird cage, gloves, whistle
- 34 **FENCE:** short sword, file, sealing wax
- 35 **FISHERMAN:** spear, net, fishing tackle
- 36 **FOLKLORIST:** prophecy, bones, scales
- 37 **GAMBLER:** rapier, card deck, dice
- 38 **GAMEKEEPER:** sling, horn, rope ladder
- 39 **GARDENER:** sickle, shovel, shears
- 40 **GRAVE ROBBER:** saw, crowbar, pulleys
- 41 **GRAVEDIGGER:** shovel, pickaxe, bucket
- 42 **GROOM:** oats, horse brush, blanket
- 43 **GUARD:** halberd, livery, horn
- 44 **HEADSMAN:** axe, hood, garrote
- 45 **HERBALIST:** herbs, sickle, herb manual
- 46 **HERMIT:** staff, fungi, basket
- 47 **HUNTER:** tent, bearskin, bear trap
- 48 **INNKEEPER:** ladle, 10 candles, cauldron
- 49 **INQUISITOR:** manual, vestments, pliers
- 50 **INVESTIGATOR:** journal, manacles, vial
- 51 **JAILER:** padlock, 10' chain, wine jug
- 52 **JESTER:** scepter, donkey head, motley
- 53 **JEWELER:** pliers, loupe, tweezers
- 54 **KNIGHT:** lady's favor, banner, signet ring
- 55 **KIDNAPPER:** chloroform, manacles, hood
- 56 **LAWYER:** fancy robe, law book, certificate
- 57 **LOCKSMITH:** crowbar, picks, padlock
- 58 **MASON:** chisel, hammer, chalk
- 59 **MERCHANT:** scales, strongbox, bag of spice
- 60 **MINER:** pickaxe, lantern, pet canary
- 61 **MUSICIAN:** 3 instruments
- 62 **NATURALIST:** fossil, insect case, geode
- 63 **OFFICER:** shoe polish, medal, spyglass
- 64 **ORACLE:** tea leaves, tarot deck, crystal
- 65 **ORATOR:** 100 marbles, bullhorn, wax tablet
- 66 **PAINTER:** linseed oil, pigments, brushes
- 67 **PEDDLER:** bucket, 300' twine, mirror
- 68 **PHILOSOPHER:** staff, lantern, chalk
- 69 **PHYSICIAN:** saw, scalpel, wine jug
- 70 **PILGRIM:** staff, relic, letter of passage
- 71 **PIRATE:** sextant, cannonball, grappling hook
- 72 **PIT FIGHTER:** net, whip, wine jug
- 73 **PLAYWRIGHT:** quill/ink, skull, 10 candles
- 74 **POACHER:** animal scent, bow, 20 arrows
- 75 **POET:** stationery, bell, perfume
- 76 **PRIEST:** holy water, 10 stakes, prayer book
- 77 **PROSPECTOR:** 10 iron spikes, pickaxe, pan
- 78 **PUPPETEER:** confetti, puppet, sewing kit
- 79 **RAT CATCHER:** cage, 10 rat traps, sack
- 80 **SABOTEUR:** air bladder, crowbar, bomb
- 81 **SAILOR:** beeswax, pulleys, spyglass
- 82 **SCOUT:** signal flags, black grease, dice
- 83 **SCRIBE:** lamp oil, quill/ink, sealing wax
- 84 **SCULPTOR:** chisel, clay, calipers
- 85 **SERVANT:** sponge, silverware, poker
- 86 **SHEPHERD:** crook, instrument, sling
- 87 **SHIPWRIGHT:** drill, hammer, axe
- 88 **SINGER:** mirror, makeup, locket
- 89 **SMUGGLER:** pulleys, rope, makeup
- 90 **SOLDIER:** tent, card deck, shovel
- 91 **SPY:** caltrops, poison, forged papers
- 92 **SQUIRE:** torch, armor polish, trumpet
- 93 **TAILOR:** sewing kit, scissors, soap
- 94 **TATTOOIST:** soot pot, needles, 10 candles
- 95 **THIEFTAKER:** bear trap, manacles, torch
- 96 **THUG:** poison, knife, lamp oil
- 97 **TORTURER:** drill, hourglass, 10' chain
- 98 **TRAPPER:** bear trap, 300' twine, bear pelt
- 99 **WATCHMAN:** lantern, trumpet, spear
- 00 **WOODCUTTER:** axe, firewood, 50' rope



Item Slots & Wounds

SLOTS: PCs have 10 + CON item slots to record their gear. Most items, including groups of small items that could fit in one hand, take up one slot. Two-handed items take two slots. 500 coins use a full slot.

DAMAGE: Damage a PC receives is subtracted from their HP. Once their HP reaches 0, each point of damage fills an item slot with an appropriate wound (stabbed, frozen, burned, etc.), from the highest slot to the lowest. Items in an wounded slot must be dropped.

DIRECT DAMAGE: Direct damage bypasses HP and adds wounds directly. This occurs in situations where a creature's combat skills would not protect them (e.g., when falling or attacked unawares). Monsters receive triple damage from direct damage, since they do not have item slots.

DEATH: PCs die when all of their slots are filled with wounds. Creatures without slots, like monsters, simply die at 0 HP.

HEALING: PCs' HP return to maximum each morning, as long as they slept for two watches and ate a meal the night before. If they are in a safe haven they also heal one wound.

Leveling Up

EXPERIENCE POINTS: PCs are awarded 1 experience point (XP) for each coin (c) worth of treasure recovered from remote, dangerous locations like dungeons and returned to civilization, split evenly between all PCs who assisted. If you are using a pre-made dungeon from another RPG that uses copper, silver, electrum, gold, and platinum coins, then convert the total to gold coins and gain that much XP.

LEVELING UP: At certain XP thresholds, PCs gain a level, which adds 1 to three different ability scores. Do not reset XP to zero. The three scores can be picked by the player or chosen randomly. Each level also allows the player to reroll their PC's HP maximum using one additional d6. If the rolled total is not greater than their last maximum, add 1 to the last maximum.

LEVEL	XP TOTAL	HP	TITLE
1	0	1d6	Wretch
2	2000	2d6	Lowlife
3	4000	3d6	Hoodlum
4	8000	4d6	Fool
5	16000	5d6	Dastard
6	32,000	6d6	Cad
7	64,000	7d6	Gadabout
8	125,000	8d6	Rogue
9	250,000	9d6	Jack
10	500,000	10d6	Knave



Checks

When a creature attempts something risky, they make a check by rolling a d20 and adding one of their ability scores. If their total meets or exceeds a target number set by the GM, they succeed. If a creature doesn't have ability scores, the GM can use its level, half its level or zero based on how good it is at the task. GMs should not call for checks for situations that could be solved with critical thinking. Some actions may be impossible unless the PC has the proper tools or careers.

SETTING THE TARGET NUMBER: Start with 11 and then add a difficulty rating from 0-10 (5 by default). If the check is against another creature, the difficulty rating is equal to their relevant ability score or level. In an attack, the difficulty is the defender's armor points (the target number of $11 + \text{AP}$ is called Armor Class).

REVERSING CHECKS: It is possible to have players do all of the rolling by reversing checks that the GM usually makes.

Example: a goblin trying to strike a PC could add its level to the d20, trying to hit the PC's Armor Class ($11 + \text{the PC's armor points}$). Or, to reverse the roll, the PC could add their armor points to a d20, aiming for a target number of $11 + \text{the goblin's level}$.

MODIFIERS: The GM can apply -5 penalty for each disadvantage and a +5 bonus for each advantage that the rolling player has on a check. (e.g. a related career, a clever approach, extra time, the right tools, etc.)

SOCIAL CHECKS: In most cases, the outcome of social interactions can be resolved with common sense and roleplaying, but in a risky situation the GM may call for a check. These are made using the PC's CHA vs. the NPC's WIS or CHA, depending on the context. Modifiers may be applied based on the target's disposition and relationship to the PC, factional or moral alignment, the PC's phrasing, bribes, threats, etc.

LORE CHECKS: Checks are not necessary for a PC to recall lore. PCs automatically know all common knowledge and any specialized knowledge covered by their careers. Any other knowledge must be discovered in-game.

SEARCH CHECKS: Hidden things are either automatically discovered after enough time is spent searching (usually ten minutes for dungeon rooms or a full watch for wilderness hexes) or they cannot be found without taking in-game actions. Obvious features of an area should be described right away to PCs, and details should be described as players ask questions and investigate.



Traveling

WATCHES: While traveling, days are divided into six four-hour watches: three for day, three for night. Most major actions (traveling, foraging, searching etc.) take one watch to complete.

TRAVEL SPEED: PCs can move one six-mile hex per watch, up to three times per day. Each watch they travel after the third deals 1 direct damage to each PC unless they succeed at a CON check. Speed is halved in darkness, difficult terrain, or severe weather and doubled when riding.

NAVIGATION: If the terrain or weather while traveling is disorienting, the GM may require a WIS check of the party's leader (which the GM rolls in secret) to see if they move to a random adjacent hex.

EXPLORING: The party can spend a watch exploring the area of a six-mile hex to reveal any areas of interest (such as an overgrown ruin, hidden pool, etc.) that wouldn't be noticed by passing through.

SECRET FEATURES: Secret features (such as buried treasure or a hidden door into a mountain) should have corresponding clues revealed by exploring the hex. They can only be found by the PCs interacting with the game world.

FORAGING: Finding food takes a watch and requires passing a WIS check, with modifiers for weather, terrain, etc. On a success, a PC collects d6 rations.

THE TRAVEL HAZARD DIE: At the end of each watch, roll the Travel Hazard Die and apply the result.

D6 TRAVEL HAZARD DIE RESULTS

- 1 ENCOUNTER:** The party has an encounter, usually rolled from a table designed for the region or terrain type. The GM determines the encounter's reaction, activity, distance from the party, and if they are surprised (p. 19).
- 2 FATIGUE:** Each party member takes 1 damage unless they spend the next watch resting. Damage may be higher in severe weather or difficult terrain. Ignore this result while resting.
- 3 DEPLETION:** Roll a d6 for each perishable item (rations, monster parts, etc.). On a 1 it has gone bad.
- 4 TRAVEL SHIFT:** The weather changes (p. 9) or a local event begins.
- 5 SIGN:** The players find a sign (p. 10) that a random encounter (p. 19) is nearby. The next time an encounter is rolled in this hex, the PCs meet that creature. Alternatively, reveal a clue to something hidden.
- 6 FREE:** No effect.

Weather

CHANGING THE WEATHER: At the start of the game, roll on the Weather table below or one that you've created to fit your setting (the Travel Shifts table is useful for this). Reroll whenever a 4 is rolled on the Travel Hazard Die. See the following suggestions for weather effects.

RAIN: Everything gets soaked. Heavy rain reduces visibility, disorients, slows the party, drowns out sound, and creates mud. May cause flooding and landslides if it goes on for long enough.

HAIL: Reduces visibility, disorients, slows movement, and drowns out sound.

LIGHTNING: Spooks animals and ignites things. Generally does not strike PCs (3d6 damage) unless they are asking for it.

WIND: Carries scents and makes ranged attacks difficult. Can reduce visibility if rain or dust is present. Strong winds slow movement, drown out sound, and blow things over.

FOG: Reduces visibility and disorients.

SNOW: Reduces visibility and slows movement. Heavy snow also disorients.

TEMPERATURE: Hot and cold weather can increase fatigue damage to unprepared PCs. Freezing or extremely hot weather may cause damage every watch.

2D6	WEATHER
2	Thunderstorm, blizzard in winter
3	Heavy rain, heavy snow in winter
4	Cold for the season
5	Light rain, snow in winter
6	Cool for the season
7	Mild for the season
8	Warm for the season
9	Windy
10	Hot for the season
11	Strong winds
12	Hail in spring, humidity in summer, fog in fall, frost in winter

TRAVEL SHIFTS

1	Acid rain	51	Humidity
2	Animal migration	52	Hurricane
3	Anvil cloud	53	Ice storm
4	Ash cloud	54	Insect swarm
5	Ash rain	55	Landslide
6	Aurora	56	Lava flow
7	Avalanche	57	Light winds
8	Ball lightning	58	Lunar eclipse
9	Bird migration	59	Meteor shower
10	Black blizzard	60	Mirage
11	Blizzard	61	Mist
12	Blood moon	62	Misty rain
13	Brush fire	63	Monsoon
14	City event (p. 46)	64	Mudflow
15	Cloudburst	65	Murmuration
16	Cold wave	66	Northern lights
17	Cold weather	67	Overcast
18	Color sky (p. 37)	68	Planet alignment
19	Delusion (p. 30)	69	Pollen cloud
20	Dense fog	70	Pyroclastic flow
21	Disaster (p. 31)	71	Rain of fish
22	Downburst	72	Rain of frogs
23	Drizzle	73	Rain of worms
24	Dust devil	74	Rainbow
25	Dust storm	75	Salt storm
26	Earthquake	76	Sandstorm
27	Effect rain (p. 28)	77	Scent (p. 66)
28	Electric storms	78	Showers
29	Element rain (p. 29)	79	Smog
30	Fire whirls	80	Smoke
31	Fireflies	81	Solar eclipse
32	Firestorms	82	Sound (p. 66)
33	Flash flood	83	Stampede
34	Flooding	84	Star jelly
35	Fluffy clouds	85	Steam devils
36	Fog	86	Strong winds
37	Food rain (p. 49)	87	Sulfur clouds
38	Forest fire	88	Swamp lights
39	Freezing fog	89	Taste rain (p. 36)
40	Freezing rain	90	Texture rain (p. 36)
41	Grass fire	91	Thunderstorms
42	Haboob	92	Tornado
43	Hail	93	Tremors
44	Hailstorm	94	Volcanic bombs
45	Haze	95	Warm rain
46	Heat lightning	96	Warm winds
47	Heatwave	97	Waterspouts
48	Heavy rain	98	Weapon rain (p. 43)
49	Hot weather	99	Windstorm
50	Hot winds	00	Wispy clouds

SIGNS

1 Arguing	51 Middens
2 Ash	52 <i>Misc. item (p. 39)</i>
3 Bile	53 Molted husk
4 Blade marks	54 Mounds
5 Blood	55 Mucus
6 Blood tracks	56 Mud tracks
7 Bone fragments	57 Musk
8 Bones	58 Nest
9 Boreholes	59 Nesting sounds
10 Bowers	60 Offspring
11 Broken branches	61 <i>Organ (p. 64)</i>
12 <i>Hazard (p. 17)</i>	62 Pellets
13 Burrow	63 Pheromones
14 Carcass	64 Polished surface
15 Chewed plants	65 Pollen
16 Claw marks	66 Ritual remnants
17 <i>Clothing (p. 40)</i>	67 Saliva
18 Cocoons	68 Scales
19 Crushed grass	69 <i>Scent (p. 66)</i>
20 Dams	70 Scorch marks
21 Diagrams	71 Shadows
22 Digging sounds	72 Shed skin
23 Droppings	73 Shells
24 Droppings scent	74 Signaling sounds
25 Eggs	75 Singing
26 Eggshells	76 Slime trails
27 <i>Element trail (p. 29)</i>	77 <i>Sound (p. 66)</i>
28 <i>Fabric scrap (p. 41)</i>	78 Stalking sounds
29 Fallen trees	79 Stripped bark
30 Feathers	80 Symbols
31 Fighting sounds	81 Teeth marks
32 Fire pit	82 <i>Texture trail (p. 36)</i>
33 Flags	83 <i>Tool (p. 39)</i>
34 Fleeing prey	84 Trails
35 Food cache	85 Traps
36 Food scent	86 Trash
37 <i>Food scraps (p. 49)</i>	87 Tree scratches
38 Footprints	88 Tunnels
39 Fruit pits	89 Urine
40 Fur	90 Urine scent
41 Graffiti	91 Voices
42 Graves	92 Wallows
43 Hives	93 Warning scent
44 Hunters	94 Warning sounds
45 Injured prey	95 Warnings
46 Lair	96 Wax
47 Lair scent	97 <i>Weapon (p. 43)</i>
48 Letters	98 Webs
49 Mating ground	99 Wings
50 <i>Mechanism (p. 17)</i>	00 Worshipers

LOCATIONS

1 Ashland	51 Lava field
2 Badland	52 Lava tube
3 Bamboo forest	53 Loch
4 Basalt columns	54 Mangrove swamp
5 Bay	55 Marsh
6 Beach	56 Meadow
7 Bluff	57 Mesa
8 Bog	58 Mire
9 Boulder field	59 Moor
10 Brook	60 Mountain
11 Butte	61 Mud plain
12 Caldera	62 Oasis
13 Canyon	63 Oil seep
14 Cave	64 Pass
15 Cliff	65 Pasture
16 Cloud forest	66 Petrified forest
17 Coniferous forest	67 Pit
18 Copse	68 Plateau
19 Crag	69 Pond
20 Crater	70 Prairie
21 Creek	71 Quicksand
22 Crossing	72 Rainforest
23 Crystals	73 Rapids
24 Deciduous forest	74 Ravine
25 Delta	75 Ridge
26 Dunes	76 River
27 Dust bowl	77 Riverland
28 <i>Element field (p. 35)</i>	78 Rockslide
29 Fen	79 Salt Flat
30 Fjord	80 Salt Marsh
31 Floodplain	81 Savanna
32 Gas vent	82 Scree Slope
33 Geyser	83 Scrubland
34 Glacier	84 Sinkhole
35 Gorge	85 Spring
36 Grotto	86 Steppe
37 Grove	87 Stream
38 Gulch	88 Sulfur Spring
39 Heath	89 Swamp
40 Highland	90 Taiga
41 Hollow	91 Tar Pit
42 Hoodoo	92 Thicket
43 Hot Spring	93 Tundra
44 Ice Sheet	94 Valley
45 Jungle	95 Volcanic Plain
46 Knoll	96 Volcano
47 Lagoon	97 Wasteland
48 Lair	98 Waterfall
49 Lake	99 Wetlands
50 Lakebed	00 Whirlpool

STRUCTURES

1 Abbey	51
2 Altar	52 Logging camp
3 Amphitheater	53 Manor
4 Aqueduct	54 Market
5 Archive	55 Memorial
6 Asylum	56 Mill
7 Bandit camp	57 Mine
8 Barn	58 Monastery
9 Battlefield	59 Monolith
10 Bell tower	60 Monument
11 Bonfire	61 Mule track
12 Bower	62 Obelisk
13 Brazier	63 Orchard
14 Building (p. 47)	64 Outpost
15 Cairn	65 Paved road
16 Cart track	66 Pen
17 Castle	67 Pilgrim camp
18 Catacomb	68 Pillar
19 Chapel	69 Port
20 City	70 Prison
21 Cistern	71 Pyramid
22 Convent	72 Refugee camp
23 Crossroads	73 Road
24 Dam	74 Room (p. 14)
25 Dirt road	75 Ruin
26 Dolmen	76 Shepherd hut
27 Dungeon (p. 16)	77 Shrine
28 Farm	78 Signal tower
29 Ferry	79 Stable
30 Festival	80 Statue
31 Fishing hut	81 Stone bridge
32 Ford	82 Stone circle
33 Forester lodge	83 Surveyor camp
34 Fort	84 Tavern
35 Gallows	85 Temple
36 Garden	86 Toll house
37 Garrison	87 Tomb
38 Gate	88 Tower
39 Gibbet	89 Town
40 Graveyard	90 Trader camp
41 Hamlet	91 Trail
42 Henge	92 Trap (pp. 16-17)
43 Hermitage	93 Village
44 Hideout	94 Wall
45 Highway	95 Watchtower
46 Hunter's camp	96 Watermill
47 Hunting lodge	97 Well
48 Inn (p. 48)	98 Windmill
49 Keep	99 Wizard tower
50 Library	00 Wooden bridge

PLACE TRAITS

1 Ashen	51 Loathsome
2 Bewitching	52 Mechanical
3 Black	53 Misty
4 Blessed	54 Murmuring
5 Blighted	55 Mysterious
6 Bloody	56 Oozing
7 Boiling	57 Overgrown
8 Bright	58 Perilous
9 Broken	59 Petrified
10 Buried	60 Phantasmal
11 Burning	61 Phasing
12 Charred	62 Pristine
13 Collapsed	63 Quality (p. 28)
14 Color (p. 37)	64 Ravaged
15 Crawling	65 Ravenous
16 Crimson	66 Restless
17 Crumbling	67 Revered
18 Crystalline	68 Room theme (p. 15)
19 Cursed	69 Savage
20 Dark	70 Scorching
21 Dead	71 Screaming
22 Desolate	72 Shadowy
23 Disorienting	73 Shifting
24 Divine	74 Shivering
25 Doomed	75 Shrouded
26 Echoing	76 Silent
27 Eerie	77 Singing
28 Effect (p. 28)	78 Sinister
29 Elder	79 Sinking
30 Eldritch	80 Sleeping
31 Element (p. 29)	81 Sound (p. 66)
32 Endless	82 Stony
33 Filthy	83 Sunken
34 Flooded	84 Swamped
35 Forbidden	85 Swarming
36 Forgotten	86 Sweltering
37 Frozen	87 Terrifying
38 Ghostly	88 Texture (p. 36)
39 Glittering	89 Thorny
40 Gloomy	90 Thundering
41 Grim	91 Twisting
42 Haunted	92 Unquiet
43 Hidden	93 Vandalized
44 Holy	94 Vast
45 Humid	95 Watching
46 Infernal	96 Whispering
47 Infested	97 Windy
48 Jagged	98 Withered
49 Labyrinthine	99 Wondrous
50 Living	00 Writhing



MULLEN

Delving

TURNS: While dungeon delving, time is tracked in 10-minute segments called turns. Most actions (moving, searching, fighting, resting, etc.) take up one turn.

THE DUNGEON HAZARD DIE: At the end of each turn, roll the Dungeon Hazard Die and apply the result.

D6 DUNGEON HAZARD DIE RESULTS

1 ENCOUNTER: The party has an encounter, usually rolled from a table designed for the dungeon. The GM determines the encounter's reaction, activity, distance from the party, and if they are surprised (p. 19).

2 FATIGUE: Each party member takes 1 damage unless they spend the next turn resting. The damage may be higher in dungeons with harsh conditions. Ignore this result while resting.

3 BURN: Lit torches burn out. New torches can be lit from the embers of the previous ones.

4 DELVE SHIFT: The dungeon environment changes. If a dungeon doesn't have any obvious shifts, use minor effects like sounds, temperature shifts, wind, falling debris, apparitions, or vermin. Use the list of shifts (p. 14) as inspiration.

5 SIGN: The players find a sign (p. 10) that a random encounter (p. 19) is nearby. The next time an encounter is rolled in this dungeon, the PCs meet that creature. Alternatively, reveal a clue to something hidden.

6 FREE: No effect.

CRAWLING SPEED: 120' per turn. PCs spend most of this time standing still and listening, testing surfaces, and drawing maps. At this speed, the PCs automatically detect traps and map their environment.

WALKING SPEED: 2,400' per turn. PCs are surprised by all encounters and spring all traps, but may still map the dungeon. Walking speed is usually used when backtracking through areas the party has already explored.

RUNNING SPEED: 4,800' per turn. PCs are surprised by all encounters, spring all traps, and cannot map their environment. Candles are blown out. Running speed is typically used as a last resort, usually when the party is fleeing for their lives.

CANDLES: Candles reveal general shapes within 20', and details within 5'. They last for 8 hours, or a whole dungeon crawling expedition. 10 candles fill a slot.

LANTERNS: Lanterns are candles inside a glass and metal case. They can be constructed with shutters for more directed and controlled light. Like candles, they last a whole dungeon crawling expedition, but their case prevents them from being blown out. Candles and lanterns are great as emergency back-up lights when your torches run out.

TORCHES: Torches reveal general shapes within 40', and details within 10'. The brightness of torches lets the party search areas faster (see below), but they take up a whole slot and burn out when a 3 is rolled on the Dungeon Hazard Die.

DARKNESS: In total darkness, checks involving movement or coordination have a -10 penalty. PCs will be surprised by all encounters, spring all traps, and cannot map their environment. It's important to never be caught in total darkness, so bring plenty of light sources.

SEARCHING: One turn spent searching a room reveals any non-obvious features (a statuette inside a drawer, a cracked tile, etc.) as well as any clues to secrets. In dim light like candlelight or lantern light, this takes two turns instead.

DELVE SHIFTS

1 Alarm	51 Incense
2 Animal sounds	52 Increased patrols
3 Apparition	53 Invasion
4 Awakening	54 Lava flow
5 Battle	55 Leak
6 Blessing	56 Liquid sounds
7 Blood scent	57 Machine sounds
8 Ceilings moves	58 Manure scent
9 Ceremony	59 Monster scent
10 <i>City event (p. 46)</i>	60 Monster sounds
11 Cleaning	61 Mud flow
12 Cloud of flies	62 Music
13 Combat sounds	63 Nesting
14 Construction	64 New faction
15 Crystal growth	65 New monster
16 Curse	66 New rooms
17 Dead rise	67 Oil flow
18 Decay scent	68 Passages close
19 Decreased patrols	69 Passages open
20 <i>Delusion (p. 30)</i>	70 Plague
21 Device activates	71 Planar overlay
22 <i>Disaster (p. 31)</i>	72 Plants bloom
23 Doors close	73 Plants grow
24 Doors open	74 Plants wither
25 Draining	75 Repairs
26 Dungeon rotates	76 Rift opens
27 Dungeon slides	77 Room revolves
28 Dungeon tilts	78 Room slides
29 Dust cloud	79 Room tilts
30 Earthquake	80 Rooms filled in
31 <i>Element flow (p. 29)</i>	81 Rooms rearrange
32 Eruption	82 Sand flow
33 Excavation	83 <i>Scent (p. 66)</i>
34 Faction alliance	84 Singing
35 Faction truce	85 Sleep
36 Faction war	86 Smoke
37 Feast	87 <i>Sound (p. 66)</i>
38 Fire	88 Static charge
39 Flammable gas	89 Summoning
40 Flooding	90 Total silence
41 Floors move	91 <i>Trap effect (p. 28)</i>
42 Fog	92 Traps rearm
43 Food scent	93 Vermin swarm
44 Foraging	94 Voices
45 Freezing	95 Walls close in
46 Gravel flow	96 Walls move
47 Hatching	97 Walls widen
48 Hot	98 Water flow
49 Humid	99 Wind
50 Hunt	00 Worship

ROOMS

1 Alchemy room	51 Junk room
2 Alcohol cellar	52 Kennel
3 Arboretum	53 Kitchen
4 Archery range	54 Laboratory
5 Arena	55 Lair
6 Armory	56 Larder
7 Arsenal	57 Latrine
8 Art gallery	58 Library
9 Art studio	59 Lounge
10 Audience hall	60 Map room
11 Aviary	61 Maze
12 Ballroom	62 <i>Mechanism (p. 17)</i>
13 Banquet hall	63 Meditation room
14 Barracks	64 Menagerie
15 Baths	65 Mess hall
16 Bed chamber	66 Mews
17 Brewery	67 Museum
18 <i>Building (p. 47)</i>	68 Music room
19 Catacombs	69 Nursery
20 Cave	70 Observatory
21 Cell	71 Pantry
22 Chapel	72 Parlor
23 Chasm	73 Pit
24 Church	74 Poison room
25 Cistern	75 Pool
26 Cloakroom	76 Prison
27 Concert hall	77 Record room
28 Conjuring room	78 <i>Location (p. 10)</i>
29 Courtroom	79 Salon
30 Courtyard	80 Scriptorium
31 Crematorium	81 Scullery
32 Crypt	82 Sculpture gallery
33 Dining room	83 Shop
34 Divination room	84 Shrine
35 Dormitory	85 Slaughterhouse
36 <i>Dungeon (p. 16)</i>	86 Smoking room
37 Dressing room	87 Stables
38 Embalming room	88 Storeroom
39 Fighting pit	89 <i>Structure (p. 11)</i>
40 Fissure	90 Study
41 Forge	91 Tapestry room
42 Fountain room	92 Theater
43 Gallery	93 Throne room
44 Game room	94 Torture room
45 Garden	95 Training hall
46 Gatehouse	96 Treasury
47 Great hall	97 Trophy room
48 Guardroom	98 Vault
49 Hall	99 Work pit
50 Infirmary	00 Workshop

ROOM DETAILS		ROOM THEMES	
1 Alcohol	51 Map	1 Activity (p. 19)	51 Mouths
2 Alcove	52 Material (p. 42)	2 Blessings	52 Music
3 Altar	53 Mechanism (p. 17)	3 Blindness	53 Mutation
4 Archetype (p. 53)	54 Message	4 Blood	54 Outsiders
5 Balcony	55 Mine cart	5 Bones	55 Pageantry
6 Bars	56 Mirror	6 Book (p. 40)	56 Paranoia
7 Bas-relief	57 Misc. item (p. 39)	7 Brains	57 Place trait (p. 11)
8 Bath	58 Monster (p. 61)	8 Chaos	58 Poison
9 Bed	59 Mural	9 City theme (p. 46)	59 Priests
10 Bones	60 Nest	10 Collapse	60 Prophecy
11 Book (p. 40)	61 Painting	11 Combat	61 Rats
12 Brazier	62 Pews	12 Corpses	62 Refugees
13 Broken glass	63 Pillar	13 Corruption	63 Restless dead
14 Cabinet	64 Pipes	14 Creation	64 Revenge
15 Cage	65 Pool	15 Criminal activity	65 Riches
16 Carpet	66 Portcullis	16 Crows	66 Rituals
17 Carvings	67 Potion (p. 35)	17 Cults	67 Rival factions
18 Cauldron	68 Refuse pile	18 Curses	68 Sacrifice
19 Chains	69 Repairs	19 Death	69 Savage fury
20 Chalk marks	70 Roots	20 Decay	70 Secret knowledge
21 Chandelier	71 Rubble	21 Disease	71 Serpents
22 Chest	72 Scent (p. 66)	22 Divination	72 Shadows
23 Clothing (p. 40)	73 Shaft	23 Domain (p. 33)	73 Skulls
24 Coffin	74 Shelf	24 Dragons	74 Slavery
25 Coins	75 Sign (p. 10)	25 Drowning	75 Slime
26 Collapsed ceiling	76 Skeletons	26 Eyes	76 Smoke
27 Collapsed floor	77 Smoke	27 Effect (p. 28)	77 Songs
28 Collapsed walls	78 Sofa	28 Element (p. 29)	78 Souls
29 Crawlspace	79 Sound (p. 66)	29 Faces	79 Spiders
30 Crumbling ceiling	80 Spyhole	30 Feasting	80 Stasis
31 Crumbling floors	81 Stairs	31 Fog	81 Statues
32 Crumbling walls	82 Stalactites	32 Gateways	82 Summoning
33 Curtain	83 Statues	33 Ghosts	83 Survival
34 Dais	84 Stove	34 Gods	84 Teeth
35 Dishes	85 Street detail (p. 47)	35 Hands	85 Tentacles
36 Display case	86 Symbol (p. 33)	36 Holy war	86 Tests and trials
37 Dumbwaiter	87 Table	37 Hunger	87 The moon
38 Elevator	88 Tapestry	38 Hunting	88 The stars
39 Fabric (p. 41)	89 Thick dust	39 Imprisonment	89 The sun
40 Fireplace	90 Throne	40 Invasion	90 Thorns
41 Flowing water	91 Toilet	41 Invention	91 Trickery
42 Food (p. 49)	92 Tool (p. 39)	42 Inversion	92 Tyranny
43 Fountain	93 Torch	43 Item trait (p. 43)	93 Vampires
44 Funge	94 Torture device	44 Judgment	94 Water
45 Graffiti	95 Training dummy	45 Light	95 Wild growth
46 Hazard (p. 17)	96 Trap door	46 Locks	96 Wine
47 Incense	97 Treasure (p. 42)	47 Madness	97 Winter
48 Ingredient (p. 37)	98 Vines	48 Magic school (p. 31)	98 Wolves
49 Instrument	99 Wardrobe	49 Memory	99 Worms
50 Lantern	00 Weapon (p. 43)	50 Mirrors	00 Zealotry

DUNGEONS

1 Alchemy lab	51 Lava tubes
2 Animal burrow	52 Library
3 Aquarium	53 Living dungeon
4 Arboretum	54 Lock
5 Archive	55 Mansion
6 Arena	56 Marketplace
7 Armory	57 Mausoleum
8 Art gallery	58 Memorial
9 Asylum	59 Menagerie
10 Automaton	60 Mill
11 Aviary	61 Mine
12 Bank	62 Monastery
13 Bathhouse	63 Monster gallery
14 <i>Building (p. 47)</i>	64 Monster lab
15 Bunker	65 Monster lair
16 Casino	66 Museum
17 Castle	67 Mushroom forest
18 Catacombs	68 Nest
19 Cathedral	69 Nursery
20 Cave system	70 Observatory
21 Cistern	71 Orrery
22 City	72 Palace
23 Clock	73 Prison
24 Corpse	74 Race track
25 Court	75 <i>Room (p. 14)</i>
26 Criminal den	76 Sanctum
27 Curiosity cabinet	77 Sculpture gallery
28 Dam	78 Sewer
29 Deathtrap	79 Ship
30 Depot	80 Silo
31 Dig site	81 Slaughterhouse
32 Dormitory	82 Stable
33 Faction hideout	83 Stronghold
34 Factory	84 <i>Structure (p. 11)</i>
35 Fashion gallery	85 Summoning site
36 Feasting hall	86 Temple
37 Forge	87 Testing ground
38 Garbage pit	88 Theater
39 Gateway	89 Theme park
40 Guildhall	90 Tomb
41 Historical gallery	91 Tower
42 Hospital	92 Training complex
43 Hotel	93 Treasure vault
44 Ice caves	94 Tree
45 Insect hive	95 Warehouse
46 Instrument	96 Warren
47 Kennel	97 Waterworks
48 Kitchen	98 Weapon gallery
49 Labyrinth	99 Wine cellar
50 Larder	00 Work pit

TRAP EFFECTS

1 Absorbing	51 Oscillating
2 Accelerating	52 Piercing
3 Arranging	53 Pinching
4 Attracting	54 Pointing
5 Balancing	55 Poking
6 Beating	56 Pulling
7 Bending	57 Pushing
8 Blocking	58 Reflecting
9 Blowing	59 Releasing
10 Bludgeoning	60 Removing
11 Boiling	61 Repelling
12 Burning	62 Rolling
13 Burying	63 Scooping
14 Burying	64 Scrambling
15 Catching	65 Severing
16 Charging	66 Shaking
17 Choking	67 Shocking
18 Closing	68 Shooting
19 Compressing	69 Shredding
20 Contracting	70 Sifting
21 Counting down	71 Sinking
22 Crushing	72 Slashing
23 Deafening	73 Sliding
24 Delivering	74 Slowing
25 <i>Delve shift (p. 14)</i>	75 Smothering
26 Desiccating	76 Soaking
27 Dividing	77 Softening
28 Draining	78 Spinning
29 Dropping	79 Squeezing
30 <i>Effect (p. 28)</i>	80 Staining
31 Expanding	81 Sticking
32 Extending	82 Stretching
33 Filling	83 Swinging
34 Flapping	84 Tangling
35 Floating	85 Tearing
36 Focusing	86 Tightening
37 Freezing	87 Tilting
38 Grabbing	88 Toppling
39 Hardening	89 Transporting
40 Hooking	90 Tripping
41 Immobilizing	91 Turning
42 Imprisoning	92 Twisting
43 Inflating	93 Unbalancing
44 Inserting	94 Unearthing
45 Launching	95 Unlocking
46 Lifting	96 Weighing
47 Locking	97 Whipping
48 Loosening	98 Winding
49 Lowering	99 Wobbling
50 Opening	00 Wrapping

HAZARDS

1 Acceleration	51 Metal jaws
2 Acid	52 Mold
3 Alarm	53 Molten gold
4 Alcohol	54 Molten iron
5 <i>Animal (p. 64)</i>	55 <i>Monster (p. 61)</i>
6 Arrow	56 Mud
7 Automatons	57 <i>Mutation (p. 30)</i>
8 Avalanche	58 Nail
9 Axe	59 Needle
10 Bat	60 Noose
11 Blinding light	61 Ooze
12 Boiling tar	62 Phosphorus
13 Boiling water	63 Piano wire
14 Cold	64 Piranha
15 Crocodile	65 Poison
16 Crude oil	66 Poison gas
17 Darkness	67 Quicksand
18 Deafening noise	68 Radiation
19 <i>Delusion (p. 30)</i>	69 Rage gas
20 <i>Delve shift (p. 14)</i>	70 Rat
21 <i>Disaster (p. 31)</i>	71 Sand
22 Disease	72 Saw
23 Drill	73 Scissor
24 Dust	74 Sewage
25 <i>Effect (p. 28)</i>	75 Shredder
26 Electricity	76 Sleeping gas
27 <i>Element (p. 29)</i>	77 Smoke
28 Fall	78 Snake
29 Fear gas	79 Spear
30 Fire	80 <i>Spell (pp. 22-25)</i>
31 Fire ant	81 Spider
32 Force field	82 Spike
33 Glass shard	83 Spore
34 Glue	84 Steam
35 Grease	85 Stench
36 Guillotine	86 Stone block
37 Hammer	87 Sulfur
38 Heat	88 Sword
39 Heavy gas	89 Tar
40 Hook	90 Thin air
41 Hot metal	91 Thorns
42 Hot wax	92 <i>Travel shift (p. 9)</i>
43 Hydrogen	93 Vacuum
44 Ice block	94 Vine
45 Ink	95 Wasps
46 Lantern oil	96 Water
47 Lava	97 <i>Weapon (p. 43)</i>
48 Log	98 Web
49 Magnet	99 Wet cement
50 Mercury	00 Wind

MECHANISMS

1 Air pump	51 Mirror
2 Ball bearings	52 Net
3 Barrel	53 Paddle
4 Bars	54 Pendulum
5 Basket	55 Pin
6 Beam	56 Pipes
7 Bell	57 Pit
8 Bellows	58 Platform
9 Belt	59 Plug
10 Bow	60 Pneumatics
11 Breaks	61 Pole
12 Bucket	62 Portcullis
13 Button	63 Pressure plate
14 Cable	64 Pulley
15 Cage	65 Rack and pinion
16 Capstan	66 Rails
17 Cartwheel	67 Ramp
18 Catapult	68 Ratchet
19 Chain pull	69 Reservoir
20 Chains	70 Room
21 Channel	71 Scales
22 Claw	72 Scissor lift
23 Clock	73 Screw
24 Copper wire	74 Scoop
25 Corridor	75 Shaft
26 Crane	76 Slide
27 Creature	77 Sluice
28 Crossbow	78 Sphere
29 Curtain	79 Spring
30 Cylinder	80 Stairs
31 Dial	81 Switch
32 Door	82 Tank treads
33 Drain	83 Tap
34 Drum	84 Thread
35 Fan	85 <i>Tool (p. 39)</i>
36 Float	86 Trap door
37 Gears	87 Treadmill
38 Grate	88 Trigger
39 Hamster wheel	89 Tripwire
40 Handwheel	90 Trolley
41 Hook	91 Vacuum pump
42 Hourglass	92 Valve
43 Hydrogen tank	93 Vice
44 Jack	94 Walls
45 Ladder	95 Water pump
46 Latch	96 Waterwheel
47 Lens	97 Wedge
48 Lift	98 Weights
49 Light beam	99 Winch
50 Lock	00 Windmill



Encounters

Use the following rules when the PCs come across a random encounter.

DISTANCE FROM PARTY: In confined environments with limited visibility like dungeons, encounters appear 2d6 × 10' from the PCs when their initial distance is unclear. In the wilderness, large caverns, or other wide-open spaces, they appear 4d6 × 30' away.

SURPRISE: If an encounter occurs within 80' of the party, the closest PC makes a WIS check against the WIS of the closest encountered creature. If one side wins by 5 or more, they have surprised the other side. The surprising side will act first in combat and gains a +5 bonus on all combat checks during the first round.

ACTIVITY: The current activity of the encountered creatures depends on the creature type, environment, etc., but the most important thing is to have them doing more than just waiting for the PCs to arrive. It should feel like they have a life outside of the adventure. Use the table to the right as inspiration or roll on it, ignoring results that don't make sense.

REACTION: If the encounter's reaction to the party isn't obvious, the GM may roll 2d6 on the following table to determine their attitude. Note that the PCs' actions can cause this to change quickly.

2D6	NPC REACTION
2	Kill the PCs
3	Injure or capture the PCs
4	Harass or rob the PCs
5	Insult, threaten, or command the PCs
6	Avoid the PCs
7	Ignore the PCs
8	Follow or observe the PCs
9	Greet or question the PCs
10	Share information with the PCs
11	Perform minor favors the PCs
12	Ask to join the PCs' party

ACTIVITIES

1 Ambushing	51 Harvesting
2 Arguing	52 Hauling
3 Awarding	53 Healing
4 Beautifying	54 Hiding
5 Befouling	55 Igniting
6 Begging	56 Infiltrating
7 Besieging	57 Initiating
8 Birthing	58 Instructing
9 Blessing	59 Kidnapping
10 Brawling	60 Looting
11 Building	61 Mapping
12 Burgling	62 Marrying
13 Burying	63 <i>Mission (p. 51)</i>
14 Camping	64 Mourning
15 Capturing	65 Murdering
16 Carving	66 Pardoning
17 Celebrating	67 Parleying
18 Chasing	68 Patrolling
19 Cleaning	69 Performing
20 Clearing	70 Planning
21 Climbing	71 Planting
22 Collecting	72 Playing
23 Competing	73 Praying
24 Convening	74 Preaching
25 Cooking	75 Processing
26 Courting	76 Questioning
27 Crafting	77 Repairing
28 Cursing	78 Rescuing
29 Dancing	79 Resting
30 Defacing	80 Rioting
31 Defending	81 Robbing
32 Delivering	82 Sacrificing
33 Destroying	83 Scavenging
34 Dousing	84 Scouting
35 Dueling	85 Searching
36 Dying	86 Selling
37 Eating	87 Singing
38 <i>Effect (p. 28)</i>	88 Sleeping
39 Escaping	89 <i>Sound (p. 66)</i>
40 Escorting	90 Summoning
41 Excavating	91 Surrendering
42 Executing	92 Swindling
43 Feasting	93 <i>Tactic (p. 67)</i>
44 Fighting	94 Tending
45 Fleeing	95 Threatening
46 Foraging	96 Tracking
47 Fortifying	97 Trading
48 Gambling	98 Training
49 <i>Goal (p. 57)</i>	99 Traveling
50 Guarding	00 Worshiping



Combat

INITIATIVE: Combat is measured in 10-second rounds, during which each side has an opportunity to act. Decide which side acts first by making a CHA vs. CHA check between the side's leaders. When a side acts, all its creatures, in any order, may move (40' for PCs) and take one other action such as attacking, casting a spell, moving, maneuvering, etc.

ATTACKS: An attack is a check using the attacker's STR (for melee attacks) or WIS (for ranged) trying to hit the defender's armor class (armor points + 11). On a hit, the attacker deals damage to the target. If an attack roll's total is 21 or higher, the attacker may choose to also succeed at a free maneuver of their choice. If an unmodified 1 is rolled, the weapon breaks.

MANEUVERS: Maneuvers include disarming, pushing, stunning, blinding, breaking gear, tripping, pickpocketing, climbing, restraining, or anything else the GM agrees is plausible. They can only cause damage indirectly (i.e., pushing an enemy off a ledge) and are resolved with an appropriate ability check. They can be critical for bringing down tough enemies.

RANGED ATTACKS: Ranged attacks cannot be made while in melee. If the target is in melee, the attack takes a -5 penalty.

SNEAK ATTACKS: Melee attacks against unsuspecting foes always hit and deal direct damage. Attacks against truly defenseless foes automatically kill them.

POWER ATTACKS: After a successful attack roll but before rolling for damage, PCs can decide to make a melee attack a power attack, which doubles the number of damage dice rolled but breaks the weapon.

DAMAGE: Hits deal damage equal to a roll of the weapon's damage die. If an enemy is weak to the type of damage being dealt, it deals direct damage. If they are immune to it, it deals no damage.

MODIFIERS: Attack and maneuver checks may gain +5 or -5 modifiers based on positioning, ganging up, weapon types, aiming, visibility, cover, foe size, range, surprise, elevation, etc. Careers do not grant modifiers to combat checks.

MORALE TEST: When NPCs reach a breaking point during a battle, they must test their morale by rolling equal to or under their morale rating on 2d6. If they roll over it, they rout or surrender. They may reroll a failed test once per battle if their leader passes a CHA check. Breaking points include after losing half their HP (if alone), after their first casualty, after half of their forces are lost, after their leader is killed, and after they are attacked by something they fear.



Hazards

FIRE: 1d6 direct damage per round.

On fire: 2d6 direct damage per round.

Immersed in lava: instant death.

DROWNING: PCs can hold their breath for 30 seconds + 30 seconds for each point of CON. After this, they pass out and must pass a CON check every round or die.

FREEZING: 1 direct damage per 10-minute turn unless the PC passes a CON check.

LIGHTNING: 3d6 direct damage.

FALLING: 1d6 direct damage per 10' fallen. If at least three of the dice roll a 6, the PC is instantly killed.

THIRST: Each day without drinking water applies a -5 penalty to all checks. After three days, pass a CON check every day or die. Assume that the PCs are finding water to drink as they travel, unless the they are in a very arid environment.

SLEEP DEPRIVATION: For each day without sleep, apply -5 to all checks. After two days, make a WIS check every watch or pass out for three watches.

INTOXICATION: Make a CON check every hour that a PC drinks alcohol. If they fail, they become drunk and take -5 to all checks until the next day. If a creature fails the CON check two hours in a row, they pass out for two watches (8 hours).

Spellcasting

A spellbook takes up an item slot and contains a single spell. They cannot be created or copied by PCs and must be found while exploring dungeons or stolen from other magic users.

CASTING SPELLS: Casting a spell takes one action. Each spellbook can only be used once per day, but PCs can use a number of spellbooks per day equal to their INT.

SPELLS: 100 spells are included on pp. 22-25. When "INT" appears in their descriptions, replace it with any number up to the caster's INT. This number counts as the spell's level, if one is needed. An "item" is an object able to be lifted with one hand, and an "object" is anything up to human size. Unless otherwise noted, all spells with ongoing effects last 10 minutes (1 turn) and have a range of 40'.

CHAOS SPELLBOOKS: These spellbooks replace their spell with a random new one at the first dawn after the previous spell was cast. These spells can be rolled from the spell list (p. 22) or randomly generated (p. 27).

SAVES: When a spell targets an unwilling creature with a level higher than the spell, they may make a check vs. the spell's level. On a success, the spell's effect is halved. If they succeed by 10+, the effect is nullified.



Spells

1 ADHERE: INT objects become sticky enough to hold a PC to a ceiling. Lasts until washed.

2 ANIMAL FRIENDSHIP: INT animals obey your orders as well as a trained dog for one day.

3 ANIMATE OBJECT: INT objects obey your orders. They move 15' per round.

4 ANTHROPOMORPHIZE: INT animals gain human intelligence for one day.

5 ARCAN EYE: You create a magic eye that flies around under your control for INT turns. You can see through it as well as your normal eyes.

6 ASTRAL PRISON: An object is frozen in time and space within an invulnerable crystal shell for INT turns.

7 ATTRACT: INT + 1 objects are strongly magnetically attracted to each other if they come within 10'.

8 AUDITORY ILLUSION: You can create illusory sounds that seem to come from INT directions of your choice.

9 BABBLE: INT creatures must loudly and clearly repeat everything you think. They are otherwise mute.

10 BEAST FORM: You and your possessions turn into an animal for up to INT days.

11 BEFUDDLE: A creature is unable to form short-term memories for INT turns.

12 BEND FATE: Roll INT + 1 d20s. After this point, when any creature you can see makes a check, use and discard one of the rolled results until they are all gone.

13 BODY SWAP: You switch bodies with a creature you touch for INT turns. If one body dies, the other dies as well.

14 CATHERINE: A woman wearing a blue dress appears for INT hours. She will obey polite, safe requests.

15 CHARM: INT humanoids believe they are close friends with you until proven otherwise.

16 COMMAND: A creature obeys a single, INT-word command that doesn't harm it.

17 COMPREHEND: You are fluent in all languages for INT hours.

18 CONTROL PLANTS: Plants within INT × 10' obey you. They move 5' per round.

19 CONTROL WEATHER: You control your hex's weather for INT hours.

20 DETECT MAGIC: Anything magical within line of sight glows and reveals its properties on request. Lasts 1 day or until you make INT requests.

21 DISASSEMBLE: INT body parts may be detached at will. You can still control them. Lasts until they are reattached.

22 DISGUISE: You may alter the look of INT humanoids as long as they remain humanoid. Lasts until the subjects speak.

23 DISPLACE: An object appears to be up to INT × 10' from its actual position.



24 DUPLICATE: Create INT fragile, porcelain copies of items you can see.

25 EARTHQUAKE: The ground shakes violently for INT rounds.

26 ELASTICITY: Your body can stretch up to $\text{INT} \times 10'$.

27 ELEMENTAL WALL: Creates a wall of ice or fire $\text{INT} \times 40'$ long, $5'$ wide and $10'$ tall. The wall can curve however you want.

28 FILCH: INT visible items teleport to your hands.

29 FOG CLOUD: Fog spreads out in a $\text{INT} \times 10'$ radius from you. Fades in one turn.

30 GRAVITY SHIFT: INT creatures can alter their "down" direction at will.

31 GREED: INT creatures become obsessed with possessing a visible item.

32 HASTE: INT creatures have their movement speed tripled.

33 HATRED: INT creatures start attacking each other for one turn or until one dies.

34 HEAR WHISPERS: A creature can hear all sounds up to $120'$ away for INT turns.

35 HOVER: Make INT objects hover $2'$ above the ground, frictionless. They can support the weight of up to INT people.

36 HYPNOTIZE: A creature enters a trance and will answer INT yes or no questions.

37 ICY TOUCH: An ice layer spreads across a surface, up to $\text{INT} \times 10'$ in radius.

38 INCREASE GRAVITY: The gravity within $\text{INT} \times 10'$ of you triples.

39 INVISIBLE TETHER: INT objects within $10'$ of each other cannot be moved more than $10'$ apart from each other.

40 KNOCK: INT locks unlock.

41 LEAP: You can jump up to $\text{INT} \times 10'$.

42 LIQUID AIR: The air within $\text{INT} \times 10'$ of you becomes swimmable.

43 LOCK: A door cannot be opened by mundane means for INT turns.

44 MAGIC SUPPRESSOR: All magic is nullified while within $\text{INT} \times 10'$ of you.

45 MANSE: A furnished house with INT rooms appears for 1 day. It has no food or gear and does not count as a safe haven.

46 MARBLE MADNESS: Your pockets refill with marbles every round for INT rounds.

47 MASQUERADE: All creatures within $\text{INT} \times 10'$ of you are compelled to dance.

48 MINIATURIZE: You and INT other touched creatures become mouse-sized.

49 MIRROR IMAGE: INT illusory copies of you, under your control, appear.

50 MIRRORWALK: A mirror becomes a gate to another mirror you touched today.

51 MULTIARM: You gain INT extra arms.

52 NIGHT SPHERE: An $\text{INT} \times 40'$ wide sphere of total darkness appears.

53 OBJECTIFY: INT willing creatures become inanimate, immobile objects of your choice for as long as they wish. They can still hear and see.

54 OOZE FORM: Your body and gear become living slime for INT turns.



55 PACIFY: INT creatures develop an intense hatred of violence unless attacked.

56 PHANTOM COACH: A coach scoops up INT creatures (who are outdoors) and deposits them in a random adjacent hex.

57 PHOBIA: INT creatures become terrified of an object.

58 PIT: A pit 10' wide and INT × 10' deep opens in the ground.

59 PRIMEVAL SURGE: An object grows to the size of an elephant for INT turns. If it is a creature, it is enraged.

60 PSYCHOMETRY: The GM answers INT yes or no questions about an object.

61 PULL: An object of any size is pulled directly towards you with the force of INT men for one round.

62 PUSH: An object of any size is pushed directly away from you with the force of INT men for one round.

63 RAISE DEAD: INT unarmed skeletons rise from the ground to serve you.

64 READ MIND: You can hear the surface thoughts of creatures for INT turns.

65 REPEL: INT + 1 objects are strongly magnetically repelled from each other if they come within 10'.

66 SCRY: You can share the vision of a creature you touched today for INT turns.

67 SCULPT ELEMENTS: Inanimate material acts like clay in your hands for INT turns.

68 SHROUD: INT creatures are invisible for as long as they can hold their breath (CON × 3 rounds).

69 SHUFFLE: INT creatures switch places randomly.

70 SILENCE: All sound is deadened within 10' of you for INT turns.

71 SLEEP: INT creatures fall asleep.

72 SMOKE FORM: Your body and gear become living smoke for INT turns.

73 SNAIL KNIGHT: In 10 minutes, a knight atop a giant snail rides into view. He may aid you for INT days if he finds you worthy. The snail cannot move faster than a walk.

74 SNIFF: A creature can smell all scents up to 120' away for INT turns.

75 SORT: Inanimate items sort themselves according to INT categories you set. The categories must be visually verifiable.

76 SPEAK WITH DEAD: The spirit of a touched dead body appears and will answer INT questions (if it can).

77 SPECTACLE: A clearly unreal illusion appears under your control for INT days. It may be up to the size of a palace and has full motion and sound.

78 SPELLSEIZE: Cast this as a reaction to another spell of level INT or less being cast to make a temporary copy of it that you can cast within 1 day.



79 SPIDER CLIMB: You can climb surfaces like a spider for INT turns.

80 SUMMON CUBE: You may summon or banish a 5' cube of earth 5 times per round for INT rounds. Cubes must be affixed to the earth or to other cubes.

81 SUMMON IDOL: A carved stone statue up to INT × 10' tall rises from the ground.

82 SWARM: You become a swarm of crows, rats, or piranhas for INT turns. You only take damage from area effects.

83 TELEKINESIS: You may mentally manipulate items (one at a time) up to 10 feet away for INT turns.

84 TELEPATHY: You can project your thoughts into a mind within INT hexes.

85 TELEPORT: An object teleports to a clear patch of ground up to INT × 40' away from its origin point.

86 THAUMATURGIC ANCHOR: An object becomes the target of every spell cast within 120' of it for INT turns.

87 THICKET: A thicket of trees and dense brush up to INT × 40' wide sprouts up over the course of one round.

88 TIME JUMP: An object disappears as it jumps INT turns into the future. When it returns, it destroys any matter in its space.

89 TIME RUSH: Time within INT × 10' of you goes 10 times faster than the rest of the world. Lasts 10 rounds (for you).

90 TIME SLOW: Time within INT × 10' of you goes 10 times slower than the rest of the world. Lasts 10 rounds (for you).

91 TRUTH SENSE: You can detect lies for INT hours.

92 UNRAVEL: Cast this as a reaction to another spell of level INT or less going off to nullify it.

93 UPWELL: A spring of seawater erupts, producing a thousand cubic feet of water per turn for INT turns.

94 VISION: You create an illusory object with full motion and sound that only one creature can sense. Lasts INT turns.

95 VISUAL ILLUSION: You create INT silent, immobile, illusory objects that last until they are touched.

96 WARD: A silver circle 40' across appears on the ground around you. Until you leave the circle, INT types of things that you name cannot cross it.

97 WEB: You can shoot INT × 40' of strong, sticky web. Lasts until burned.

98 WHIRLWIND: You create a vortex of air INT × 10' wide that can deflect missiles.

99 WIZARD MARK: Your finger produces ulfire-colored paint for INT hours. This paint is only visible to you, and can be seen at any distance, even through objects.

100 X-RAY VISION: You can see through INT feet of material.



Generating New Spells

The GM can use the spell formulae table below to generate new spellbooks or to create spells for Chaos Spellbooks (p. 21). Once a formula is rolled, replace each bracketed word with a result from the matching table on the following pages to create the spell's name (the exact wording can be adjusted). The GM and players can then work together to determine the spell's effects.

Example: If a 10 was rolled, the formula would be [Name]'s [Quality] [Element] [Form]. Replacing the words with random table results might generate "Asterwin's Iridescent Tears Circle". The player adjusts this to "Asterwin's Iridescent Circle of Tears" and suggests that this creates a shimmering circle on the ground that causes anyone within it to begin weeping uncontrollably. The GM agrees, and clarifies that the circle is INT × 10' wide and that creatures within it must pass a WIS check each round or take a -5 penalty to all checks that round. Creatures that cannot cry will not be affected.

D12	SPELL FORMULAE
1	[Element] [Form]
2	[Effect] [Form]
3	[Effect] [Element]
4	The [Quality] [Element] [Form]
5	The [Quality] [Effect] [Form]
6	The [Quality] [Effect] [Element]
7	[Wizard name]'s [Element] [Form]
8	[Wizard name]'s [Effect] [Form]
9	[Wizard name]'s [Effect] [Element]
10	[Wizard name]'s [Quality] [Element] [Form]
11	[Wizard name]'s [Quality] [Effect] [Form]
12	[Wizard name]'s [Quality] [Effect] [Element]

WIZARD NAMES

1 Abrogast	51 Mizisto
2 Angvar	52 Mordandred
3 Armolok	53 Nazmok
4 Asterwin	54 Nobtrik
5 Azerphon	55 Nothry
6 Barbaloff	56 Noonund
7 Boglin	57 Nizmo
8 Borgarot	58 Obrigal
9 Byzby	59 Ornoza
10 Candula	60 Osrat
11 Chalgot	61 Otilix
12 Cronibal	62 Pandelo
13 Cydinax	63 Panderbal
14 Darj	64 Perdeo
15 Dormog	65 Pevin
16 Dregwith	66 Quartat
17 Dulzant	67 Quasmir
18 Elmeer	68 Quilian
19 Eofast	69 Quinfan
20 Evthalon	70 Redrak
21 Felonse	71 Roshmor
22 Fenundor	72 Rudishan
23 Folgun	73 Rumalto
24 Gelsonvir	74 Sekeen
25 Garzant	75 Sivinez
26 Gathifex	76 Snilimar
27 Gilux	77 Sofnu
28 Gyodo	78 Surname (p. 55)
29 Hashman	79 Tasham
30 Helkhal	80 Tchamukal
31 Hetemtul	81 Tenat
32 Hoonai	82 Turminster
33 Ifit	83 Ukanel
34 Ildefad	84 Umbalem
35 Imzirian	85 Uneni
36 Irolo	86 Urokar
37 Jorkhal	87 Vanceus
38 Jorphdan	88 Vermulsin
39 Kaldash	89 Voriel
40 Karneblin	90 Wallester
41 Kirtep	91 Wenton
42 Kisdal	92 Wiltrik
43 Krolgo	93 Xedu
44 Leodelf	94 Xepheran
45 Lexikrin	95 Xolark
46 Lestin	96 Yamorthrax
47 Lomard	97 Yandant
48 Majdin	98 Zanuptra
49 Mazifant	99 Zarugaz
50 Melkash	00 Zilik

QUALITIES

1 Abnormal	51 Loathsome
2 Abominable	52 Magnificent
3 Advanced	53 Majestic
4 Ancestral	54 Marvelous
5 Ancient	55 Masterful
6 Arcane	56 Miraculous
7 Artful	57 Mysterious
8 Baleful	58 Noetic
9 Bizarre	59 Noxious
10 Canonical	60 Odious
11 Celestial	61 Ominous
12 Cerebral	62 Original
13 Chaotic	63 Orthodox
14 <i>Color (p. 37)</i>	64 Ostentatious
15 Cosmic	65 Otherworldly
16 Crafty	66 Peculiar
17 Cryptic	67 Pernicious
18 Curious	68 Phenomenal
19 Detestable	69 <i>Place trait (p. 11)</i>
20 Dismal	70 Planar
21 Dreadful	71 Planetary
22 Elder	72 Preeminent
23 Eldritch	73 Primal
24 Enigmatic	74 Primeval
25 Esoteric	75 Primordial
26 Excellent	76 Prodigious
27 Exquisite	77 Psychedelic
28 Extraordinary	78 Remarkable
29 Fantastic	79 Resplendent
30 Fey	80 Royal
31 Foul	81 Sacred
32 Galactic	82 <i>Scent (p. 66)</i>
33 Ghastly	83 Sinister
34 Grand	84 <i>Sound (p. 66)</i>
35 Grim	85 Splendid
36 Grotesque	86 Subtle
37 Hateful	87 Superior
38 Hideous	88 Supreme
39 Horrible	89 <i>Taste (p. 36)</i>
40 Incomparable	90 <i>Texture (p. 36)</i>
41 Incomprehensible	91 True
42 Inexplicable	92 Uncanny
43 Infernal	93 Unfathomable
44 Ingenious	94 Unnatural
45 Inscrutable	95 Unorthodox
46 Insidious	96 Unspeakable
47 Iridescent	97 Vile
48 Jocular	98 Whimsical
49 Lawful	99 Wondrous
50 Legendary	00 Wretched

EFFECTS

1 Absorbing	51 Infecting
2 Accelerating	52 Intoxicating
3 <i>Activity (p. 19)</i>	53 Irradiating
4 Amusing	54 Irritating
5 Animating	55 Levitating
6 Armoring	56 Liquefying
7 Attracting	57 Maddening
8 Avenging	58 Menacing
9 Awakening	59 Mending
10 Banishing	60 Mesmerizing
11 Beautifying	61 Mindreading
12 Bewildering	62 Mocking
13 Binding	63 Monitoring
14 Blinding	64 Multiplying
15 Blossoming	65 Mutating
16 Burning	66 Nauseating
17 Charming	67 Nullifying
18 Cleansing	68 Pacifying
19 Commanding	69 Persuading
20 Communicating	70 Petrifying
21 Concealing	71 Piercing
22 Condemning	72 Preserving
23 Corroding	73 Pummeling
24 Corrupting	74 Putrefying
25 Crushing	75 Reflecting
26 Darkening	76 Refreshing
27 Dazzling	77 Regenerating
28 Deafening	78 Repelling
29 Deciphering	79 Retrieving
30 Diminishing	80 Revealing
31 Disguising	81 Saddening
32 Dispelling	82 Sanctifying
33 Draining	83 Scrying
34 Duplicating	84 Sealing
35 Electrifying	85 Shielding
36 Emboldening	86 Silencing
37 Enraging	87 Slicing
38 Enticing	88 Spawning
39 Etherealizing	89 Stinging
40 Excruciating	90 Strangling
41 Expanding	91 Summoning
42 Foreseeing	92 Teleporting
43 Freezing	93 Terrifying
44 Fusing	94 Transmuting
45 Hardening	95 <i>Trap effect (p. 28)</i>
46 Haunting	96 Transporting
47 Healing	97 Vaporizing
48 Identifying	98 Warding
49 Illuminating	99 Wearying
50 Imprisoning	00 Withering

ELEMENTS

1 Acid	51 Material (p. 42)
2 Amber	52 Memory
3 Ash	53 Miasma
4 Beer	54 Moss
5 Bile	55 Mud
6 Blood	56 Nectar
7 Blossom	57 Oatmeal
8 Bone	58 Obsidian
9 Brass	59 Oil
10 Brimstone	60 Paint
11 Brine	61 Paper
12 Butter	62 Perfume
13 Chalk	63 Plague
14 Chaos	64 Poison
15 Clay	65 Pollen
16 Cloud	66 Quicksilver
17 Cold	67 Radiation
18 Crystal	68 Rain
19 Darkness	69 Root
20 Death	70 Rot
21 Domain (p. 33)	71 Salt
22 Dream	72 Sand
23 Dust	73 Sap
24 Fabric (p. 41)	74 Shadow
25 Flame	75 Silk
26 Flesh	76 Slime
27 Foam	77 Smoke
28 Fog	78 Snow
29 Food (p. 49)	79 Soot
30 Frost	80 Spark
31 Fume	81 Speed
32 Fungus	82 Spore
33 Ghost	83 Steam
34 Glass	84 Stench
35 Glue	85 Stone
36 Gravel	86 Storm
37 Hail	87 Sugar
38 Heat	88 Syrup
39 Honey	89 Taffy
40 Ice	90 Tar
41 Incense	91 Tea
42 Ink	92 Tears
43 Iron	93 Thorn
44 Ivory	94 Vine
45 Lava	95 Void
46 Lead	96 Water
47 Leaf	97 Wax
48 Light	98 Wind
49 Lightning	99 Wine
50 Marmalade	00 Wood

FORMS

1 Animal (p. 64)	51 Key
2 Arc	52 Knife
3 Archer	53 Knight
4 Armor	54 Mask
5 Arrow	55 Mechanism (p. 17)
6 Aura	56 Misc. item (p. 39)
7 Avalanche	57 Monolith
8 Axe	58 Monster (p. 61)
9 Beacon	59 Mouth
10 Beam	60 Organ (p. 64)
11 Beast	61 Path
12 Blade	62 Pit
13 Blast	63 Pool
14 Blob	64 Pulse
15 Bolt	65 Pyramid
16 Bubble	66 Ray
17 Cage	67 Rune
18 Carriage	68 Sanctuary
19 Chain	69 Serpent
20 Chariot	70 Servant
21 Circle	71 Shield
22 Cloak	72 Skeleton
23 Clothing (p. 40)	73 Skin
24 Cloud	74 Song
25 Coil	75 Spear
26 Colossus	76 Sphere
27 Column	77 Spider
28 Cone	78 Spike
29 Crown	79 Spray
30 Cube	80 Staff
31 Disk	81 Steed
32 Dragon	82 Storm
33 Eye	83 Strike
34 Fang	84 Structure (p. 11)
35 Finger	85 Symbol (p. 33)
36 Fissure	86 Tangle
37 Fist	87 Tool (p. 39)
38 Flood	88 Torrent
39 Fly	89 Touch
40 Fountain	90 Tree
41 Gate	91 Tunnel
42 Gaze	92 Vortex
43 Geyser	93 Wall
44 Gloves	94 Wave
45 Guardian	95 Weapon (p. 43)
46 Hammer	96 Web
47 Hand	97 Wheel
48 Hawk	98 Whip
49 Horn	99 Word
50 Hound	00 Zone

MUTATIONS

- 1 Ages backwards
- 2 Ages faster
- 3 *Animal body* (p. 64)
- 4 *Animal ears* (p. 64)
- 5 *Animal eyes* (p. 64)
- 6 *Animal form* (p. 64)
- 7 *Animal head* (p. 64)
- 8 *Animal limb* (p. 64)
- 9 *Animal scent* (p. 64)
- 10 *Animal skin* (p. 64)
- 11 *Animal tail* (p. 64)
- 12 *Animal teeth* (p. 64)
- 13 *Animal voice* (p. 64)
- 14 Antennae
- 15 Antlers
- 16 Arms grow
- 17 Bat wings
- 18 Beak
- 19 Bird wings
- 20 Bleeds acid
- 21 Chameleon eyes
- 22 Claws
- 23 *Color skin* (p. 37)
- 24 Crystal growth
- 25 Drooling
- 26 Duck bill
- 27 Ears grow
- 28 *Elem. blood* (p. 29)
- 29 *Elem. body* (p. 29)
- 30 *Elem. breath* (p. 29)
- 31 Emits fumes
- 32 Excretes ooze
- 33 Extra arms
- 34 Extra eyes
- 35 Extra fingers
- 36 Extra heads
- 37 Extra legs
- 38 Eye stalks
- 39 Eyes grow
- 40 Fangs
- 41 Feathers
- 42 Feet swell
- 43 Fins
- 44 Fly eyes
- 45 Fungal growth
- 46 Gain d20 inches
- 47 Gills
- 48 Hair growth
- 49 Hair loss
- 50 Hands swell
- 51 Head swells
- 52 Horns
- 53 Invisible head
- 54 Jelly arms
- 55 Legs grow
- 56 Long tongue
- 57 Lose d20 inches
- 58 Mannerism (p. 59)
- 59 Mon. trait (p. 65)
- 60 No eyes
- 61 No nose
- 62 No teeth
- 63 NPC detail (p. 56)
- 64 One arm
- 65 One eye
- 66 One leg
- 67 *Organ* (p. 64)
- 68 *Personality* (p. 56)
- 69 Pig snout
- 70 *Power* (p. 65)
- 71 Rat tail
- 72 Scales
- 73 *Scent* (p. 66)
- 74 Scorpion tail
- 75 Shaggy fur
- 76 Shell
- 77 Skin boils
- 78 Skin hardens
- 79 Skin pattern
- 80 Skin sags
- 81 Skin shedding
- 82 Smoke breath
- 83 Snake hair
- 84 *Sound* (p. 66)
- 85 Spines
- 86 Spinnerets
- 87 Suction cups
- 88 Sweats blood
- 89 Tentacles
- 90 *Texture body* (p. 36)
- 91 Totally numb
- 92 Translucent skin
- 93 Transparent skin
- 94 Tusks
- 95 Two faces
- 96 Warts
- 97 Webbed hands
- 98 Weight doubles
- 99 Weight halves
- 00 Wooly

DELUSIONS

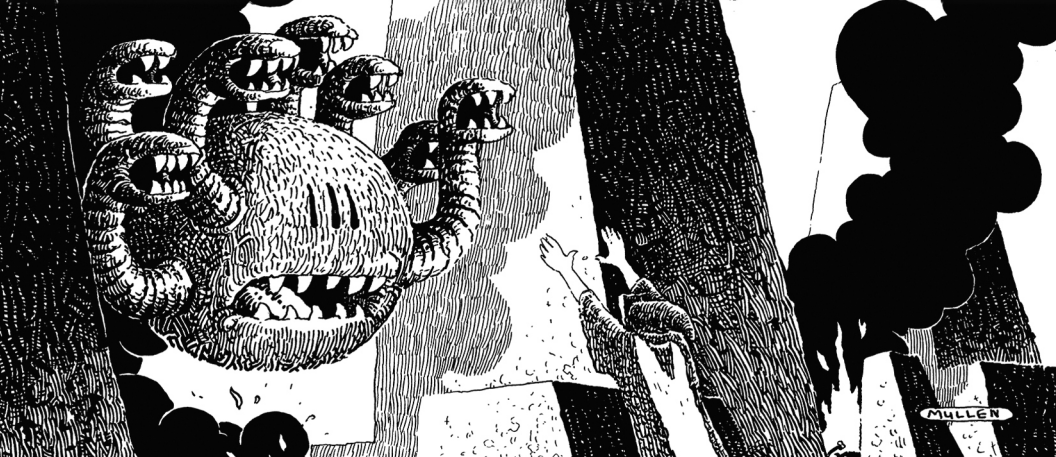
- 1 *Activity* (p. 19)
- 2 Always drunk
- 3 Always polite
- 4 Always rude
- 5 Always sleepy
- 6 Amnesia
- 7 *Animal* (p. 64)
- 8 *Asset* (p. 58)
- 9 Aura reading
- 10 Automaton
- 11 Being followed
- 12 Cannot count
- 13 Cannot lie
- 14 Cannot read
- 15 Chosen one
- 16 Clone
- 17 Constant rage
- 18 Dark vision
- 19 Demonic
- 20 Divine
- 21 Extra limb
- 22 Falls in love
- 23 Famous
- 24 Fears birds
- 25 Fears blood
- 26 *Fears dom.* (p. 33)
- 27 Fears fire
- 28 Fears gold
- 29 Fears iron
- 30 Fears music
- 31 Fears own hand
- 32 Fears PC
- 33 Fears rain
- 34 Fears rivers
- 35 Fears sleep
- 36 Fears sunlight
- 37 *Fears symbol* (p. 33)
- 38 Fears the moon
- 39 Flight
- 40 Genius
- 41 Gets lost
- 42 *Goal* (p. 57)
- 43 Gorgeous
- 44 Hates violence
- 45 Healing touch
- 46 Hideous
- 47 Illuminati
- 48 Immortal
- 49 In an RPG
- 50 Infamous
- 51 Invisible
- 52 Invisible servant
- 53 Invulnerable
- 54 Language switch
- 55 *Liability* (p. 58)
- 56 *Mannerism* (p. 59)
- 57 Medium
- 58 Mind controlled
- 59 Missing limb
- 60 *Mission* (p. 51)
- 61 *Monster* (p. 61)
- 62 *Monster trait* (p. 65)
- 63 Must dance
- 64 Must lie
- 65 Must obey
- 66 Must shout
- 67 Must skip
- 68 Must steal
- 69 *Name* (pp. 54-55)
- 70 *NPC Detail* (p. 56)
- 71 *Organ* (p. 64)
- 72 Personal army
- 73 *Personality* (p. 56)
- 74 Planar traveler
- 75 *Power* (p. 65)
- 76 *Profession* (p. 57)
- 77 Prophet
- 78 Reincarnated
- 79 Rich
- 80 Says thoughts
- 81 Secret monarch
- 82 Sees dead people
- 83 Shapeshifter
- 84 Silent
- 85 *Skin texture* (p. 36)
- 86 *Sound* (p. 66)
- 87 Spy
- 88 Super strength
- 89 Talks to animals
- 90 Talks to plants
- 91 Telekinetic
- 92 Telepathic
- 93 Time traveler
- 94 Vampire
- 95 *Weakness* (p. 67)
- 96 Weather control
- 97 Werewolf
- 98 Whispers
- 99 *Wiz. name* (p. 27)
- 00 X-ray vision

DISASTERS

- 1 Acid rain
- 2 Aging accelerates
- 3 Aging reverses
- 4 All iron rusts
- 5 Amnesia
- 6 Animal revolt
- 7 Animals die
- 8 Animals mutate
- 9 Animals speak
- 10 Birds attack
- 11 Birds die
- 12 Body swaps
- 13 Cities move
- 14 City appears
- 15 City changes
- 16 Deadly fog
- 17 *Delusion (p. 30)*
- 18 Demon invasion
- 19 Doors lock
- 20 Dragon wakes
- 21 Dream plague
- 22 Drought
- 23 Earth to sand
- 24 Earthquake
- 25 *Effect rain (p. 28)*
- 26 *Element rain (p. 29)*
- 27 Endless day
- 28 Endless night
- 29 Endless rain
- 30 Endless storm
- 31 Endless twilight
- 32 Endless winter
- 33 Eruption
- 34 Fae return
- 35 Famine
- 36 Fear epidemic
- 37 Firestorm
- 38 Fish die
- 39 Fish speak
- 40 Flesh to stone
- 41 Flood
- 42 Forest appears
- 43 Forgetfulness
- 44 Giants march
- 45 Gold to tin
- 46 Graves open
- 47 Gravity decreases
- 48 Gravity increases
- 49 Hills move
- 50 Iron to cloth
- 51 Language loss
- 52 Lightning storm
- 53 Living nightmare
- 54 Locusts
- 55 Maggots
- 56 Magic barrier
- 57 Mass blindness
- 58 Mass hypnosis
- 59 Mass insanity
- 60 Mass possession
- 61 Mass slumber
- 62 Mass telepathy
- 63 Meteor strike
- 64 Mirages
- 65 Mirrors speak
- 66 *Mutation (p. 30)*
- 67 No stars
- 68 Objects animate
- 69 Outsider enters
- 70 People shrink
- 71 People vanish
- 72 Pits open
- 73 Plague
- 74 Planar overlay
- 75 Plants wither
- 76 Portal opens
- 77 Rage epidemic
- 78 Rampant growth
- 79 Rifts open
- 80 Rivers move
- 81 Rivers reverse
- 82 Roads move
- 83 Shadows detach
- 84 Shadows speak
- 85 Smoke
- 86 Space distorts
- 87 Stone to flesh
- 88 Stones speak
- 89 *Texture rain (p. 36)*
- 90 Time loop
- 91 Time slows
- 92 Time warp
- 93 Tornado
- 94 Total silence
- 95 Tower appears
- 96 Trees march
- 97 Voices of dead
- 98 Water to blood
- 99 *Weapon rain (p. 43)*
- 00 Windstorm

MAGIC SCHOOLS

- 1 Abjuration
- 2 Air
- 3 Alchemy
- 4 Alteration
- 5 Animation
- 6 Anti-magic
- 7 Archery
- 8 Architecture
- 9 Armor
- 10 Artifice
- 11 Beasts
- 12 Biomancy
- 13 Birds
- 14 *Book (p. 40)*
- 15 Charms
- 16 Chromatic
- 17 Conjuratation
- 18 Counterspells
- 19 Creation
- 20 Darkness
- 21 Death
- 22 Desert
- 23 Destruction
- 24 Divination
- 25 *Domain (p. 33)*
- 26 Dragons
- 27 Dreams
- 28 Earth
- 29 Emotions
- 30 Enchantment
- 31 Evocation
- 32 Fear
- 33 Finding
- 34 Fire
- 35 Fish
- 36 Flight
- 37 Food
- 38 Force
- 39 Forest
- 40 Fungi
- 41 Geometry
- 42 Healing
- 43 Ice
- 44 Ignorance
- 45 Illness
- 46 Illumination
- 47 Illusion
- 48 Insects
- 49 Invocation
- 50 Knowledge
- 51 Lightning
- 52 Martial arts
- 53 Memory
- 54 Metamagic
- 55 Mind control
- 56 Mirrors
- 57 Misdirection
- 58 Mist
- 59 Music
- 60 Necromancy
- 61 Oratory
- 62 Outsiders
- 63 Planes
- 64 Portals
- 65 Power
- 66 Protection
- 67 Rays
- 68 Reptiles
- 69 Revelation
- 70 *Room theme (p. 15)*
- 71 Sea
- 72 Servants
- 73 Shadow
- 74 Shaping
- 75 Sight
- 76 Sound
- 77 Speed
- 78 Stars
- 79 Stasis
- 80 Staves
- 81 Stealth
- 82 Stones
- 83 Storms
- 84 Summoning
- 85 Sun
- 86 Swords
- 87 Telekinesis
- 88 Telepathy
- 89 Teleportation
- 90 Theft
- 91 Time
- 92 Transmutation
- 93 Trickery
- 94 Vampirism
- 95 Walls
- 96 Water
- 97 Weapons
- 98 Wild magic
- 99 Wind
- 00 Witchery



Relic Magic

PATRONS: Patrons are powerful magical beings (often incorporeal) who grant some of their power to PC through the use of relics. They might be petty gods, saints, nature spirits, outsiders, etc. GMs should treat patrons like NPCs, giving them goals (p. 57), personalities (p. 56), mannerisms (p. 59), etc. Each patron has one or two domains (p. 33) it is most concerned with, either positively or negatively.

RELICS: Relics are magical items that are bound to the service of a particular patron, usually found in dungeons or at shrines. A relic might be a symbol of the patron, a weapon, an article of clothing, or anything else. Use the item tables (pp. 39-43) for inspiration. A PC's item can also be converted into a relic if the patron wishes it. Relics always take up at least one item slot.

SHRINES: Shrines are religious sites dedicated to particular patrons where PCs may freely communicate with them, assuming they have the patron's favor and at least one of their relics. Cities have shrines to every patron, towns have d6 shrines, and villages usually only have a single shrine.

BLESSINGS: Once a PC finds a relic and communicates with its patron at one of their shrines, the patron will give the PC a mission (p. 51). If the PC completes the mission and returns to the shrine, the patron will imbue the relic with an ongoing blessing related to their domain. It should be something small but useful, such as an aura or a minor spell that can be cast multiple times per day. It should be designed in collaboration with the player. The tables for magic (pp. 27-31), potions (p. 35), and powers (p. 65) can be helpful. This blessing continues as long as the PC possesses the relic and remains in the patron's favor. PCs can possess any number of relics, but can only have a number of blessings active at one time equal to their CHA. Active blessings are determined each morning.

FAVOR AND DISEFAVOR: A PC that takes actions contrary to a patron's goals may incur disfavor, which may result in the patron cutting off access to the blessing. Returning to the patron's favor usually means completing another mission for them or atoning for the offense.

On the other hand, a PC who takes pains to stay in a patron's favor and align themselves with their goals may be rewarded with more powerful blessings, additional relics, or followers (p. 53).

DOMAINS

01 Acid	51 Mountains
02 Alchemy	52 Murderers
03 Beauty	53 Music
04 Bees	54 Oratory
05 Beggars	55 Performance
06 Betrayal	56 Poison
07 Birds	57 Priests
08 Blades	58 Prisoners
09 Blood	59 Rage
10 Blossoms	60 Rain
11 Book (p. 40)	61 Revenge
12 Clay	62 Revolution
13 Clouds	63 Roads
14 Commerce	64 Room theme (p. 15)
15 Courage	65 Royalty
16 Cowards	66 Rust
17 Craftsmanship	67 Sand
18 Crows	68 Secrets
19 Darkness	69 Serpents
20 Deserts	70 Silence
21 Destruction	71 Slaves
22 Disease	72 Sleep
23 Doors	73 Smoke
24 Dreams	74 Soldiers
25 Duels	75 Spiders
26 Eagles	76 Swamps
27 Earthquakes	77 Tailors
28 Fire	78 The blind
29 Fish	79 The elderly
30 Forge	80 The future
31 Fungi	81 The grave
32 Gluttony	82 The harvest
33 Greed	83 The hearth
34 Healing	84 The hunt
35 Horses	85 The haw
36 Hunger	86 The sea
37 Illusions	87 Thieves
38 Jealousy	88 Thorns
39 Language	89 Travelers
40 Lava	90 Trees
41 Libraries	91 Trickery
42 Light	92 Truth
43 Lightning	93 Tundra
44 Love	94 Tunnels
45 Luck	95 Vermin
46 Machines	96 Walls
47 Madness	97 Wind
48 Magic school (p. 31)	98 Wine
49 Mazes	99 Winter
50 Mirrors	00 Wolves

SYMBOLS

1 Animal (p. 64)	51 Key
2 Antlers	52 Knot
3 Arrow	53 Lamp
4 Axe	54 Leaf
5 Bear	55 Lightning bolt
6 Bell	56 Lock
7 Bird	57 Mask
8 Blood drop	58 Misc. item (p. 39)
9 Book	59 Moon
10 Boots	60 Nut
11 Bow	61 Octopus
12 Bowl	62 Organ (p. 64)
13 Branch	63 Ox
14 Brazier	64 Pen
15 Cauldron	65 Pincer
16 Chain	66 Pine cone
17 Chariot	67 Planet
18 Circle	68 Rabbit
19 Clothing (p. 40)	69 Rat
20 Cloud	70 Ring
21 Coin	71 Scorpion
22 Constellation	72 Scales
23 Crab	73 Scroll
24 Cross	74 Serpent
25 Crown	75 Shield
26 Crystal	76 Sickle
27 Dagger	77 Skull
28 Deer	78 Snail
29 Dice	79 Snowflake
30 Eye	80 Spear
31 Fangs	81 Spiral
32 Feather	82 Square
33 Fish	83 Staff
34 Fist	84 Star
35 Flower	85 Sun
36 Fountain	86 Sword
37 Food (p. 49)	87 Tentacle
38 Form (p. 29)	88 Throne
39 Fox	89 Tooth
40 Frog	90 Torch
41 Gate	91 Tree
42 Goat	92 Triangle
43 Hammer	93 Turtle
44 Hand	94 Wave
45 Heart	95 Weapon (p. 43)
46 Helmet	96 Web
47 Hook	97 Whale
48 Horn	98 Whip
49 Horse	99 Wings
50 Hourglass	00 Wolf



Alchemy

POTION EFFECTS: Potions allow the drinker to produce a single significant magical effect. If the effect is ongoing (like invisibility) it lasts for one 10-minute turn. Weak ongoing effects (like beast speech) may last for an hour or even a day if they are very weak. A drop of a potion gives a clue as to its effects. If the players find or buy a potion you can either use one of the examples to the right or generate something using the magic tables.

BREWING: Brewing a potion requires a fire, a cauldron, ingredients, and four hours (one watch) of time. The player describes the effect and duration of the potion they are trying to make, along with the ingredients to be used (usually monster parts, but in theory any rare substances with the right properties could be used). If the GM approves the effect, the PC makes an INT check.. The PC adds +5 to the check if they spend an additional watch brewing. On a success, the potion is created. The parts are lost no matter the outcome. If the PC succeeds at the check by 10 or more, they have created a recipe for that potion and no longer need to make a brewing check to make it when using those exact ingredients.

HARVESTING: Magical plants can be used for potions, but they usually grow in dangerous or lost locations. Most potions are made from the organs of monsters that give them their special abilities, such as a dragon's lung (fire breathing) or a dragon's scales (fireproofing). Harvesting a monster part requires one 10-minute turn and the proper tools. Harvested body parts or plants take up at least one slot, due to the packaging and fluids they must be preserved in.

POTIONS

1 Age	51 Metal-proof
2 All languages	52 Might
3 Alter body	53 Mind reading
4 Alter face	54 <i>Monster trait (p. 65)</i>
5 Alter voice	55 <i>Mutation (p. 30)</i>
6 <i>Animal form (p. 64)</i>	56 <i>NPC detail (p. 56)</i>
7 Armor	57 <i>Organ (p. 64)</i>
8 Beast-speech	58 Ooze form
9 Bird-speech	59 Paranoia
10 Breathlessness	60 <i>Personality (p. 56)</i>
11 Claws	61 Plant-speech
12 Cold-proof	62 Poison-proof
13 Courage	63 <i>Power (p. 65)</i>
14 Cure disease	64 <i>Profession (p. 57)</i>
15 Cure poison	65 Rage
16 Cure wounds	66 Sense danger
17 Dark vision	67 Sense direction
18 Dead-speech	68 Sense evil
19 <i>Delusion (p. 30)</i>	69 Sense gold
20 <i>Effect (p. 28)</i>	70 Sense heat
21 Elasticity	71 Sense illusion
22 <i>Elem. form (p. 29)</i>	72 Sense lies
23 Extra arms	73 Sense magic
24 False death	74 Sense undead
25 Fear	75 Shrinking
26 Fire form	76 Sleep
27 Fish-speech	77 Sleeplessness
28 Flight	78 Smoke form
29 Forgetfulness	79 Sniffing
30 Friendship	80 Sovereign acid
31 Growth	81 Sovereign glue
32 Grub-speech	82 Sovereign grease
33 Hate	83 Sovereign poison
34 Healing	84 Speed
35 Hearing	85 Spines
36 Heat-proof	86 Stinger
37 Hunger-proof	87 Stone-speech
38 Ice form	88 Swimming
39 Illumination	89 Telekinesis
40 Intangibility	90 Thought-sending
41 Invisibility	91 Undeath
42 Invulnerability	92 Vampirism
43 Iron stomach	93 Ventriloquism
44 Jumping	94 Vision
45 Lightning form	95 Wall-crawling
46 Lightning-proof	96 Water-breathing
47 Love	97 Water-walking
48 Lycanthropy	98 Web-slinging
49 Magic-proof	99 X-ray vision
50 <i>Mannerism (p. 59)</i>	00 Youth

TEXTURES

1 Aerated	51 Mashed
2 Battery	52 Metallic
3 Blended	53 Motes
4 Boiling	54 Moving
5 Brackish	55 Muddy
6 Bubbling	56 Murky
7 Buttery	57 Mushy
8 Caramelized	58 Oily
9 Chalky	59 Oozy
10 Chilled	60 Pasty
11 Chunky	61 Powdery
12 Churning	62 Pudding
13 Clotted	63 Pulpy
14 Coagulated	64 Pulsing
15 Condensed	65 Pureed
16 Congealed	66 Quicksilver
17 Cool	67 Reflective
18 Creamy	68 Rippling
19 Crystalized	69 Roiling
20 Curdled	70 Sandy
21 Dregs	71 Sappy
22 Effervescent	72 Scalding
23 Filmy	73 Scummy film
24 Fizzing	74 Sediment
25 Flakes	75 Shining
26 Foaming	76 Silty
27 Foggy	77 Simmering
28 Frigid	78 Sizzling
29 Frosty	79 Slimy
30 Frothy	80 Slushy
31 Gelatinous	81 Smoking
32 Glimmering	82 Smoky
33 Gloppy	83 Soapy
34 Glowing	84 Sparkling
35 Gluey	85 Steaming
36 Grainy	86 Sticky
37 Greasy	87 Swirling
38 Gritty	88 Syrupy
39 Grounds	89 Tarry
40 Gummy	90 Thin
41 Gunky	91 Throbbing
42 Gurgling	92 Trembling
43 Hissing	93 Turbulent
44 Humming	94 Vibrating
45 Ichorous	95 Viscid
46 Icy	96 Viscous
47 Jellyed	97 Warm
48 Living	98 Watery
49 Lukewarm	99 Whirling
50 Lumpy	00 Whistling

TASTES

1 Absinthe	51 Licorice
2 Allspice	52 Lime
3 Almond	53 Loam
4 Ammonia	54 Maple syrup
5 <i>Animal (p. 64)</i>	55 Mead
6 Asparagus	56 Milk
7 Basil	57 Mineral
8 Beer	58 Mint
9 Berries	59 Mud
10 Black currant	60 Mustard
11 Blackberry	61 Nutmeg
12 Blood	62 Oak
13 Butter	63 Olive oil
14 Camphor	64 Onion
15 Candy	65 Orange
16 Caramel	66 Oregano
17 Cardamom	67 Peach
18 Cherry	68 Pears
19 Chili pepper	69 Pepper
20 Chives	70 Phlegm
21 Chocolate	71 Pickle juice
22 Cinnamon	72 Pine
23 Cloves	73 Pistachios
24 Coconut	74 Plum
25 Coffee	75 Pumpkin
26 Copper	76 Quince
27 Cranberry	77 Rhubarb
28 Crude oil	78 Roast duck
29 Cucumber	79 Rose
30 Cumin	80 Rosemary
31 Curry	81 Rust
32 Dates	82 Saffron
33 Elderberry	83 Sage
34 Figs	84 Salt water
35 Flowers	85 <i>Scent (p. 66)</i>
36 <i>Food (p. 49)</i>	86 Soap
37 Garlic	87 Soursop
38 Ginger	88 Spearmint
39 Gooseberry	89 Sulphur
40 Grapefruit	90 Tamarind
41 Grass	91 Tea
42 Herbs	92 Tears
43 Honey	93 Thyme
44 Honeysuckle	94 Tobacco
45 Horseradish	95 Vanilla
46 Huckleberry	96 Walnuts
47 Hyacinth	97 Whiskey
48 Leather	98 Wine
49 Lemon	99 Wintergreen
50 Lemongrass	00 Wormwood

COLORS

1 Acid green	51 Lavender
2 Alabaster	52 Lilac
3 Amber	53 Lime
4 Amethyst	54 Magenta
5 Apricot	55 Mahogany
6 Aquamarine	56 Maroon
7 Asparagus	57 Mauve
8 Auburn	58 Milk white
9 Aureolin	59 Moss green
10 Avocado	60 Mustard
11 Azure	61 Ochre
12 Baby blue	62 Olive
13 Beige	63 Opalescent
14 Bone	64 Oxblood
15 Bottle green	65 Pea green
16 Bronze	66 Peach
17 Bubblegum	67 Peacock blue
18 Carmine	68 Pearl
19 Carrot	69 Periwinkle
20 Celadon	70 Pine green
21 Cerise	71 Plum
22 Cerulean	72 Primrose
23 Champagne	73 Pumpkin
24 Charcoal	74 Rainbow
25 Chartreuse	75 Rose
26 Chestnut	76 Ruby
27 Cinnamon	77 Russet
28 Colorless	78 Rusty
29 Coppery	79 Saffron
30 Coral pink	80 Salmon
31 Creamy	81 Sapphire
32 Crimson	82 Scarlet
33 Cyan	83 Sepia
34 Dove grey	84 Shocking pink
35 Dun	85 Silver
36 Eggshell	86 Slate blue
37 Electric blue	87 Smokey grey
38 Emerald	88 Tangerine
39 Flesh	89 Teal
40 Fuchsia	90 Terracotta
41 Fuligin	91 Titian red
42 Golden	92 Tomato
43 Grape juice	93 Turquoise
44 Heliotrope	94 Tyrian
45 Ice blue	95 Ultramarine
46 Indigo	96 Umber
47 Inky	97 Verdigris
48 Invisible	98 Vermilion
49 Ivory	99 Violet
50 Kelly green	00 Viridian

INGREDIENTS

1 <i>Animal</i> (p. 64)	51 Meadowsweet
2 Antimony	52 <i>Misc. item</i> (p. 39)
3 Arsenic	53 Mistletoe
4 Belladonna	54 Monk's vow
5 Bitumen	55 <i>Monster</i> (p. 61)
6 Black pearl	56 Moonflower
7 Blind eye	57 Mugwort
8 <i>Book</i> (p. 40)	58 Natron
9 Brimstone	59 Nectar
10 Camphor	60 Nettle
11 Celandine	61 Newborn's cry
12 Chalk	62 Nickel
13 <i>Clothing</i> (p. 40)	63 Nightshade
14 Cobalt	64 <i>Organ</i> (p. 64)
15 Cocklebur	65 Platinum
16 Coffin nail	66 Poppy
17 Columbine	67 <i>Potion</i> (p. 35)
18 Copper	68 Pyre ember
19 Corpse's hair	69 Queen bee
20 Crossroad dust	70 Queen's blood
21 Dandelion	71 Quicksilver
22 Deathcap	72 Ragwort
23 Devil's trumpet	73 Resin
24 Element	74 Rosemary
25 <i>Fabric</i> (p. 41)	75 Sage
26 <i>Food</i> (p. 49)	76 Sea water
27 Foxglove	77 Ship's barnacle
28 Funeral wine	78 Silver
29 Gold	79 Snakeweed
30 Grave dust	80 Soot
31 Hellebore	81 Star-metal
32 Hemlock	82 Stinkhorn
33 Henbane	83 Sugar
34 Holly	84 Thief's finger
35 Honey	85 Thistle
36 Hyssop	86 Tin
37 Iron	87 Tomb flower
38 Killer's hand	88 <i>Tool</i> (p. 39)
39 King's tooth	89 <i>Treasure</i> (p. 42)
40 Larkspur	90 Valerian
41 Last breath	91 Verdigris
42 Lead	92 Vinegar
43 Liar's tongue	93 Wax
44 Lightning bolt	94 <i>Weapon</i> (p. 43)
45 Lime	95 Wedding ring
46 Lodestone	96 Widow's tears
47 Lotus	97 Witch hazel
48 Lye	98 Wizard's skull
49 Mandrake	99 Wolfsbane
50 <i>Material</i> (p. 42)	00 Wormwood



Equipment

COINAGE: All costs are in coins (c). 10c is the wage for a day of unskilled labor.

COMMON ITEMS: Found in any settlement. Rope, torch, saw, arrow, quiver, etc. (5c).

UNCOMMON ITEMS: Found in towns or cities. Lantern, bear trap, etc. (20c).

RARE ITEMS: Found only in cities. Sextant, hourglass, astrolabe, etc. (100c+).

MELEE WEAPONS: One-handed weapons: d6 damage, 1 slot (50c). Two-handed weapons: d8 damage, two slots (100c).

MISSILE WEAPONS: Slings: One hand, one slot, d4 damage, 60' range (50c). Bows: Two hands, two slots, d6 damage, 120' range (100c). Quivers hold 20 arrows.

ARMOR PIECES: PCs can wear up to 7 pieces. Each uses one slot and grants 1 AP (max of 7 AP or 18 Armor Class). Shield (100c), Helmet (100c), Gambeson (100c), Mail shirt (200c), Breastplate (500c), Arm plate (500c), Leg plate (500c).

ANIMALS: Poultry (5c), Dogs, Pigs, Goats, etc. (20c), Cows (100c), Falcons (1000c).

CLOTHING SETS: Poor (60c), Humble (120c), Respectable (240c), Wealthy (600c), Minor Noble (2400c), Major Noble (12,000c), Royal (120,000c).

TRANSPORT: The crew requirements listed are not included in the price.

- Mule, 50 slots (30c)
- Riding Horse, 80 slots (200c)
- War Horse, 80 slots (10,000c)
- Cart, 200 slots (50c)
- Carriage, 200 slots (320c)
- Wagon, 800 slots (120c)
- Rowboat, 320 slots (50c)
- Fishing boat, 2k slots, 2 crew (500c)
- Sloop, 8k slots, 10 crew (5000c)
- Caravel, 40k slots, 50 crew (25,000c)
- Galleon, 200k slots, 200 crew (125,000c)

COST OF LIVING: Use the following table when determining a PC's lifestyle between adventures. A social level's monthly cost of living is also a good guideline for bribes and gifts for someone of that class.

COST OF LIVING (PER MONTH)

DESTITUTE: Beggars, Outlaws (90c).

POOR: Servants, Laborers, Sailors, Farmers, Soldiers (300c).

HUMBLE: Innkeepers, Bakers, Craftsmen, Scribes, Priests, Mercenaries (600c).

RESPECTABLE: Physicians, Merchants, Lawyers, Master Craftsmen (1200c).

WEALTHY: Courtiers, Knights, Rich Merchants, Bishops, Gentry (3000c).

MINOR NOBLE: Barons, Counts (12,000c).

MAJOR NOBLE: Dukes, Princes (60,000c).

ROYAL: Kings, Emperors (600,000c).

TOOLS

1 Acid vial	51 Iron tongs
2 Animal scent	52 Lantern
3 Antitoxin	53 Large sack
4 Astrolabe	54 Lockpicks
5 Bandoleer	55 Lodestone
6 Bear trap	56 Magnifying lens
7 Bedroll	57 Manacles
8 Beeswax	58 Marbles
9 Bell	59 Metal File
10 Bellows	60 Mortar and pestle
11 Birdcage	61 Mule
12 Blank book	62 Net
13 Blanket	63 Padlock and key
14 Block and tackle	64 Pen and ink
15 Boltcutters	65 Pickaxe
16 Bottle	66 Pitchfork
17 Bucket	67 Piton
18 Bullseye lantern	68 Pliers
19 Caltrops	69 Poison
20 Candle	70 Pole (10')
21 Censer	71 Pure alcohol
22 Chain	72 Rat
23 Chalk	73 Rum
24 Chisel	74 Salve
25 Climbing hook	75 Scissors
26 Compass	76 Sealing wax
27 Copper wire	77 Sewing needle
28 Crowbar	78 Sextant
29 Dice	79 Shovel
30 Door ram	80 Silk rope
31 Ear trumpet	81 Sledgehammer
32 Ether	82 Smokebomb
33 Fire oil	83 Smoked goggles
34 Fishing hook	84 Soap
35 Flashbomb	85 Spikes
36 Flashpowder	86 Spyglass
37 Garlic	87 Stake
38 Glue	88 Steel mirror
39 Grappling hook	89 Sundial
40 Grease	90 Tent
41 Hacksaw	91 Thick gloves
42 Hammer	92 Tinderbox
43 Hand drill	93 Torch
44 Hemp rope	94 Trumpet
45 Hog holder	95 Twine
46 Hooded lantern	96 Vial
47 Hound	97 Waterskin
48 Hourglass	98 Whetstone
49 Incense	99 Whistle
50 Iron pot	00 Wolfsbane

MISCELLANEOUS ITEMS

1 Amulet	51 Lyre
2 Arrowhead	52 Manifesto
3 Birdcage	53 Map
4 Book (p. 40)	54 Mascara
5 Bowl	55 Material (p. 42)
6 Box	56 Military orders
7 Brooch	57 Mirror
8 Button	58 Orb
9 Card	59 Organ (p. 64)
10 Cipher	60 Paintbrush
11 Clock	61 Painting
12 Clothing (p. 40)	62 Passport
13 Coin	63 Pearl
14 Comb	64 Perfume
15 Crystal	65 Pipe
16 Cup	66 Pipes
17 Degree	67 Poem
18 Doll	68 Portrait
19 Drum	69 Potion (p. 35)
20 Egg	70 Potion recipe
21 Embroidery	71 Prayer
22 Fabric (p. 41)	72 Pressed flower
23 Feather	73 Purse
24 Figurine	74 Puzzle box
25 Finger bone	75 Pyramid
26 Flag	76 Razor
27 Flute	77 Ribbon
28 Food (p. 49)	78 Ring
29 Food recipe	79 Rouge
30 Fork	80 Shopping list
31 Game piece	81 Signet ring
32 Gem	82 Sketchbook
33 Hair oil	83 Skull
34 Hairbrush	84 Snuffbox
35 Handkerchief	85 Spatula
36 Horn	86 Spell scroll (p. 22)
37 Icon	87 Spellbook (p. 22)
38 Ingredient (p. 37)	88 Spoon
39 Jar	89 Star chart
40 Key	90 Ticket
41 Knife	91 Tool (p. 39)
42 Ladle	92 Tooth
43 Leg bone	93 Treasure (p. 42)
44 Lens	94 Treaty
45 Letter	95 Tuning fork
46 List of demands	96 Wand
47 Lock of hair	97 Warrant
48 Locket	98 Weapon (p. 43)
49 Lotion	99 Wine
50 Lute	00 Yarn

BOOKS

- 1 Adventure novel
- 2 Agriculture
- 3 Almanac
- 4 Anatomy
- 5 Ancient history
- 6 Archaeology
- 7 Architecture
- 8 Astrology
- 9 Bestiary
- 10 Biography
- 11 Blackmail
- 12 Botany
- 13 Calendars
- 14 *City theme (p. 46)*
- 15 Comedic novel
- 16 Commerce
- 17 Condemnation
- 18 Confession
- 19 Conspiracies
- 20 Cookbook
- 21 Criminal secrets
- 22 Cryptography
- 23 Culture
- 24 Customs
- 25 Diplomacy
- 26 *Disaster (p. 31)*
- 27 Divination
- 28 *Domain (p. 33)*
- 29 *Dungeon (p. 16)*
- 30 Epic poems
- 31 Espionage
- 32 Ethics
- 33 Etiquette
- 34 *Faction (p. 50)*
- 35 Fashion
- 36 Finance
- 37 Fishing
- 38 Folklore
- 39 Genealogy
- 40 Geography
- 41 Geology
- 42 Ghosts
- 43 Gods
- 44 Hagiography
- 45 Heraldry
- 46 Horror stories
- 47 Hunting
- 48 Husbandry
- 49 Journal
- 50 Language
- 51 Laws
- 52 Letters
- 53 Libraries
- 54 Logic
- 55 Lost empires
- 56 Lost places
- 57 Love poems
- 58 *Magic school (p. 31)*
- 59 Mathematics
- 60 Medicine
- 61 Modern history
- 62 *Monster (p. 61)*
- 63 Music
- 64 Mystery novel
- 65 Mythology
- 66 Nation
- 67 Navigation
- 68 Oceanography
- 69 Painting
- 70 Planar studies
- 71 Politics
- 72 *Potion recipe (p. 35)*
- 73 Prayers
- 74 *Profession (p. 57)*
- 75 Propaganda
- 76 Prophecies
- 77 Psychology
- 78 Region
- 79 Religion
- 80 Rhetoric
- 81 Romantic novel
- 82 *Room theme (p. 15)*
- 83 Sages
- 84 Sayings
- 85 Sculpture
- 86 Secret societies
- 87 Shipbuilding
- 88 Shrines
- 89 Siegecraft
- 90 Songs
- 91 *Spell (pp. 22-25)*
- 92 State secrets
- 93 Sword fighting
- 94 Theology
- 95 *Traps (pp. 16-17)*
- 96 Treasures
- 97 Utopian novel
- 98 War chronicle
- 99 Who's who
- 00 Witch-hunting

CLOTHING

- 1 Alb
- 2 Arm wrap
- 3 Arming doublet
- 4 Bascinet
- 5 Belt
- 6 Beret
- 7 Bicorn hat
- 8 Blouse
- 9 Bodice
- 10 Bonnet
- 11 Boots
- 12 Bracelet
- 13 Braies
- 14 Breastplate
- 15 Breeches
- 16 Buckler
- 17 Cap
- 18 Cape
- 19 Cassock
- 20 Chaperon
- 21 Chasuble
- 22 Cincture
- 23 Cloak
- 24 Clogs
- 25 Coat
- 26 Codpiece
- 27 Corset
- 28 Cotte
- 29 Cowl
- 30 Cravat
- 31 Curiass
- 32 Dalmatic
- 33 Doublet
- 34 Dress
- 35 Earing
- 36 Eyepatch
- 37 Fez
- 38 Frog mouth helm
- 39 Gambeson
- 40 Gauntlet
- 41 Girdle
- 42 Gloves
- 43 Gorget
- 44 Gown
- 45 Great helm
- 46 Greaves
- 47 Hat
- 48 Hauberk
- 49 Headdress
- 50 Helmet
- 51 Hood
- 52 Hose
- 53 Hounskull helm
- 54 Houppeland
- 55 Jacket
- 56 Jerkin
- 57 Kerchief
- 58 Kilt
- 59 Kirtle
- 60 Leg wrap
- 61 Maniple
- 62 Mask
- 63 Mitre
- 64 Nasal helm
- 65 Necklace
- 66 Nightcap
- 67 Pauldron
- 68 Petticoat
- 69 Pocket
- 70 Pointed hat
- 71 Purse
- 72 Rerebrace
- 73 Robe
- 74 Sabatons
- 75 Salet
- 76 Sandals
- 77 Sash
- 78 Scarf
- 79 Shield
- 80 Shirt
- 81 Shoes
- 82 Skirt
- 83 Sleeves
- 84 Slippers
- 85 Smock
- 86 Socks
- 87 Stockings
- 88 Stole
- 89 Surcoat
- 90 Surplice
- 91 Tabard
- 92 Tower shield
- 93 Tricorn hat
- 94 Trousers
- 95 Tunic
- 96 Turban
- 97 Vambrace
- 98 Veil
- 99 Vest
- 00 Wimple

FABRICS

1 Alligator skin	51 Jute
2 Alpaca wool	52 Lace
3 <i>Animal skin (p. 64)</i>	53 Lamb wool
4 Badger skin	54 Lambskin
5 Bamboo weave	55 Leather
6 Barkcloth	56 Leopard skin
7 Bearskin	57 Linen
8 Beaver skin	58 Lion skin
9 Blanket	59 Llama wool
10 Brass	60 Mail
11 Brocade	61 Mesh
12 Bronze	62 Mink fur
13 Burlap	63 Mink skin
14 Calfskin	64 Mohair wool
15 Calico	65 <i>Monster skin (p. 61)</i>
16 Camel hair	66 Muslin
17 Camel skin	67 Oilcloth
18 Canvas	68 Ostrich skin
19 Cashmere wool	69 Otter skin
20 Cat hair	70 Patchwork
21 Chambray	71 Pig skin
22 Chiffon	72 Quilt
23 Chino	73 Rabbit skin
24 Coconut fiber	74 Rags
25 Copper	75 Rat skin
26 Corduroy	76 Reindeer skin
27 Cotton	77 Sailcloth
28 Cow skin	78 Satin
29 Crepe	79 Sealskin
30 Damask	80 Seersucker
31 Deerskin	81 Sheepskin
32 Denim	82 Sheep wool
33 Dog hair	83 Silk
34 Eel skin	84 Snake skin
35 Felt	85 Squirrel skin
36 Fish skin	86 Steel
37 Fishnet	87 Stingray skin
38 Flannel	88 Suede
39 Flax	89 Taffeta
40 Fleece	90 Tartan
41 Fox skin	91 Terrycloth
42 Gauze	92 Tiger skin
43 Gingham	93 Tinsel
44 Goatskin	94 Tulle
45 Grass weave	95 Tweed
46 Hemp	96 Twill
47 Herringbone	97 Velour
48 Horse hair	98 Velvet
49 Horse skin	99 Wolf skin
50 Iron	00 Yak wool

DECORATIONS

1 Antique	51 Oversized
2 Beaded	52 Padded
3 Beast motif	53 Paisley
4 Bells	54 Patches
5 Bird motif	55 Pearls
6 Bloody	56 Perfumed
7 Bones	57 Plated
8 Buckles	58 Pockets
9 Buttons	59 Punctured
10 Chains	60 Reeking
11 Chimes	61 Rhinestones
12 Cloud motif	62 Ribbed
13 Coat of arms	63 Ribbons
14 <i>Color (p. 37)</i>	64 Ruffles
15 Cords	65 Satin bows
16 Decorative coins	66 Scandalous
17 Distressed	67 <i>Scent (p. 66)</i>
18 Down-stuffed	68 Secret pocket
19 Emblem	69 Sequins
20 Embroidered	70 Shimmering
21 Enamel pins	71 Sigils
22 Feathers	72 Silver studs
23 Flamboyant	73 Silver thread
24 Flame motif	74 Skintight
25 Flower motif	75 Skull motif
26 Flowers	76 Slashed
27 Food-stained	77 Sparkling
28 Formal	78 Spiked
29 Fringe	79 Spot pattern
30 Fur lined	80 Star motif
31 Fur trim	81 Starched
32 Gold studs	82 Stonewashed
33 Gold thread	83 Striped
34 Harlequin	84 Studded
35 Heavyweight	85 Sun designs
36 Heraldry	86 Sun-faded
37 Horns	87 <i>Symbol (p. 33)</i>
38 Ink-stained	88 Tassels
39 <i>Item trait (p. 43)</i>	89 Taxidermy
40 Jewels	90 Threadbare
41 Lace trim	91 Tie-died
42 Laced up	92 Torn
43 Medallions	93 Tree motif
44 Mold	94 Undersized
45 Monster motif	95 Unfashionable
46 Moon motif	96 Velvet applique
47 Moth-eaten	97 Wave designs
48 Muddy	98 Wine-stained
49 Ocean motif	99 Wrinkled
50 Ornate border	00 Zigzag pattern

TREASURES

- 1 Alchemical device
- 2 Amulet
- 3 Armor
- 4 Arrows
- 5 Astrolabe
- 6 Belt
- 7 Blackmail
- 8 Blueprints
- 9 Book (p. 40)
- 10 Bow
- 11 Bowl
- 12 Bracelet
- 13 Business record
- 14 Calligraphy
- 15 Candelabra
- 16 Carpet
- 17 Celestial map
- 18 Chalice
- 19 Chandelier
- 20 Clock
- 21 Clothing (p. 40)
- 22 Codpiece
- 23 Comb
- 24 Compass
- 25 Contract
- 26 Couch
- 27 Crown
- 28 Crystal
- 29 Dagger
- 30 Deed
- 31 Doll
- 32 Dress
- 33 Earrings
- 34 Embroidery
- 35 Fine china
- 36 Fine liquor
- 37 Furs
- 38 Gaming set
- 39 Gemstone
- 40 Helmet
- 41 Ingredient (p. 37)
- 42 Instrument
- 43 Ivory carving
- 44 Lamp
- 45 Letter
- 46 Material (p. 42)
- 47 Medal
- 48 Mirror
- 49 Monster skin (p. 61)
- 50 Mosaic
- 51 Mural
- 52 Music box
- 53 Necklace
- 54 Organ (p. 64)
- 55 Orrery
- 56 Painting
- 57 Pen
- 58 Perfume
- 59 Pipe
- 60 Planar map
- 61 Porcelain figure
- 62 Potion (p. 35)
- 63 Prayer book
- 64 Printing block
- 65 Rare coin
- 66 Relic
- 67 Reward (p. 51)
- 68 Ring
- 69 Royal robes
- 70 Scabbard
- 71 Scientific device
- 72 Scrimshaw
- 73 Sextant
- 74 Sheet music
- 75 Shield
- 76 Shoes
- 77 Signet ring
- 78 Silk
- 79 Silverware
- 80 Snuffbox
- 81 Spear
- 82 Spell (pp. 22-25)
- 83 Spices
- 84 Spyglass
- 85 Stained glass
- 86 State secrets
- 87 Stone statue
- 88 Sword
- 89 Table
- 90 Tapestry
- 91 Taxidermy
- 92 Tea set
- 93 Telescope
- 94 Throne
- 95 Treasure map
- 96 Trophy
- 97 Trunk
- 98 Vase
- 99 Watch
- 00 Weapon (p. 43)

MATERIALS

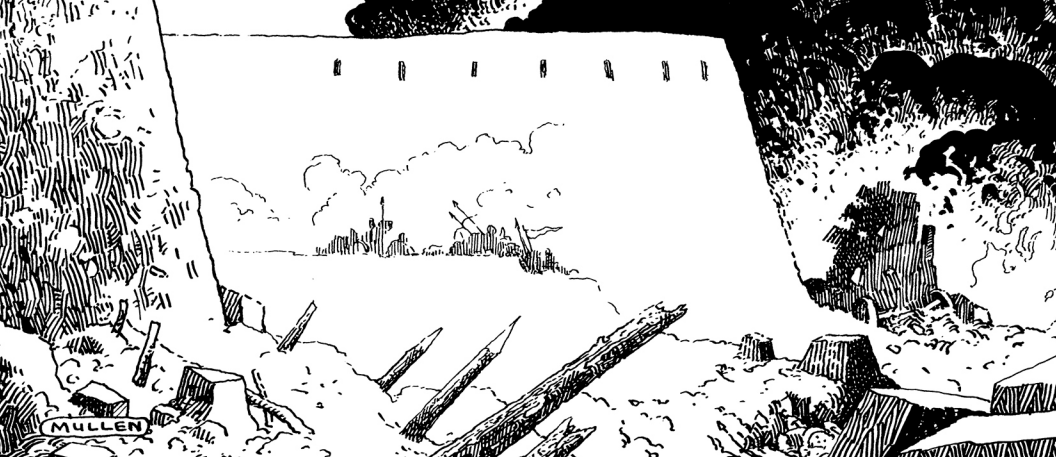
- 1 Adamantine
- 2 Alabaster
- 3 Amber
- 4 Ambergris
- 5 Aquamarine
- 6 Aventurine
- 7 Azurite
- 8 Beryl
- 9 Black alabaster
- 10 Black opal
- 11 Black pearl
- 12 Bloodstone
- 13 Bloodwood
- 14 Blue amber
- 15 Blue jade
- 16 Blue opal
- 17 Bone china
- 18 Cairngorm
- 19 Carbuncle
- 20 Carnelian
- 21 Cat's-eye
- 22 Chalcedony
- 23 Cherry amber
- 24 Cinnabar
- 25 Citrine
- 26 Crystal
- 27 Cyclops agate
- 28 Dendritic agate
- 29 Diamond
- 30 Dragon bone
- 31 Ebony
- 32 Emerald
- 33 Fire agate
- 34 Fire coral
- 35 Fire jasper
- 36 Fire opal
- 37 Garnet
- 38 Gold
- 39 Heliodor
- 40 Hematite
- 41 Horn
- 42 Ironwood
- 43 Jet
- 44 Kingfisher jade
- 45 Koa wood
- 46 Lapis lazuli
- 47 Lavender jade
- 48 Lingum vitae
- 49 Mahogany
- 50 Malachite
- 51 Mammoth tusk
- 52 Moonstone
- 53 Morganite
- 54 Moss agate
- 55 Mother of pearl
- 56 Narwhal horn
- 57 Nephrite
- 58 Obsidian
- 59 Onyx
- 60 Orichalcum
- 61 Palladium
- 62 Pearl
- 63 Peridot
- 64 Petrified wood
- 65 Pink sapphire
- 66 Platinum
- 67 Polyhedroid agate
- 68 Porcelain
- 69 Porcelain jasper
- 70 Porphyry
- 71 Purpleheart wood
- 72 Quartz
- 73 Quetzal jade
- 74 Rainbow agate
- 75 Rainbow jasper
- 76 Rainbow obsidian
- 77 Redheart wood
- 78 Rose opal
- 79 Rose quartz
- 80 Rosewood
- 81 Ruby
- 82 Sandalwood
- 83 Sapphire
- 84 Sard
- 85 Serpentine
- 86 Silver
- 87 Snakewood
- 88 Spinel
- 89 Star Iron
- 90 Star rose quartz
- 91 Star sapphire
- 92 Sunstone
- 93 Tiger's eye
- 94 Tigerwood
- 95 Topaz
- 96 Tourmaline
- 97 Turquoise
- 98 Turtle shell
- 99 Unicorn horn
- 00 Whale ivory

WEAPONS

1 Arming sword	51 Longsword
2 Backsword	52 Lucerne hammer
3 Bardiche	53 Mace
4 Baton	54 Machete
5 Battleaxe	55 Man catcher
6 Beheading sword	56 Maul
7 Bill hook	57 Messer
8 Blowgun	58 Meteor hammer
9 Blowpipe	59 Military fork
10 Boar spear	60 Morningstar
11 Bolas	61 Nunchaku
12 Boomerang	62 Pickaxe
13 Brass knuckles	63 Pike
14 Bullet crossbow	64 Poleaxe
15 Butterfly sword	65 Push dagger
16 Censer flail	66 Ranseur
17 Cestus	67 Rapier
18 Chain whip	68 Recurve bow
19 Chakram	69 Rondel dagger
20 Claymore	70 Rope dart
21 Club	71 Sabre
22 Crossbow	72 Sai
23 Cutlass	73 Scimitar
24 Dagger	74 Scourge
25 Dao	75 Shortbow
26 Deer horn knives	76 Shortsword
27 Dirk	77 Shuriken
28 Double flail	78 Sickle
29 Emeici	79 Side sword
30 Falchion	80 Sling
31 Flail	81 Slingshot
32 Flambar	82 Spear
33 Flying claws	83 Staff
34 Gauntlet sword	84 Stave sling
35 Gladius	85 Stiletto
36 Glaive	86 Swordstaff
37 Halberd	87 Tanto
38 Hatchet	88 Three-part staff
39 Hook sword	89 Throwing axe
40 Horsebow	90 Throwing knife
41 Hunting knife	91 Tiger claws
42 Ice pick	92 Tonfa
43 Javelin	93 Trident
44 Katana	94 Triple flail
45 Katar	95 Wakizashi
46 Kopes	96 War scythe
47 Kukri	97 Warhammer
48 Lance	98 Warpick
49 Lasso	99 Whip
50 Longbow	00 Zweihander

ITEM TRAITS

1 Ancient	51 Indestructible
2 Avant-garde	52 Infamous
3 Blessed	53 Intelligent
4 Bloody	54 Kitchy
5 Brittle	55 Loud
6 Broken	56 Lukewarm
7 Bulky	57 Luxurious
8 Carved	58 Masterwork
9 Classy	59 Military value
10 Cold	60 Miniature
11 Collectible	61 Minimalist
12 <i>Color (p. 37)</i>	62 Modified
13 Compact	63 Mythic
14 Crusty	64 Non-human
15 Cultural value	65 Organic
16 Cursed	66 Oversized
17 Cutting edge	67 Owned
18 Damaged	68 Padded
19 Damp	69 Painted
20 Defective	70 Partial
21 Detects foes	71 Perfumed
22 Disguised	72 <i>Personality (p. 56)</i>
23 Draws foes	73 Political value
24 Dusty	74 Prickly
25 Edible	75 Pulsing
26 <i>Effect (p. 28)</i>	76 Reflective
27 <i>Element (p. 29)</i>	77 Refurbished
28 Embellished	78 Religious value
29 Encoded	79 Repaired
30 Eroded	80 Reviled
31 Expandable	81 Rotting
32 Extra-planar	82 <i>Scent (p. 66)</i>
33 Famous	83 Sharp
34 Fashionable	84 Shiny
35 Filthy	85 Shoddy
36 Flaking	86 Silent
37 Floppy	87 Slippery
38 Foldable	88 Smoke-stained
39 Forbidden	89 <i>Sound (p. 66)</i>
40 Fragile	90 Spiky
41 Gaudy	91 Squishy
42 Glowing	92 Sticky
43 Gold-plated	93 Stinky
44 Goey	94 Talking
45 Gorgeous	95 <i>Texture (p. 36)</i>
46 Heavy	96 Toxic
47 Hot	97 Twitching
48 Icy	98 Ugly
49 Immovable	99 Vulgar
50 Impractical	00 Whispering



Buildings

RUNNING A BUSINESS: Businesses and other investments generally bring in d10 percent of their cost each year in profit, assuming everything goes as planned.

RENTING: Until they gain a lot of wealth, PCs will probably rent most of the buildings they use.

- Common rooms (2c/night)
- Private rooms (10c/night)
- Building: (1% of its value/month).

BUYING BUILDINGS: The following costs are approximate and can be affected by a building's condition, importance, size, etc. Players can estimate the cost of custom buildings by summing the costs of several buildings that could make it up.

BUILDING	COST
Poor hovel	100
Humble cottage	1k
Respectable house, chapel	10k
Wealthy house, guildhall, theater, warehouse	50k
Church, stone tower	100k
Small castle	2m
Minor noble's mansion, temple, medium castle	8m
Large castle	32m
Major noble's estate, cathedral	100m
Imperial palace, basilica	400m

CONSTRUCTION: The table below lists the cost to build a 5' square of a building in various levels of luxury and using different materials. Ceilings are assumed to be 10 feet. Staffing a (non-business) building costs 50% of its cost per year.

ROOM STYLE	COST
POOR: Earth walls, thatched roofs, earth floors.	10
HUMBLE: Wattle and daub walls with some bricks or field stone, thatched roofs, reed floors.	50
RESPECTABLE: Wood and brick walls with some stone, shingled roof, wood floors.	250
WEALTHY: Mostly stone walls with some wood and brick, shingled roof, wood floors. This is also the cost for a 5' cube of defensive stone walls.	1k
MINOR NOBLES AND CASTLES: Stone walls, shingled roof, flagstone floors. Some use of materials like glass and marble, minor architectural flourishes.	5k
MAJOR NOBLES: Stone walls, stone roof, tiled floors, glass windows, high ceilings, significant architectural flourishes.	50k
ROYAL: Marble walls, stone roof, marble floors, glass windows, soaring ceilings, art everywhere.	100k



Warfare

If you want to work out the results of a battle, but playing it out with the normal combat rules would take too long, use the following procedure.

UNITS: Each of the following units costs 100,000c per month and has an equal amount of fighting power. Use them as a guideline when determining the cost and strength of the units in the battle.

- 1 master battle wizard
- 4 battle wizards
- 25 elite cavalry
- 50 veteran cavalry
- 100 trained cavalry
- 200 untrained cavalry
- 50 elite foot soldiers or archers
- 100 veteran foot soldiers or archers
- 200 trained foot soldiers or archers
- 400 untrained foot soldiers or archers

1. TALLY FIGHTING POWER: Sum the fighting power of each side's units. At the GM's discretion, improve or reduce a side's fighting power by up to 50% based on its morale and positioning. Each side's leader may also make a CHA check to try and improve their side's power by 50% by making a stirring speech. The important thing is not exact numbers but how strong each side is *relative* to the other.

2. ESTABLISH BONUS: Determine how much stronger the stronger side is than the weaker side. This provides the bonus the stronger side will use during the upcoming battle checks.

- Up to 50% stronger: +2
- Up to 2x as strong: +4
- Up to 3x stronger: +6
- Up to 4x stronger: +8
- More than 4x stronger: +10

3. BATTLE CHECKS: The stronger side makes three checks using the above bonus, aiming to get 11 or better.

4. PICK RESULTS: Each success allows the stronger side to secretly pick one result from the list below and each failure allows the weaker side to secretly pick one result. The same result can be picked multiple times. Once all picks have been made, they are revealed and resolved.

- Capture: An enemy NPC is captured.
- Loot: An enemy item is looted.
- Slay: Slay 10% of the enemy force.
- Rescue: Cancel a "Capture" result.
- Guard: Cancel a "Loot" result.
- Shield: Cancel a "Slay" result.

The side that picks the most results (no matter how they are resolved) is the battle's winner. The other side must withdraw from the field.

CITY THEMES

1 Alchemy	51 Inventions
2 Animal (p. 64)	52 Leisure
3 Aristocracy	53 Libraries
4 Art	54 Livestock
5 Asylums	55 Magic school (p. 31)
6 Activity (p. 19)	56 Marketplaces
7 Banking	57 Mausoleums
8 Baths	58 Medicine
9 Begging	59 Mercenaries
10 Bells	60 Military
11 Brewing	61 Monasteries
12 Bridges	62 Monuments
13 Building (p. 47)	63 Museums
14 Bureaucracy	64 Music
15 Business	65 Mutation (p. 30)
16 Canals	66 Opulence
17 Catacombs	67 Perfume
18 Cats	68 Printing
19 City event (p. 46)	69 Prisons
20 Courts	70 Profession (p. 57)
21 Crime families	71 Punishment
22 Cults	72 Rats
23 Dancing	73 Ravens
24 Delusion (p. 30)	74 Refuse
25 Dining	75 Rituals
26 Disaster (p. 31)	76 Room theme (p. 15)
27 Domain (p. 33)	77 Ruins
28 Drinking	78 Sacrifices
29 Dueling	79 Science
30 Dungeon (p. 16)	80 Shipyards
31 Element (p. 29)	81 Slavery
32 Faction (p. 50)	82 Slums
33 Faction trait (p. 50)	83 Smithing
34 Fashion	84 Smoke
35 Festivals	85 Song
36 Feuds	86 Spices
37 Fishing	87 Spores
38 Flowers	88 Steam power
39 Food (p. 49)	89 Structure (p. 11)
40 Fortifications	90 Temples
41 Fountains	91 Textiles
42 Gambling	92 Theaters
43 Gangs	93 Thievery
44 Gardens	94 Towers
45 Government	95 Training
46 Guilds	96 Travel shift (p. 9)
47 Hazard (p. 17)	97 Treasure (p. 42)
48 Horses	98 Trees
49 Hunger	99 Universities
50 Industry	00 Wizardry

CITY EVENTS

1 Activity (p. 19)	51 Manhunt
2 Alcohol ban	52 Mass arrests
3 Art trend	53 Mass conversion
4 Assassination	54 Mass execution
5 Beggar crowds	55 Mass expulsion
6 Blessing	56 Mass pardon
7 Building collapse	57 Meat shortage
8 Carnival	58 Military parade
9 Conscription	59 Missionaries
10 Consecration	60 Mourning
11 Construction	61 Mud
12 Coronation	62 Mutation (p. 30)
13 Coup	63 New invention
14 Crime wave	64 Patrols
15 Curfew	65 Peace talks
16 Delegation	66 Pilgrims
17 Delusion (p. 30)	67 Plague
18 Demolition	68 Political scandal
19 Disaster (p. 31)	69 Preaching
20 Discovery	70 Procession
21 Dueling trend	71 Proclamation
22 Earthquake	72 Protests
23 Election	73 Public debate
24 Excavation	74 Public games
25 Execution	75 Public prayer
26 Exodus	76 Refugees
27 Faction war (p. 50)	77 Religious council
28 Fashion ban	78 Religious scandal
29 Fashion trend	79 Religious war
30 Fasting	80 Rioting
31 Feasting	81 Sacrifice
32 Fire	82 Schism
33 Flood	83 Serial killer
34 Funeral	84 Siege
35 Gambling ban	85 Sinkhole
36 Gang war	86 Smoke
37 Grain shortage	87 Social scandal
38 Heresy	88 Stench
39 Holy day	89 Street racing
40 House war	90 Summoning
41 Hysteria	91 Surrender
42 Iconoclasm	92 Taxation
43 Immigration	93 Textile shortage
44 Inquisition	94 Tournament
45 Insurrection	95 Travel shift (p. 9)
46 Invasion	96 Trial
47 Jailbreak	97 Vandalism
48 Kidnapping	98 Vermin
49 Landslide	99 Weapons ban
50 Magic ban	00 Wedding

STREET DETAILS

1 Activity (p. 19)	51 Livestock
2 Animals (p. 64)	52 Long steps
3 Aqueduct	53 Manure pile
4 Arcade	54 Misc. items (p. 39)
5 Archway	55 Mud
6 Awnings	56 Narrow
7 Balconies	57 Nobility
8 Barricades	58 Oil spill
9 Benches	59 Overgrown
10 Bonfire	60 Palanquins
11 Bricklayers	61 Pickpockets
12 Bridge	62 Piles of rags
13 Broken glass	63 Place trait (p. 11)
14 Building (p. 47)	64 Pollen clouds
15 Canal	65 Pool
16 Carpets	66 Posters
17 Carriages	67 Profession (p. 57)
18 Carts	68 Roof access
19 Catwalks	69 Room detail (p. 15)
20 Checkpoint	70 Roots
21 Children	71 Ropes
22 Chimneys	72 Roundabout
23 Clergy	73 Sand pile
24 Climbable walls	74 Scaffolding
25 Clotheslines	75 Sewage
26 Compost	76 Sewer access
27 Crates	77 Shrine
28 Crowd	78 Sinkhole
29 Crumbling walls	79 Skybridge
30 Dead end	80 Smoke
31 Dusty	81 Spilled fruit
32 Entertainers	82 Statues
33 Fence	83 Steam
34 Flooding	84 Steep roofs
35 Food stalls	85 Steep streets
36 Fountain	86 Stepping stones
37 Fresh paint	87 Street cleaners
38 Fungi	88 Street criers
39 Gardens	89 Teens
40 Gas leak	90 Tents
41 Gates	91 Thugs
42 Graffiti	92 Torches
43 Gravel	93 Torn up street
44 Guards	94 Trees
45 Hay bales	95 Tunnel
46 Hazard (p. 17)	96 Vermin swarms
47 Hot coals	97 Weapon stalls
48 Ladders	98 Well
49 Lampposts	99 Wet cement
50 Lanterns	00 Wine spill

BUILDINGS

1 Academy	51 Locksmith
2 Alchemist	52 Lounge
3 Apothecary	53 Manor
4 Archive	54 Marketplace
5 Armorer	55 Mason
6 Art dealer	56 Menagerie
7 Asylum	57 Monastery
8 Baker	58 Moneylender
9 Bank	59 Museum
10 Barber	60 Observatory
11 Bathhouse	61 Opera house
12 Blacksmith	62 Orphanage
13 Bookbinder	63 Outfitter
14 Bookseller	64 Palace
15 Boyer	65 Park
16 Brewery	66 Physician
17 Butcher	67 Potter
18 Candlemaker	68 Printer
19 Carpenter	69 Prison
20 Castle	70 Restaurant
21 Catacombs	71 Rope maker
22 Chandler	72 Room (p. 14)
23 Cheesemaker	73 Saddler
24 Clockmaker	74 Sewers
25 Clothier	75 Shipyards
26 Cobbler	76 Shrine
27 Courthouse	77 Slaughterhouse
28 Criminal den	78 Stables
29 Curiosity shop	79 Stockyard
30 Dock	80 Stonecarver
31 Dungeon (p. 16)	81 Structure (p. 11)
32 Dyer	82 Tailor
33 Fighting pit	83 Tannery
34 Fletcher	84 Tattooist
35 Fortune teller	85 Taxidermist
36 Furrier	86 Temple
37 Gallery	87 Theater
38 Gambling hall	88 Tobacconist
39 Garden	89 Townhouse
40 Gatehouse	90 University
41 Glassworks	91 Veterinarian
42 Goldsmith	92 Warehouse
43 Guildhall	93 Watchtower
44 Haberdashery	94 Watermill
45 Hospital	95 Weapon smith
46 Inn (p. 48)	96 Weaver
47 Jeweler	97 Windmill
48 Law office	98 Winery
49 Leatherworks	99 Wizard's tower
50 Library	00 Workshop

INN NAME 1

1 Activity (<i>p. 19</i>)	51 Musical
2 Bellowing	52 Muttering
3 Bitter	53 Mysterious
4 Black	54 Nervous
5 Blazing	55 Nimble
6 Bleak	56 Oozing
7 Blessed	57 Petrified
8 Bloody	58 Place trait (<i>p. 11</i>)
9 Blue	59 Prancing
10 Broken	60 Purple
11 Bucking	61 Quality (<i>p. 28</i>)
12 Busy	62 Reckless
13 Cacophonous	63 Righteous
14 Color (<i>p. 37</i>)	64 Roaring
15 Copper	65 Roasted
16 Courageous	66 Romantic
17 Crimson	67 Ruby
18 Cunning	68 Salty
19 Dancing	69 Scented
20 Dead	70 Seven
21 Disdainful	71 Shimmering
22 Drunken	72 Shivering
23 Extravagant	73 Shrieking
24 Floating	74 Sickly
25 Flying	75 Silent
26 Frosty	76 Silver
27 Ghastly	77 Singing
28 Ghostly	78 Sleeping
29 Glittering	79 Smoking
30 Golden	80 Sound (<i>p. 66</i>)
31 Graceful	81 Squeaky
32 Green	82 Stubborn
33 Grotesque	83 Tainted
34 Harmless	84 Terrible
35 Heartless	85 Thirsty
36 Helpful	86 Thirteen
37 Hideous	87 Three
38 Honeyed	88 Tipsy
39 Howling	89 Troublesome
40 Hungry	90 Two
41 Jolly	91 Vexing
42 Kindly	92 Violet
43 Last	93 Wailing
44 Lazy	94 Wandering
45 Loathsome	95 Wanton
46 Lovesick	96 Whispering
47 Loyal	97 Whistling
48 Melancholy	98 White
49 Merry	99 Wicked
50 Moldy	00 Yellow

INN NAME 2

1 Animal (<i>p. 64</i>)	51 Lantern
2 Ant	52 Lion
3 Axe	53 Lute
4 Barrel	54 Mackerel
5 Bear	55 Maid
6 Beaver	56 Mermaid
7 Beetle	57 Misc. item (<i>p. 39</i>)
8 Bell	58 Mole
9 Boar	59 Monk
10 Boot	60 Monster (<i>p. 61</i>)
11 Bowl	61 Moon
12 Bucket	62 Mule
13 Bull	63 Needle
14 Candle	64 Noose
15 Cat	65 Orb
16 Claw	66 Pearl
17 Cloak	67 Pig
18 Clothing (<i>p. 40</i>)	68 Pipe
19 Cock	69 Plow
20 Coin	70 Post
21 Comb	71 Prince
22 Cow	72 Profession (<i>p. 57</i>)
23 Crow	73 Queen
24 Crown	74 Rat
25 Cup	75 Rose
26 Door	76 Saint
27 Dragon	77 Serpent
28 Eagle	78 Shoe
29 Egg	79 Shovel
30 Elephant	80 Skull
31 Fish	81 Sow
32 Flea	82 Spoon
33 Food (<i>p. 49</i>)	83 Staff
34 Fork	84 Star
35 Giant	85 Stone
36 Griffin	86 Sun
37 Hare	87 Sword
38 Hart	88 Thistle
39 Hawk	89 Thorn
40 Hen	90 Torch
41 Hog	91 Tower
42 Hole	92 Unicorn
43 Horse	93 Vulture
44 Hound	94 Weapon (<i>p. 43</i>)
45 Jar	95 Weasel
46 Kettle	96 Whale
47 Key	97 Wheel
48 Knife	98 Whistle
49 Lamb	99 Wife
50 Lamp	00 Worm

FOOD TRAITS		FOOD	
1 Aged	51 Marinated	1 Acorn	51 Kidney bean
2 Bacon-wrapped	52 Mashed	2 Alligator	52 Lamb
3 Baked	53 Melt	3 Almond	53 Leek
4 Balls	54 Minced	4 <i>Animal (p. 64)</i>	54 Lemon
5 Barbecued	55 Moldy	5 Antelope	55 Lime
6 Basted	56 Pan-fried	6 Apple	56 Lobster
7 Battered	57 Pastry	7 Artichokes	57 Moose
8 Blackened	58 Patty	8 Asparagus	58 <i>Monster (p. 61)</i>
9 Blanched	59 Peppered	9 Bass	59 Mushroom
10 Boiled	60 Pickled	10 Bear	60 Mussels
11 Braised	61 Pie	11 Beaver	61 Mutton
12 Breaded	62 Poached	12 Beef	62 Onion
13 Brined	63 Porridge	13 Beet	63 Orange
14 Broiled	64 Pudding	14 Bell pepper	64 <i>Organ (p. 64)</i>
15 Broth	65 Quiche	15 Bison	65 Partridge
16 Browned	66 Rancid	16 Blueberry	66 Pea
17 Buttered	67 Raw	17 Broccoli	67 Pear
18 Cake	68 Roasted	18 Brussels sprout	68 Perch
19 Candied	69 Roll	19 Cabbage	69 Pheasant
20 Canned	70 Salad	20 Carp	70 Pork
21 Caramelized	71 Salted	21 Carrot	71 Possum
22 Casserole	72 Sandwich	22 Catfish	72 Potato
23 Charred	73 Sausage	23 Cattail	73 Pumpkin
24 Chilled	74 Sautéed	24 Cauliflower	74 Quail
25 Chowder	75 Seared	25 Caviar	75 Rabbit
26 Cobbler	76 Seasoned	26 Celery	76 Raccoon
27 Creamed	77 Shredded	27 Cheese	77 Radish
28 Crumble	78 Simmered	28 Cherry	78 Raspberry
29 Cubed	79 Slow-cooked	29 Chestnut	79 Rat
30 Cured	80 Smoked	30 Chicken	80 Reindeer
31 Deep-fried	81 Soup	31 Clams	81 Rhubarb
32 Diced	82 Sour	32 Corn	82 Salmon
33 Drunk	83 Spiced	33 Crab	83 Shrimp
34 Emulsified	84 Spit-roasted	34 Crayfish	84 Snails
35 Fermented	85 Stale	35 Cucumber	85 Snake
36 Flambéd	86 Steamed	36 Dandelion	86 Spinach
37 Fondue	87 Stewed	37 Duck	87 Squash
38 Frozen	88 Stir-fried	38 Eel	88 Squirrel
39 Glazed	89 Strips	39 Egg	89 Strawberry
40 Grilled	90 Stuffed	40 Eggplant	90 Sturgeon
41 Gruel	91 Sugared	41 Elk	91 Tangerine
42 Hash	92 Sun-dried	42 Goat	92 Tomato
43 Hasty	93 Texterized	43 Goose	93 Trout
44 Honeyed	94 <i>Texture (p. 36)</i>	44 Grape	94 Turnip
45 Iced	95 Toasted	45 Green bean	95 Turtle
46 Inside-out	96 Turnover	46 Guinea pig	96 Veal
47 Jellied	97 Undercooked	47 Ham	97 Venison
48 Layered	98 Upside-down	48 Hare	98 Walnut
49 Live	99 Wind-dried	49 Hazelnut	99 Wild boar
50 Loaf	00 Wrapped	50 Hot pepper	00 Yam

FACTIONS

- | | |
|---------------------|---------------------|
| 1 Actors' guild | 51 Merchant cartel |
| 2 Angelic army | 52 Midwife union |
| 3 Art movement | 53 Militia |
| 4 Art school | 54 Mining company |
| 5 Assassins' guild | 55 Monastery |
| 6 Bandit troop | 56 Monster hunters |
| 7 Banking corp | 57 Mothers |
| 8 Barbarian horde | 58 Mutants |
| 9 Bards' guild | 59 National church |
| 10 Beggars' guild | 60 Naval crew |
| 11 Big game hunters | 61 Necromancers |
| 12 Burgling crew | 62 Noble house |
| 13 Chimney sweeps | 63 Officers' club |
| 14 Circus troupe | 64 Oracles' circle |
| 15 City council | 65 Outlander clan |
| 16 City guard | 66 Peacekeepers |
| 17 Convent | 67 Philosophy club |
| 18 Counterfeiters | 68 Pirate crew |
| 19 Courtier faction | 69 Poachers |
| 20 Crafting guild | 70 Social movement |
| 21 Crime family | 71 Political party |
| 22 Cult fanatics | 72 Ranger squad |
| 23 Debate society | 73 Religious sect |
| 24 Demonic army | 74 Resistance |
| 25 Deserter band | 75 Royal army |
| 26 Dragon cult | 76 Royal house |
| 27 Druid circle | 77 Scholar's circle |
| 28 Dungeoneer guild | 78 School faculty |
| 29 Elite warriors | 79 Secret society |
| 30 Explorer's club | 80 Sewer people |
| 31 Fencing school | 81 Smuggling ring |
| 32 Fight club | 82 Sports league |
| 33 Fraternity | 83 Sports team |
| 34 Free company | 84 Spy network |
| 35 Gambling ring | 85 Street artists |
| 36 Ghost society | 86 Street gang |
| 37 Gladiator league | 87 Street musicians |
| 38 Gourmand club | 88 Student union |
| 39 Gravediggers | 89 Terrorist cell |
| 40 Healing order | 90 Thieves' guild |
| 41 Heist crew | 91 Trade company |
| 42 Heretical sect | 92 Urchin swarm |
| 43 High council | 93 Vampire clan |
| 44 Hired muscle | 94 Veteran society |
| 45 Illuminati | 95 Vigilante league |
| 46 Inquisition | 96 Warlock pact |
| 47 Knightly order | 97 Werewolf pack |
| 48 Living machines | 98 Witch coven |
| 49 Local watch | 99 Wizard school |
| 50 Mad scientists | 00 Zombie horde |

FACTION TRAITS

- | | |
|--------------------|------------------------|
| 1 Activist | 51 Law-abiding |
| 2 Activity (p. 19) | 52 Learned |
| 3 Aging | 53 Magical |
| 4 Anarchic | 54 Manipulative |
| 5 Ancient | 55 Martial |
| 6 Athletic | 56 Monarchist |
| 7 Avant-garde | 57 Murderous |
| 8 Backstabbing | 58 Musical |
| 9 Bankrupt | 59 Mutated |
| 10 Breakaway | 60 National reach |
| 11 Bureaucratic | 61 Obnoxious |
| 12 Charitable | 62 Ostentatious |
| 13 Code of conduct | 63 Patriotic |
| 14 Connected | 64 Personality (p. 56) |
| 15 Contemptuous | 65 Pious |
| 16 Corrupt | 66 Popular |
| 17 Crime-fighting | 67 Predatory |
| 18 Decadent | 68 Predictable |
| 19 Desperate | 69 Proselytizing |
| 20 Discriminatory | 70 Proud |
| 21 Disciplined | 71 Respected |
| 22 Divided | 72 Reunified |
| 23 Dwindling | 73 Revered |
| 24 Egalitarian | 74 Reviled |
| 25 Elite | 75 Revolutionary |
| 26 Eloquent | 76 Righteous |
| 27 Elusive | 77 Rules-bound |
| 28 Erratic | 78 Ruthless |
| 29 Exclusive | 79 Scrappy |
| 30 Expanding | 80 Secretive |
| 31 Family | 81 Single-minded |
| 32 Fanatical | 82 Slandered |
| 33 Feared | 83 Snobby |
| 34 Fractious | 84 Stealthy |
| 35 Genteel | 85 Stodgy |
| 36 Glamorous | 86 Subversive |
| 37 Global reach | 87 Suppressed |
| 38 Gullible | 88 Thieving |
| 39 Heretical | 89 Threatened |
| 40 Homeless | 90 Thriving |
| 41 Hunted | 91 Traitorous |
| 42 Inbred | 92 Undead |
| 43 Incompetent | 93 Up-and-coming |
| 44 Incorruptible | 94 Wealthy |
| 45 Inquisitive | 95 Welcoming |
| 46 Insane | 96 Well-armed |
| 47 Insular | 97 Well-provisioned |
| 48 Internecine | 98 Wretched |
| 49 Intoxicated | 99 Xenophobic |
| 50 Laid back | 00 Youthful |

MISSIONS

- 1 Apprehend NPC
- 2 Arrange marriage
- 3 Awaken monster
- 4 Banish demon
- 5 Befoul location
- 6 Blackmail NPC
- 7 Bribe faction
- 8 Bribe NPC
- 9 Bungle building
- 10 Chart dungeon
- 11 Chart location
- 12 Clear dungeon
- 13 Clear lair
- 14 Control building
- 15 Craft item
- 16 Cripple NPC
- 17 Deceive faction
- 18 Deceive NPC
- 19 Deface building
- 20 Defraud NPC
- 21 Destroy building
- 22 Destroy item
- 23 Destroy monster
- 24 Destroy warband
- 25 Discredit NPC
- 26 Drown NPC
- 27 Duplicate item
- 28 Entertain NPC
- 29 Entrap NPC
- 30 Escape building
- 31 Escape city
- 32 Escape dungeon
- 33 Escape location
- 34 Escort NPC
- 35 Extort NPC
- 36 Follow NPC
- 37 Forge weapon
- 38 Frame NPC
- 39 Frighten NPC
- 40 *Goal (p. 57)*
- 41 Haunt NPC
- 42 Hide item
- 43 Hide NPC
- 44 Humiliate NPC
- 45 Impersonate NPC
- 46 Impress faction
- 47 Impress NPC
- 48 Infiltrate building
- 49 Infiltrate city
- 50 Infiltrate dungeon
- 51 Infiltrate faction
- 52 Investigate crime
- 53 Kidnap leader
- 54 Kidnap NPC
- 55 Kill leader
- 56 Kill NPC
- 57 Locate city
- 58 Locate dungeon
- 59 Locate faction
- 60 Locate item
- 61 Locate landmark
- 62 Locate NPC
- 63 Locate location
- 64 Loot dungeon
- 65 Overthrow NPC
- 66 Patrol building
- 67 Patrol city
- 68 Persuade faction
- 69 Persuade NPC
- 70 Plant item
- 71 Poison NPC
- 72 Prank NPC
- 73 Protect building
- 74 Protect item
- 75 Protect NPC
- 76 Pursue NPC
- 77 Raid building
- 78 Replace item
- 79 Replace NPC
- 80 Rescue family
- 81 Rescue leader
- 82 Rescue NPC
- 83 Resolve dispute
- 84 Retrieve item
- 85 Rob faction
- 86 Rob NPC
- 87 Sabotage item
- 88 Sabotage treaty
- 89 Sabotage wedding
- 90 Seduce NPC
- 91 Smuggle item in
- 92 Smuggle item out
- 93 Spread rumor
- 94 Spy on faction
- 95 Spy on NPC
- 96 Summon being
- 97 Survive test
- 98 Tame monster
- 99 Transport item
- 00 Transport NPC

REWARDS

- 1 A blind eye
- 2 Alcohol
- 3 *Animal (p. 64)*
- 4 Armor
- 5 Army
- 6 Artwork
- 7 *Asset (p. 58)*
- 8 Blackmail
- 9 Blessing
- 10 Blueprints
- 11 *Building (p. 47)*
- 12 Business
- 13 Caravel
- 14 Carriage
- 15 Castle
- 16 Chapel
- 17 Charter
- 18 Companion
- 19 Contract
- 20 Cottage
- 21 Craftsmen
- 22 Cypher
- 23 Delivery
- 24 *Dungeon (p. 16)*
- 25 Dungeon map
- 26 Endorsement
- 27 Estate
- 28 Expert
- 29 *Faction ally (p. 50)*
- 30 Familiar
- 31 Farm
- 32 Favor
- 33 Fishing boat
- 34 Fleet
- 35 Forge
- 36 Formula
- 37 Galleon
- 38 Gold
- 39 Guide
- 40 Guildhall
- 41 Healing
- 42 Hideout
- 43 Hirelings
- 44 Hounds
- 45 House
- 46 Influential ally
- 47 *Inn (p. 48)*
- 48 Jewels
- 49 Key
- 50 Livestock
- 51 *Location (p. 10)*
- 52 Machine
- 53 Magic item
- 54 Magical ally
- 55 Mansion
- 56 *Material (p. 42)*
- 57 Meeting
- 58 Mercenaries
- 59 *Monster ally (p. 61)*
- 60 Noble clothing
- 61 Noble title
- 62 Palace
- 63 Pardon
- 64 Planar portal
- 65 Political clout
- 66 *Potion (p. 35)*
- 67 Printing press
- 68 Reduced sentence
- 69 Location map
- 70 Relic
- 71 Religious clout
- 72 Renown
- 73 Revenge
- 74 Rights
- 75 Royal clothing
- 76 Safe passage
- 77 Secret
- 78 Servants
- 79 Shortcut
- 80 Sloop
- 81 Social clout
- 82 *Spell (pp. 22-25)*
- 83 Spices
- 84 *Structure (p. 11)*
- 85 Temple
- 86 Theater
- 87 Time extension
- 88 Tower
- 89 Training
- 90 Transformation
- 91 Transport
- 92 *Treasure (p. 42)*
- 93 Treasure map
- 94 Vineyard
- 95 Wagon
- 96 Warband
- 97 Warhorse
- 98 Wealthy clothing
- 99 *Weakness (p. 67)*
- 00 *Weapon (p. 43)*



Downtime

CAROUSING: Carousing takes up a whole night and costs a PC d10×50c in villages, d10×100c in towns, d10×200c in cities. It also grants the PC XP equal to the amount spent. In the morning, succeed at a CON check or roll a mishap.

D20 CAROUSING MISHAPS

- 1 You made a public fool of yourself.
- 2 Take d3 direct damage from a fight.
- 3 Pay d100c due to fines.
- 4 You are engaged to be married.
- 5 Lose d1000c from gambling.
- 6 Groupies follow you everywhere.
- 7 You've made an enemy.
- 8 You have an ugly, prominent tattoo.
- 9 Hangover: take -5 on all tests today.
- 10 You have joined a local faction (p. 50)
- 11 Robbed: Lose all remaining coin.
- 12 You wake up in prison.
- 13 The building is on fire!
- 14 You're expected to complete a mission (p. 51) due to your boasts.
- 15 A duel is scheduled for the next dawn.
- 16 You signed a shady contract.
- 17 A stranger's corpse is on the floor.
- 18 A faction hates you (p. 50)
- 19 All your belongings have been stolen.
- 20 You meet a new companion who wants to join your party.

GAMBLING: The player wagers some money (up to a house limit), then the GM rolls a d6. The player then makes a choice; either bow out and forfeit half of their wager or try to roll higher on a d6 than the GM's roll. If they roll and succeed, they double their money. If they fail, they lose their entire wager.

CAREER TRAINING: To gain a new career, a PC must find an expert in the field they wish to study and spend the required time and money. Gaining a career gives PCs career-related knowledge, the ability to attempt related tasks and a +5 on related non-combat checks.

CAREER TYPES

COMMON: Requires 1 month and 1000c (carpenter, hunter, fisherman, sailor, dyer, gardener, blacksmith, etc.).

UNCOMMON CAREERS: Requires 3 months and 5000c to attempt related tasks and an additional 3 months and 5000c to gain a +5 to related non-combat checks (burglar, acrobat, locksmith, grave robber, herbalist, tattooist, prospector, etc.).

RARE CAREERS: Requires 1 year and 30,000c to attempt related tasks and an additional year and 30,000c to gain a +5 to related non-combat checks (alchemist, lawyer, assassin, sculptor, folklorist, etc.).

Recruiting

HIRELINGS: 300c per month. AC 11, HP 3, LVL 1, ATK punch (d2), MOV 40', MRL 4. 10 item slots.

Hirelings (such as porters or torchbearers) perform unskilled labor and avoid danger at all costs. d10 are available in a village, 3d10 in a town, and 10d10 in a city. Reroll every month.

MERCENARIES: 600c per month. AC 15, HP 3, LVL 1, ATK weapon (d6), MOV 40', MRL 8. 10 item slots.

Mercenaries (such as swordsmen or archers) fight for the PCs but will not enter dungeons. d6 are available in a village, 3d6 in a town, and 10d6 in a city. Reroll every month.

EXPERTS: 600c per month for common experts, 1200c per month for uncommon experts, 2400c per month for rare experts. AC 11, HP 3, LVL 1, ATK punch (d2), MOV 40', MRL 7. 10 item slots.

Experts only provide services within their area of expertise. They follow PCs into dungeons, but will not fight or put themselves at risk. Common experts (carpenters, hunters, blacksmiths, etc.) are found in any settlement, uncommon experts (acrobats, brewers, locksmiths, etc.) are only found in towns and cities, and rare experts (alchemists, magicians, assassins, etc.) are only found in cities.

COMPANIONS: Statistics vary.

Companions are generated like a PC, do not make morale checks, and will fight to the death for their employer. They take a half share of any treasure and XP found and can gain levels over time. They will only follow PCs of a higher level. A PC's CHA sets the maximum number of companions that will ever follow the PC over the course of their life.

ARCHETYPES

- | | |
|-----------------------|-----------------------|
| 1 Adventurous lad | 51 Lovable drunk |
| 2 Airhead scholar | 52 Lovestruck youth |
| 3 Ambitious novice | 53 Loyal squire |
| 4 Animal whisperer | 54 Mad inventor |
| 5 Annoying urchin | 55 Melancholy queen |
| 6 Arrogant doctor | 56 Misfit outlander |
| 7 Austere priest | 57 Musical prodigy |
| 8 Beloved general | 58 Mysterious figure |
| 9 Blunt farmer | 59 Narcissist actor |
| 10 Classy courtesan | 60 Noble prince |
| 11 Cold governess | 61 Nosy innkeeper |
| 12 Corrupt guard | 62 Oafish earl |
| 13 Crafty eunuch | 63 Old fool |
| 14 Criminal genius | 64 Overeager bard |
| 15 Cruel count | 65 Pathetic gambler |
| 16 Daring explorer | 66 Penniless writer |
| 17 Dashing poet | 67 Pious pilgrim |
| 18 Desperate bandit | 68 Pitiful orphan |
| 19 Disguised beggar | 69 Plucky princess |
| 20 Doughty fighter | 70 Raging barbarian |
| 21 Dumb thug | 71 Rash occultist |
| 22 Edgy artist | 72 Righteous paladin |
| 23 Enigmatic oracle | 73 Roguish smuggler |
| 24 Evil sorcerer | 74 Ruthless assassin |
| 25 Exiled politician | 75 Salty mariner |
| 26 Fallen knight | 76 Sarcastic jester |
| 27 Fanatical cultist | 77 Senile monarch |
| 28 Fearless daredevil | 78 Serene hermit |
| 29 Femme fatale | 79 Silent headsman |
| 30 Flamboyant tailor | 80 Sinister vizier |
| 31 Foppish courtier | 81 Sleazy lawyer |
| 32 Gentleman thief | 82 Sleepy jailer |
| 33 Glib merchant | 83 Slimy henchman |
| 34 Gossiping servant | 84 Sly trickster |
| 35 Greedy pirate | 85 Solitary composer |
| 36 Grim undertaker | 86 Sour bureaucrat |
| 37 Grizzled ranger | 87 Spirited rebel |
| 38 Gruff blacksmith | 88 Spoiled heir |
| 39 Hardboiled sleuth | 89 Starving poacher |
| 40 Harried student | 90 Strict officer |
| 41 Heartless landlord | 91 Suspicious spy |
| 42 Hedonist duke | 92 Swashbuckler |
| 43 Hippy herbalist | 93 Talkative peddler |
| 44 Honest laborer | 94 Tyrannical leader |
| 45 Hotheaded duelist | 95 Wealthy patron |
| 46 Idealistic recruit | 96 Wild druid |
| 47 Irritable cook | 97 Wise wizard |
| 48 Jaded veteran | 98 Wizen crone |
| 49 Jolly monk | 99 Worn-out boxer |
| 50 Learned sage | 00 Zealous inquisitor |

MALE NAMES

1 Alaric	51 Jasper
2 Aldous	52 Jeremiah
3 Alton	53 Johan
4 Archibald	54 Jules
5 Arne	55 Kenric
6 Arthur	56 Leif
7 Balthazar	57 Leopold
8 Bard	58 Leoric
9 Bartholomew	59 Lothar
10 Bartlett	60 Lucian
11 Basil	61 Merrick
12 Baxton	62 Milo
13 Benedict	63 Mordred
14 Bennett	64 Mortimer
15 Beorn	65 Neville
16 Bertram	66 Odel
17 Burchard	67 Ogden
18 Cadman	68 Orion
19 Caspian	69 Orvyn
20 Chadwick	70 Osric
21 Clovis	71 Oswald
22 Conrad	72 Paschal
23 Corbett	73 Percival
24 Crispin	74 Peregrine
25 Cyprian	75 Piers
26 Cyrus	76 Quentin
27 Daegal	77 Randolph
28 Denis	78 Redmaine
29 Destrian	79 Reinhold
30 Drogo	80 Rex
31 Eldon	81 Ricard
32 Ellis	82 Roland
33 Elric	83 Rufus
34 Emil	84 Silas
35 Erasmus	85 Stilton
36 Faustus	86 Stratford
37 Felix	87 Sylvio
38 Finn	88 Tenpiece
39 Finnian	89 Thaddeus
40 Fitzhugh	90 Torsten
41 Florian	91 Tristan
42 Fox	92 Urban
43 Galileo	93 Valentin
44 Giles	94 Valerian
45 Godfrey	95 Virgil
46 Godwin	96 Warrick
47 Grimwald	97 Waverly
48 Hamlin	98 Webster
49 Hannibal	99 Wilkin
50 Hildebrand	00 Wymond

FEMALE NAMES

1 Adelaide	51 Ingrid
2 Agnes	52 Ione
3 Alma	53 Iris
4 Anastasia	54 Isabetta
5 Anika	55 Isolde
6 Annora	56 Jacqueline
7 Astrid	57 Jeanne
8 Barsaba	58 Jessamine
9 Beatrix	59 Jilly
10 Bethel	60 Lavinia
11 Bianca	61 Lisbet
12 Blanche	62 Madelena
13 Bodil	63 Margot
14 Bridget	64 Marian
15 Brunhilde	65 Marigold
16 Calypso	66 Matilda
17 Catalina	67 Melisande
18 Cecilia	68 Millicent
19 Celeste	69 Minerva
20 Charlotte	70 Morgan
21 Cleopha	71 Nerissa
22 Clotilde	72 Odette
23 Clover	73 Olga
24 Colette	74 Olivia
25 Constance	75 Orchid
26 Damaris	76 Pepper
27 Daphne	77 Petra
28 Demona	78 Philomena
29 Desirae	79 Phoebe
30 Ella	80 Piety
31 Elsbeth	81 Poppy
32 Esme	82 Portia
33 Eulalia	83 Rosalind
34 Euphemia	84 Rose
35 Eydis	85 Sabina
36 Fern	86 Sif
37 Fiora	87 Sigourney
38 Fleur	88 Sigrid
39 Florence	89 Silence
40 Francesca	90 Sybil
41 Gertrude	91 Tabitha
42 Giselle	92 Trillby
43 Godiva	93 Ulfhild
44 Guinevere	94 Ursula
45 Heloise	95 Vivian
46 Henrietta	96 Wendy
47 Hester	97 Willow
48 Hippolyta	98 Winifred
49 Honora	99 Yvette
50 Imogene	00 Zora

SURNAME 1		SURNAME 2	
1 Adder-	51 Hart-	1 -bald	51 -ling
2 Apple-	52 Haver-	2 -barrow	52 -lish
3 Ash-	53 Hedge-	3 -batch	53 -lock
4 Bab-	54 Hither-	4 -beck	54 -long
5 Bag-	55 Holly-	5 -blood	55 -low
6 Bar-	56 Honey-	6 -bold	56 -ly
7 Barrow-	57 Horn-	7 -bone	57 -man
8 Basker-	58 Kettle-	8 -bottle	58 -march
9 Beau-	59 Kings-	9 -bottom	59 -mark
10 Beetle-	60 Little-	10 -bridge	60 -marl
11 Berry-	61 Long-	11 -buck	61 -marsh
12 Bird-	62 Love-	12 -burn	62 -mass
13 Brandy-	63 Middle-	13 -bury	63 -meer
14 Bright-	64 Mug-	14 -by	64 -mond
15 Brindle-	65 Nether-	15 -caster	65 -mont
16 Bull-	66 Never-	16 -castle	66 -mor
17 Bux-	67 Obling-	17 -chester	67 -morn
18 Caven-	68 Pember-	18 -child	68 -nick
19 Chelten-	69 Penning-	19 -church	69 -ny
20 Chester-	70 Pens-	20 -cliff	70 -port
21 Chuff-	71 Pinker-	21 -cloth	71 -ridge
22 Chum-	72 Porten-	22 -coat	72 -row
23 Clod-	73 Quill-	23 -combe	73 -sea
24 Cobble-	74 Rath-	24 -cott	74 -set
25 Cotten-	75 Sack-	25 -dale	75 -shot
26 Cress-	76 Sallow-	26 -dish	76 -sop
27 Crom-	77 Salt-	27 -ditch	77 -spoon
28 Cumber-	78 Scor-	28 -down	78 -staff
29 Dela-	79 Sedge-	29 -fax	79 -stoke
30 Dig-	80 Silver-	30 -feld	80 -stone
31 Draw-	81 Slither-	31 -fent	81 -ten
32 Dreg-	82 Smit-	32 -fer	82 -thorn
33 Drol-	83 Snod-	33 -field	83 -thorpe
34 Dun-	84 Souther-	34 -foot	84 -throp
35 Even-	85 Stew-	35 -force	85 -ton
36 Ever-	86 Stir-	36 -fort	86 -tooth
37 Fair-	87 Swine-	37 -fry	87 -top
38 Fallow-	88 Tar-	38 -gale	88 -vane
39 Farthing-	89 Temple-	39 -grass	89 -ville
40 Feather-	90 Tide-	40 -grave	90 -wald
41 Ferns-	91 Tread-	41 -green	91 -wark
42 Fox-	92 Under-	42 -grove	92 -watch
43 Gam-	93 Vander-	43 -ham	93 -water
44 Gird-	94 Weather-	44 -hill	94 -well
45 Gos-	95 Wester-	45 -hope	95 -whistle
46 Grey-	96 Wex-	46 -lack	96 -wick
47 Grim-	97 Whit-	47 -lain	97 -wood
48 Half-	98 Wither-	48 -land	98 -worm
49 Hard-	99 Withing-	49 -less	99 -worth
50 Harrow-	00 Wy-	50 -lin	00 -worthy

PERSONALITIES

1 Always bored	51 Klutz
2 Anxious	52 Know-it-all
3 Archetype (p. 53)	53 Knows everybody
4 Arrogant	54 Logical
5 Blunt	55 Love-struck
6 Bossy	56 Manic
7 Braggart	57 Melancholic
8 Bully	58 Misanthrope
9 Can-do attitude	59 Miserly
10 Chatterbox	60 Morbid
11 Chipper	61 Naive
12 Chummy	62 Narcissist
13 Competitive	63 Nerd
14 Compulsive liar	64 Never gives up
15 Condescending	65 Obsessive
16 Conniving	66 Over-cautious
17 Courageous	67 Paranoid
18 Cowardly	68 Patriotic
19 Creep	69 Pedantic
20 Cryptic	70 Perfect manners
21 Debonair	71 Perfectionist
22 Decadent	72 Pious
23 Ditz	73 Power-hungry
24 Dogmatic	74 Prejudiced
25 Droll	75 Prickly
26 Epicurean	76 Proselytizer
27 Fanatic	77 Righteous
28 Femme fatale	78 Rigid discipline
29 Fiercely loyal	79 Ruthless
30 Flamboyant	80 Sadist
31 Flirt	81 Sarcastic
32 Folksy	82 Self-pitying
33 Formal	83 Serene
34 Generous	84 Skeptical
35 Germaphobe	85 Slacker
36 Glutton	86 Slovenly
37 Gossip	87 Snitch
38 Gullible	88 Snob
39 Hard-boiled	89 Sophist
40 Holds a grudge	90 Spacey
41 Honorable	91 Superstitious
42 Hothead	92 Terrible memory
43 Humorless	93 Thick
44 Idealistic	94 Toady
45 Imperious	95 Totally unreliable
46 Impulsive	96 Truthful
47 Insecure	97 Uptight
48 Intense	98 Whiner
49 Jealous	99 Windbag
50 Jerk	00 Wisecracking

NPC DETAILS

1 Acid scar	51 Missing finger
2 Aquiline face	52 Missing foot
3 Arrow scar	53 Missing hand
4 Athletic	54 Missing leg
5 Bad eyesight	55 Missing teeth
6 Bald	56 Mutation (p. 30)
7 Balding	57 Mute
8 Beautiful	58 No eyebrows
9 Birthmark	59 Noose scar
10 Bite mark	60 Oily
11 Blade scar	61 Pageboy hair
12 Blind	62 Perfect posture
13 Blunt face	63 Perfumed
14 Bony	64 Piercings
15 Braided hair	65 Pointed face
16 Brawny	66 Ponytail
17 Bristly hair	67 Pox scars
18 Broken nose	68 Ripped
19 Burn scar	69 Ritual scar
20 Bushy brows	70 Rosy face
21 Childish face	71 Rotten teeth
22 Chiseled face	72 Round face
23 Claw scar	73 Rugged
24 Coiffed	74 Scrawny
25 Corpulent	75 Shaggy hair
26 Craggy face	76 Sharp teeth
27 Crooked teeth	77 Shriveled
28 Cropped hair	78 Silky hair
29 Curly hair	79 Sinewy
30 Deaf	80 Slender
31 Delicate face	81 Slicked hair
32 Dreadlocks	82 Slouched
33 Filthy hair	83 Smelly
34 Flabby	84 Square face
35 Flat face	85 Squint
36 Frail	86 Statuesque
37 Freckles	87 Stout
38 Furrowed face	88 Sweaty
39 Gaunt	89 Tattooed
40 Gold tooth	90 Tiny
41 Hard of hearing	91 Topknot
42 Hulking	92 Towering
43 Lanky	93 Twisted lip
44 Lantern jaw	94 Very long hair
45 Limp	95 Warts
46 Lumpy face	96 Wavy hair
47 Luxurious hair	97 Weathered face
48 Missing arm	98 Willowy
49 Missing ear	99 Wiry
50 Missing eye	00 Wispy hair

PROFESSIONS

1 Abbot	51 Jailer
2 Acolyte	52 Jester
3 Acrobat	53 Jeweler
4 Adviser	54 Juggler
5 Alchemist	55 Knight
6 Apothecary	56 Lady
7 Archer	57 Locksmith
8 Archetype (p. 53)	58 Magician
9 Artisan	59 Mariner
10 Artist	60 Merchant
11 Baker	61 Minstrel
12 Beggar	62 Monarch
13 Blacksmith	63 Moneylender
14 Bookbinder	64 Monk
15 Brewer	65 Musician
16 Burglar	66 Orphan
17 Circus performer	67 Outlander
18 Carpenter	68 Outlaw
19 Composer	69 Page
20 Cook	70 Peddler
21 Count	71 Pilgrim
22 Courtier	72 Poacher
23 Cutpurse	73 Poisoner
24 Doctor	74 Priest
25 Dogcatcher	75 Prince
26 Dramaturge	76 Privateer
27 Duke	77 Ratcatcher
28 Earl	78 Scholar
29 Eunuch	79 Scribe
30 Executioner	80 Sellsword
31 Falconer	81 Ship's captain
32 Farmer	82 Shopkeeper
33 Fence	83 Smuggler
34 Fisherman	84 Soldier
35 Fishwife	85 Spy
36 Fortuneteller	86 Squire
37 Galley slave	87 Student
38 Gambler	88 Swindler
39 Gardener	89 Tailor
40 General	90 Tavern wench
41 Gladiator	91 Thespian
42 Governess	92 Tomb robber
43 Gravedigger	93 Torturer
44 Horse breeder	94 Trapper
45 Guard	95 Urchin
46 Herbalist	96 Vagrant
47 Hermit	97 Viscount
48 Hunter	98 Vizier
49 Innkeeper	99 Wigmaker
50 Interpreter	00 Young lady

GOALS

1 Achieve holiness	51 Enforce morality
2 Acquire followers	52 Enlightenment
3 Acquire land	53 Entertainment
4 Acquire wealth	54 Fame and glory
5 Advise leader	55 Find justice
6 Amaze city	56 Find love
7 Avoid detection	57 Frame faction
8 Become free	58 Frighten city
9 Become infamous	59 Frighten faction
10 Become learned	60 Gain respect
11 Clear region	61 Get revenge
12 Collect artifacts	62 Hear rumors
13 Conquer city	63 Indulge tastes
14 Conquer region	64 Join faction
15 Control city	65 Join nobility
16 Control faction	66 Lead faction
17 Control magic	67 Map wild
18 Control military	68 Master skill
19 Control politics	69 Mission (p. 51)
20 Control religion	70 Overthrow ruler
21 Control trade	71 Pacify faction
22 Create army	72 Protect artifacts
23 Create art	73 Protect borders
24 Create base	74 Protect city
25 Create city	75 Protect faction
26 Create disease	76 Protect family
27 Create dungeon	77 Protect history
28 Create faction	78 Protect leader
29 Create family	79 Protect region
30 Create machine	80 Protect the weak
31 Create monopoly	81 Publish works
32 Create monster	82 Purge traitors
33 Create portal	83 Raise the dead
34 Cripple faction	84 Restore faction
35 Cure disease	85 Restore ruler
36 Destroy army	86 Rule city
37 Destroy artifacts	87 Rule realm
38 Destroy city	88 Rule world
39 Destroy faction	89 Sabotage faction
40 Destroy family	90 See the world
41 Destroy magic	91 Serve a deity
42 Destroy nobility	92 Serve evil
43 Destroy realm	93 Serve faction
44 Destroy religion	94 Serve leader
45 Destroy world	95 Serve the needy
46 Discredit faction	96 Share knowledge
47 Distribute wealth	97 Slay monsters
48 End poverty	98 Sow chaos
49 End war	99 Spread beliefs
50 Enforce law	00 Survive dangers

ASSETS

1 Agile	51 Natural leader
2 Assassin leader	52 Noble
3 Bodyguards	53 Nothing to lose
4 <i>Book expert (p. 40)</i>	54 Owed favors
5 <i>Building (p. 47)</i>	55 Owed money
6 Building access	56 Owns armory
7 Card shark	57 Owns army
8 Charming	58 Owns castle
9 Contortionist	59 Owns factory
10 Cooks books	60 Owns fleet
11 Cult leader	61 Owns library
12 Demigod	62 Owns manor
13 Disciples	63 Owns press
14 Disguises	64 Owns relics
15 Dungeon access	65 Owns ship
16 Elite archer	66 Owns stables
17 Elite fighter	67 Owns the guards
18 Erases evidence	68 Owns tower
19 Excellent liar	69 Owns warband
20 Extremely rich	70 Political leader
21 Faction leader	71 <i>Potion (p. 35)</i>
22 Faction member	72 Potion stockpile
23 Famous actor	73 <i>Power (p. 65)</i>
24 Famous artist	74 Powerful ex
25 Famous cleric	75 Powerful friend
26 Famous composer	76 Powerful lover
27 Famous explorer	77 Powerful parent
28 Famous general	78 Powerful spouse
29 Famous poet	79 Procures gear
30 Fast	80 <i>Profession (p. 57)</i>
31 Feared	81 Religious leader
32 Fence	82 Respected
33 Forges papers	83 Saboteur
34 Gorgeous	84 Secret base
35 Hears rumors	85 Secret lab
36 Heir to a fortune	86 Secret weapon
37 Huge family	87 Sells contraband
38 Impersonator	88 Servants
39 Instructor	89 Shapeshifter
40 Intimidating	90 Smuggles goods
41 Knows buyers	91 <i>Spell (pp. 22-25)</i>
42 Knows shortcut	92 Spy network
43 Launders money	93 Stage magician
44 Local knowledge	94 Stealthy
45 Loremaster	95 Strong
46 Loyal henchmen	96 <i>Structure (p. 11)</i>
47 Master mage	97 Trained animals
48 Mechanical expert	98 Trained monsters
49 Military leader	99 Unbreakable
50 Multilingual	00 War hero

LIABILITIES

1 Alcoholic	51 Many exes
2 Arthritis	52 Migraines
3 Bad leader	53 Military enemy
4 Bad liar	54 Mind-controlled
5 Bankrupt	55 Misinformed
6 Beholden	56 Money trail
7 Blackmailed	57 <i>Monster trait (p. 65)</i>
8 Blind	58 <i>Mutation (p. 30)</i>
9 Cannot count	59 Narcissist
10 Cannot read	60 Needs flattery
11 Clumsy	61 Needs medicine
12 Condescending	62 No rights
13 Coward	63 Non-human
14 Crippled	64 Obese
15 Cursed	65 Obnoxious
16 Deaf	66 OCD
17 Decadent	67 Outcast
18 <i>Delusion (p. 30)</i>	68 Paranoid
19 Disloyal followers	69 Pariah
20 Disobeys orders	70 Party animal
21 Drug addict	71 Political enemy
22 Evil lineage	72 Poor equipment
23 Exiled	73 Prison record
24 Faction enemy	74 Reckless
25 Faints	75 Religious enemy
26 Family enemy	76 Scandalous birth
27 Flirts constantly	77 <i>Scent (p. 66)</i>
28 <i>Food addict (p. 49)</i>	78 Secret lover
29 Fragile	79 Seizures
30 Gambling addict	80 Senile
31 Gets in fights	81 Softhearted
32 Glutton	82 <i>Sound (p. 66)</i>
33 Greedy	83 Strict routines
34 Gullible	84 Stupid
35 Hemophilia	85 Superstitious
36 Hideous	86 Surveilled
37 Huge debts	87 Suspicious
38 Insurrectionist	88 Too generous
39 Jealous	89 Transformed
40 Known con artist	90 Uncool
41 Known murderer	91 Undead
42 Known thief	92 Unpopular
43 Known traitor	93 Vampire
44 Known vandal	94 Very short
45 Laughingstock	95 Wanted
46 Lazy	96 War criminal
47 Leaves evidence	97 Weak-willed
48 Loud	98 <i>Weakness (p. 67)</i>
49 Lowborn	99 Werewolf
50 Many enemies	00 Widely despised

RELATIONSHIPS

1 Acquaintance	51 Kidnapper
2 Admirer	52 Lover
3 Adviser	53 Maid
4 Ally	54 Master
5 Apprentice	55 Mentor
6 Assistant	56 Niece or nephew
7 Aunt or uncle	57 Nemesis
8 Believer	58 Oppressor
9 Beneficiary	59 Paid companion
10 Best friend	60 Paramour
11 Blackmailer	61 Parent
12 Bodyguard	62 Patron
13 Business partner	63 Pen pal
14 Business rival	64 Political prisoner
15 Buyer	65 Political rival
16 Captive	66 Predator
17 Captor	67 Prey
18 Champion	68 Prisoner
19 Child	69 Protege
20 Client	70 Quarry
21 Coach	71 Right hand
22 Collaborator	72 Rival suitor
23 Colleague	73 Servant
24 Competitor	74 Sibling
25 Confessor	75 Snitch
26 Confidant	76 Social rival
27 Contact	77 Source
28 Crush	78 Sponsor
29 Customer	79 Spouse
30 Debtholder	80 Stalker
31 Debtor	81 Step-child
32 Disciple	82 Step-parent
33 Donor	83 Step-sibling
34 Employee	84 Steward
35 Employer	85 Student
36 Ex-spouse	86 Suitor
37 Fan	87 Supplicant
38 Fiance	88 Supplier
39 Frenemy	89 Sweetheart
40 Grandchild	90 Teacher
41 Grandparent	91 Teammate
42 Guardian	92 Thrall
43 Guest	93 Tormentor
44 Half-sibling	94 Trainer
45 Harasser	95 Unrequited love
46 Henchman	96 Valet
47 Housekeeper	97 Vassal
48 Idol	98 Victim
49 Investor	99 War buddy
50 Jilted lover	00 Ward

MANNERISMS

1 Anecdotes	51 Narrates
2 <i>Archetype</i> (p. 53)	52 Nasal
3 Asides	53 Ominous
4 Authoritative	54 Overconfident
5 Booming	55 Overly casual
6 Breathly	56 Pedantic
7 Brusque	57 Platitudinous
8 Chatty	58 Ponderous
9 Cheery	59 Pontificating
10 Chuckles	60 Precise
11 Clipped	61 Prissy
12 Cocky	62 Profane
13 Condescending	63 Professorial
14 Conspiratorial	64 Purring
15 Crooning	65 Quaint sayings
16 Cryptic	66 Quiet
17 Curt	67 Quivering
18 Deadpan	68 Quotations
19 Deep voice	69 Rambling
20 Dramatic	70 Random facts
21 Drawl	71 Ranting
22 Droning	72 Rapid-fire
23 Effusive	73 Raspy
24 Enunciates	74 Resonant
25 Flowery	75 Rhyming
26 Genteel	76 Rhythmic
27 Grave	77 Robotic
28 Gravelly	78 Sarcastic
29 Growling	79 Seductive
30 Halting	80 Shrill
31 Hiccups	81 Sing-song
32 Highly formal	82 Slow speech
33 Histrionic	83 Slurring
34 Hoarse	84 Sneering
35 Honeyed	85 Sonorous
36 Hushed	86 Soothing
37 Hyperbolic	87 <i>Sound</i> (p. 66)
38 Hypnotic	88 Speechifying
39 Incoherent	89 Squeaky
40 Insistent	90 Street slang
41 Interrupts	91 Stutters
42 Laconic	92 Talks to self
43 Languid	93 Trails off
44 Liling	94 Upspoken
45 Long pauses	95 Vitriolic
46 Melodious	96 Voice breaks
47 Monosyllabic	97 Warm
48 Monotone	98 Whispers
49 Mumbles	99 Wistful
50 Name-drops	00 Wry



MULLEN

Monsters

CREATING MONSTERS: Use the following tables to generate ideas for monsters, or just use monsters from other old-school RPGs. The bestiary on the next page provides some samples. If you have to come up with monster stats quickly, just use the ones for Owl Bears.

MONSTER STATS: Monsters only have a few statistics to keep track of:

- **ARMOR CLASS:** The target number needed to hit the monster. A monster's armor points equal AC minus 11.
- **HIT POINTS:** The amount of damage a monster can take before death. It can be found by multiplying the monster's level by 4 or by rolling a number of d8s equal to its level.
- **LEVEL:** The default ability score a monster adds to all checks it makes. If it seems like it would be bad at a check, use half of its level or zero instead. In other old-school RPGs, a monster's level is called its Hit Dice.
- **ATTACKS:** The number and types of attacks the monster can perform in one round, with the amount of damage from each. Monsters armed with weapons usually deal d6 damage, but this can vary depending on what they are wielding.
- **MOVEMENT:** The number of feet a monster can move in a combat round. Usually 30' or 40'.
- **MORALE:** How likely a monster is to flee or surrender in combat, with higher numbers indicating bravery and lower numbers indicating cowardice. Ranges from 2 to 12, 7 being the average.
- **NUMBER APPEARING:** How many of these monsters are encountered together, when this is not specified by the GM or the adventure. The first number is for dungeons, the second is for the wilderness.

MONSTERS

1 Aboleth	51 Hell hound
2 Air elemental	52 Hippogriff
3 Angel	53 Hobgoblin
4 <i>Animal (p. 64)</i>	54 Homunculus
5 Animated armor	55 Hook horror
6 Banshee	56 Hydra
7 Basilisk	57 Imp
8 Black pudding	58 Intellect devourer
9 Blink dog	59 Invisible stalker
10 Brain flayer	60 Kobold
11 Bugbear	61 Kraken
12 Bulette	62 Lich
13 Centaur	63 Lizardfolk
14 Chimera	64 Manticore
15 Cockatrice	65 Merfolk
16 Crawling claw	66 Mimic
17 Cyclops	67 Minotaur
18 Darkmantle	68 Mummy
19 Death knight	69 Myconid
20 Demon	70 Naga
21 Dire wolf	71 Ochre jelly
22 Djinn	72 Ogre
23 Doppelganger	73 Orc
24 Dragon	74 Owl bear
25 Dryad	75 Pegasus
26 Earth elemental	76 Peryton
27 Efreet	77 Phase spider
28 Eye tyrant	78 Piercer
29 Fire elemental	79 Purple worm
30 Gargoyle	80 Rakshasa
31 Gelatinous cube	81 Roc
32 Ghost	82 Roper
33 Ghoul	83 Rust monster
34 Giant	84 Satyr
35 <i>Giant anim. (p. 64)</i>	85 Shadow
36 Giant centipede	86 Skeleton
37 Giant crab	87 Sphinx
38 Giant frog	88 Stirge
39 Giant scorpion	89 Succubus
40 Giant snake	90 Tarrasque
41 Giant spider	91 Treant
42 Giant weasel	92 Troll
43 Gnoll	93 Tyrannosaurus
44 Goblin	94 Unicorn
45 Golem	95 Vampire
46 Gorgon	96 Water elemental
47 Gray ooze	97 Werewolf
48 Griffon	98 Wyvern
49 Hag	99 Yeti
50 Harpy	00 Zombie

Bestiary

ANIMATED ARMOR: AC 18, HP 24, LVL 6, ATK weapon (d8), MOV 20', MRL 12, NA d6 (0). Immune to mental effects. Dark vision. Held together by magic. Loud.

BANDIT: AC 13, HP 4, LVL 1, ATK weapon (d6), MOV 40', MRL 8, NA d8 (3d10). Like to ambush.

BASILISK: AC 15, HP 24, LVL 6, ATK bite (d10), MOV 20', MRL 9, NA d6 (d6). Petrifies targets who look in its eyes and fail a CON check. Creatures take -5 to attacks while avoiding its gaze.

BLACK PUDDING: AC 13, HP 40, LVL 10, ATK touch (3d8), MOV 20', MRL 12, NA 1 (0). Only vulnerable to fire. When hit by a non-fire attack, it creates a LVL 2 pudding that deals d8 damage. Dissolves metal and wood and can move across ceilings and walls.

BLINK DOG: AC 14, HP 16, LVL 4, ATK bite (d6), MOV 40', MRL 6, NA d6 (d6). d4 × 10' teleportation. Can teleport into and then out of melee on their turn.

BRAIN FLAYER: AC 15, HP 32, LVL 8, ATK psychic or 4 tentacles (d2), MOV 40', MRL 7, NA d4 (d4). Psychic attack either mind controls or deals 3d6 damage to a target up to 40' away who fails a WIS check. Eats a victim's brain d4 rounds after a tentacle hits. Inhuman motives, iron will. Levitates.

BUGBEAR: AC 14, HP 12, LVL 3, ATK weapon (d6), MOV 30', MRL 9, NA 2d4 (5d4). +5 on surprise checks. Full of low cunning. Always hungry.

BULETTE: AC 19, HP 36, LVL 9, ATK bite (4d12) and 2 claws (3d6), MOV 50'/10' burrowing, MRL 11, NA 0 (d2). If cornered, it can leap 20' forwards and attack with 4 claws.

DOPPELGANGER: AC 14, HP 16, LVL 4, ATK bite (d12), MOV 30', MRL 10, NA d6 (d6). Can duplicate nearby humanoids. Changes back when dead.

DRAGON: AC 20, HP 40, LVL 10, ATK fire breath (90' cone, damage equal to its own HP) or 2 claws (1d8) and 1 bite (4d8), MOV 30' (80' flying), MRL 10, NA d4 (d4). Enjoys flattery.

EYE TYRANT: AC 19, HP 44, LVL 11, ATK bite (2d4) or eye rays, MOV 30', MRL 12, NA 1 (0). Central eye creates 60' anti-magic cone. Each of 10 eye stalks can fire a random spell (pp. 22-25) once per round. Megalomaniac.

GELATINOUS CUBE: AC 11, HP 16, LVL 4, ATK touch (2d4), MOV 10', MRL 12, NA 1 (0). Immune to lightning and cold. +5 on surprise checks. Touched targets are engulfed and take 2d4 damage each turn. Escape by passing a STR check.

GHOST: AC 19, HP 40, LVL 10, ATK life drain or possession, MOV 30', MRL 10, NA 1 (1). Undead, silent, immune to mental spells. Only harmed by silver and magic. Life drain removes a random ability score point. Possession takes over a creature within 60' who fails a WIS check. Complete a mission (p. 51) to let it rest.

GHOUL: AC 13, HP 8, LVL 2, ATK 2 claws (d3) and bite (d3), MOV 30', MRL 9, NA d6 (2d8). Hits paralyze targets who fail a STR check for 2d4 turns. Undead, silent, immune to mental spells.

GIANT: AC 15, HP 32, LVL 8, ATK weapon (2d8) or boulder (3d6), MOV 40', MRL 8, NA d4 (2d4). Stupid.

GIANT FROG: AC 12, HP 12, LVL 3, ATK bite (d4), MOV 30', MRL 6, NA d4 (d4). Attacks up to 15' away with its sticky tongue. On a hit, target is dragged to its mouth and bitten. On an attack roll of 20, target is swallowed whole and takes d6 damage each round until the toad dies.

GIANT SPIDER: AC 13, HP 12, LVL 3, ATK bite (d6), MOV 20', MRL 8, NA d3 (d3). Bitten targets who fail a CON check die in d4 turns. Paranoid.

GOBLIN: AC 13, HP 4, LVL 1, ATK weapon (d6), MOV 20', MRL 7, NA 2d4 (6d10). Dark vision. Reckless, insane.

GNOLL: AC 14, HP 8, LVL 2, ATK weapon (2d4), MOV 30', MRL 8, NA d6 (3d6). Lazy. Prefer bullying to combat.

HARPY: AC 12, HP 12, LVL 3, ATK 2 claws (d4) or song, MOV 20' (50' when flying), MRL 7, NA d6 (2d4). Song charms targets who fail a CHA check.

HOBGOBLIN: AC 13, HP 4, LVL 1, ATK weapon (d8), MOV 30', MRL 8, NA d6 (4d6). Honorable warriors.

KOBOLD: AC 12, HP 4, LVL 1, ATK weapon (d4), MOV 20', MRL 6, NA 4d4 (6d10). Prefer to ambush. Dark vision. Want to follow a strong leader.

LICH: AC 19, HP 44, LVL 11, ATK touch (d10), MOV 20', MRL 10, NA 1 (1). Touch paralyzes for 6 turns on a failed STR check. Undead, silent, and immune to mental spells as well as mundane, electrical, and cold damage. Owns 10 randomly generated spell books. You are beneath his notice.

MIMIC: AC 13, HP 28, LVL 7, ATK pseudopod (3d4), MOV 30', MRL 9, NA 1 (0). Mimics objects. +5 on surprise checks. Sticky.

OGRE: AC 14, HP 16, LVL 4, ATK weapon (d10), MOV 30', MRL 10, NA d6 (2d6). Stuffs creatures into a sack for later.

ORC: AC 13, HP 4, LVL 1, ATK weapon (d6), MOV 40', MRL 6, NA 2d4 (d6×10). Takes -5 in full sun. Groggards.

OWL BEAR: AC 14, HP 20, LVL 5, ATK 2 claws (d8) and 1 bite (d8), MOV 40', MRL 9, NA d4 (d4). Deals 2d8 bonus damage when both claws hit one target. Playful.

PURPLE WORM: AC 13, HP 60, LVL 15, ATK bite (2d8) and sting (d8), MOV 20', MRL 10, NA d2 (d4). If the bite attack rolls 5+ higher than needed, the target is swallowed whole and takes 3d6 damage each round until the worm dies.

RUST MONSTER: AC 17, HP 20, LVL 5, ATK none, MOV 40', MRL 7, NA d4 (d4). Dissolves and eats nearby metal.

SKELETON: AC 12, HP 4, LVL 1, ATK weapon (d6), MOV 20', MRL 12, NA 3d4 (3d10). Undead, silent, immune to mental spells and piercing damage. Gleeful.

TREANT: AC 17, HP 32, LVL 8, ATK 2 fists (2d6), MOV 20', MRL 9, NA 0 (d8). Fears fire. +5 to surprise in a forest. Can turn up to 2 trees within 60' into treants (who don't have this power) over the course of two rounds. Self-righteous.

TROLL: AC 15, HP 28, LVL 7, ATK 2 claws (d6) and 1 bite (d10), MOV 40', MRL 10, NA d8 (d8). Recovers d6 HP/round. Revives 2d6 rounds after death. Fire or acid lowers its max HP.

VAMPIRE: AC 17, HP 32, LVL 8, ATK touch (d10) or gaze (charm), MOV 40', MRL 11, NA d4 (d6). Undead, silent, immune to mental spells and mundane damage. Heals d6 damage per round. A touched creature loses a point from a random ability score. Gaze attack charms the target if they fail a CHA check. Can change to a humanoid, dire wolf, giant bat, or gaseous cloud at will. Repelled by garlic, holy relics, running water, and mirrors. Killed by sunlight or a stake through the heart. Dramatic.

WEREWOLF: AC 14, LVL 4 (HP 18), ATK bite (2d4), MOV 60', MRL 8, NA d6 (2d6). Can shift between human and wolf forms. Only harmed by silver and magic. Fears wolfsbane. Humans who are bitten become a werewolf 2d12 days later if they fail a CON check. Tortured.

ANIMALS

1 Ant	51 Jellyfish
2 Anteater	52 Leech
3 Ape	53 Lion
4 Badger	54 Locust
5 Bat	55 Lynx
6 Bear	56 Mantis
7 Beaver	57 Mastodon
8 Bee	58 Mockingbird
9 Beetle	59 Mole
10 Boar	60 Monkey
11 Bulldog	61 Moose
12 Butterfly	62 Moth
13 Camel	63 Mouse
14 Cat	64 Mule
15 Centipede	65 Octopus
16 Chameleon	66 Otter
17 Cobra	67 Owl
18 Cockroach	68 Ox
19 Constrictor	69 Panther
20 Cougar	70 Pig
21 Cow	71 Pony
22 Coyote	72 Porcupine
23 Crab	73 Possum
24 Crane	74 Rabbit
25 Cricket	75 Raccoon
26 Crocodile	76 Rat
27 Crow	77 Reindeer
28 Cuckoo	78 Rooster
29 Donkey	79 Salamander
30 Dragonfly	80 Scorpion
31 Duck	81 Seal
32 Eagle	82 Shark
33 Eel	83 Sheep
34 Elephant	84 Slug
35 Elk	85 Snail
36 Falcon	86 Sparrow
37 Firefly	87 Spider
38 Fox	88 Squid
39 Frog	89 Squirrel
40 Goat	90 Tiger
41 Goose	91 Toad
42 Hare	92 Turtle
43 Hart	93 Viper
44 Hawk	94 Vulture
45 Hedgehog	95 Walrus
46 Hornet	96 Weasel
47 Horse	97 Whale
48 Hound	98 Wolf
49 Hummingbird	99 Wolverine
50 Jackal	00 Worm

ORGANS

1 Antennae	51 Long tongue
2 Antlers	52 Loose skin
3 Baleen	53 Mandibles
4 Bat wings	54 Mane
5 Beaver tail	55 Mantis arms
6 Blowhole	56 Monkey tail
7 Blubber	57 Mouse ears
8 Boar tusks	58 Mucus
9 Bushy tail	59 Otter tail
10 Butterfly wings	60 Oyster shell
11 Carapace	61 Pelican bill
12 Cat tail	62 Pig snout
13 Chameleon eyes	63 Pig tail
14 Claws	64 Pincers
15 Cobra hood	65 Plates
16 Comb	66 Plumage
17 Compound eyes	67 Proboscis
18 Crab shell	68 Pseudopod
19 Crane beak	69 Quills
20 Crest	70 Rat tail
21 Cricket legs	71 Scales
22 Detachable tail	72 Scorpion tail
23 Digging claws	73 Segments
24 Dragonfly wings	74 Shaggy hair
25 Duck bill	75 Short fur
26 Eagle wings	76 Siphon
27 Elephant tusks	77 Snail shell
28 Exoskeleton	78 Spikes
29 Eye stalks	79 Spines
30 Falcon beak	80 Spinnerets
31 Fangs	81 Spotted fur
32 Feathers	82 Squid beak
33 Fins	83 Stinger
34 Fly wings	84 Striped fur
35 Frog legs	85 Stubby tail
36 Gills	86 Suction cups
37 Gliding flaps	87 Talons
38 Hooves	88 Tendrils
39 Horns	89 Tentacles
40 Horse tail	90 Toucan beak
41 Humming wings	91 Trunk
42 Humps	92 Turtle shell
43 Large ears	93 Udder
44 Large eyes	94 Walrus tusks
45 Large incisors	95 Warts
46 Long body	96 Wattle
47 Long ears	97 Webbed feet
48 Long legs	98 Webbed hands
49 Long neck	99 Whiskers
50 Long snout	00 Wool

MONSTER TRAITS

1 Acid blood	51 Many heads
2 Amphibious	52 Many legs
3 Ancient	53 Many mouths
4 <i>Anim. form (p. 29)</i>	54 Mechanical
5 Animated	55 Metallic
6 Asymmetrical	56 Mismatched limbs
7 Bloated	57 Molting
8 Bloodless	58 Muscular
9 Brittle	59 <i>Mutation (p. 30)</i>
10 Burning	60 No neck
11 Charged	61 One eye
12 Clay-like	62 Ooze-form
13 <i>Color (p. 37)</i>	63 <i>Organ (p. 64)</i>
14 Colossal	64 <i>Personality (p. 56)</i>
15 Crystalline	65 Poisonous
16 Decaying	66 <i>Potion (p. 35)</i>
17 <i>Delusion (p. 30)</i>	67 Powdery
18 <i>Element skin (p. 29)</i>	68 <i>Power (p. 65)</i>
19 Elongated	69 Pulsing
20 Ethereal	70 Radioactive
21 Ever-young	71 Reflective
22 Eyeless	72 Rubbery
23 Faceless	73 <i>Scent (p. 66)</i>
24 Flaking	74 Shadowy
25 Flammable	75 Sharp
26 Flexible	76 Short limbs
27 Fluffy	77 Shriveled
28 Foaming	78 Skeletal
29 Fungal	79 Skin shedding
30 Fuzzy	80 Slimy
31 Gaseous	81 Smoking
32 Gelatinous	82 Soft
33 Geometric	83 Sooty
34 Hair shedding	84 <i>Sound (p. 66)</i>
35 Hairless	85 Sparking
36 Hairy	86 Steaming
37 Hardened	87 Sticky
38 Headless	88 Stinking
39 Ice-cold	89 Stone-like
40 Illusory	90 Stretchy
41 Iridescent	91 <i>Tactic (p. 67)</i>
42 Large head	92 <i>Texture (p. 36)</i>
43 Legless	93 Tiny
44 Liquid	94 Translucent
45 Luminous	95 Tree-like
46 Lumpy	96 Two-dimensional
47 <i>Mannerism (p. 59)</i>	97 Venomous
48 Many arms	98 Vibrating
49 Many eyes	99 Waxy
50 Many faces	00 <i>Weakness (p. 67)</i>

POWERS

1 Absorb abilities	51 Healing aura
2 Acid aura	52 Hypnotism
3 Acid bolt	53 Ice aura
4 Acid breath	54 Ice bolt
5 Astral projection	55 Ice breath
6 Attract	56 Ice wall
7 Beast control	57 Immovability
8 Bird control	58 Insect control
9 Blind	59 Iron wall
10 Blur	60 Laser eyes
11 Burrow	61 Levitation
12 Chameleon skin	62 Lightning bolt
13 Clairaudience	63 Lightning breath
14 Clairvoyance	64 Love aura
15 Clone self	65 Magnetism
16 Create illusion	66 Memory control
17 Deafen	67 Mimic sounds
18 Drain life	68 Mind control
19 Dreamwalk	69 Mold flesh
20 Earthquake	70 Mold metal
21 Echolocation	71 Mold stone
22 <i>Effect (p. 28)</i>	72 Paralyze
23 <i>Effect aura (p. 28)</i>	73 Paranoia aura
24 <i>Effect blast (p. 28)</i>	74 Petrify
25 <i>Effect bolt (p. 28)</i>	75 Plane shift
26 <i>Effect ray (p. 28)</i>	76 Plant control
27 Electric aura	77 Poison aura
28 <i>Element aura (p. 29)</i>	78 Poison breath
29 <i>Element blast (p. 29)</i>	79 <i>Potion (p. 35)</i>
30 <i>Element bolt (p. 29)</i>	80 Rage aura
31 <i>Elem. breath (p. 29)</i>	81 Raise dead
32 <i>Elem. control (p. 29)</i>	82 Remove curse
33 <i>Element ray (p. 29)</i>	83 Repulse
34 <i>Element wall (p. 29)</i>	84 Rot
35 Entangle	85 Shockwave
36 Entomb	86 Silence
37 Explode	87 Sleep aura
38 Fear aura	88 Slow enemies
39 Fire aura	89 <i>Spell (pp. 22-25)</i>
40 Fire bolt	90 Spirit control
41 Fire breath	91 Stone wall
42 Fire control	92 Summon
43 Fire starting	93 Swallow whole
44 Fire wall	94 Swap minds
45 Fog breath	95 Teleport
46 Force wall	96 Time control
47 Friendship aura	97 <i>Travel shift (p. 9)</i>
48 Gravity control	98 Undead control
49 Grow plants	99 Wind control
50 Hate aura	00 Wind wall

SCENTS

1 Acid	51 Licorice
2 Alcohol	52 Lysol
3 Almond	53 Manure
4 Ammonia	54 Medicinal
5 <i>Animal (p. 64)</i>	55 Mildew
6 Baby	56 Mint
7 Balsamic	57 Mold
8 Banana	58 Musk
9 Barnyard	59 Nutmeg
10 Bitter	60 Old books
11 Blood	61 Old socks
12 Bread dough	62 Olive oil
13 Brine	63 Onion
14 Burnt hair	64 Orange
15 Burnt plastic	65 Ozone
16 Burnt rubber	66 Paint
17 Burnt sugar	67 Peanut butter
18 Burnt toast	68 Peat moss
19 Caramel	69 Pine
20 Cedarwood	70 Pineapple
21 Cherry	71 Popcorn
22 Chlorine	72 Rain
23 Chocolate	73 Resinous
24 Cigarette ash	74 Rose
25 Coffee	75 Rotten eggs
26 Cologne	76 Rotten meat
27 Cookies	77 Rotting fruit
28 Coppery	78 Seaweed
29 Cut grass	79 Sewer
30 Damp	80 Skunk
31 Dog breath	81 Sour milk
32 Dumpster	82 Spicy
33 Earth	83 Spruce
34 <i>Element (p. 29)</i>	84 Stagnant
35 Exhaust	85 Stale beer
36 Fish	86 Stinky cheese
37 <i>Food (p. 49)</i>	87 Sulfur
38 Formaldehyde	88 Sweat
39 Garlic	89 <i>Taste (p. 36)</i>
40 Gasoline	90 Tea
41 Ginger	91 Thyme
42 Gunpowder	92 Tobacco
43 Hamster cage	93 Turpentine
44 Hay	94 Vanilla
45 Herbal	95 Vinegar
46 Honey	96 Violets
47 Hops	97 Vomit
48 Incense	98 Wet cardboard
49 Leather	99 Wet dog
50 Lemon	00 Wood smoke

SOUNDS

1 <i>Activity (p. 19)</i>	51 Licking
2 <i>Animal (p. 64)</i>	52 <i>Mannerism (p. 59)</i>
3 Banging	53 Moaning
4 Barking	54 Muttering
5 Bashing	55 Pattering
6 Beeping	56 Popping
7 Bellowing	57 Pounding
8 Bleating	58 Puffing
9 Breathing	59 Purring
10 Buzzing	60 Rattling
11 Cackling	61 Ripping
12 Cawing	62 Roaring
13 Chanting	63 Rumbling
14 Chewing	64 Rustling
15 Chiming	65 Scrabbling
16 Chirping	66 Scraping
17 Chittering	67 Scratching
18 Choking	68 Screeching
19 Chomping	69 Shrieking
20 Clacking	70 Shuffling
21 Clanging	71 Singing
22 Clattering	72 Sizzling
23 Clicking	73 Skittering
24 Clinking	74 Slapping
25 Cracking	75 Slithering
26 Crackling	76 Slurping
27 Crawling	77 Smacking
28 Creaking	78 Snapping
29 Croaking	79 Snarling
30 Crunching	80 Sniffing
31 Dripping	81 Snorting
32 Fizzing	82 Spitting
33 Flapping	83 Splashing
34 Fluttering	84 Squawking
35 Galloping	85 Squeaking
36 Gnashing	86 Squelching
37 Gnawing	87 Stomping
38 Grating	88 Swooshing
39 Grinding	89 Thudding
40 Groaning	90 Thumping
41 Growling	91 Ticking
42 Grunting	92 Trotting
43 Gulping	93 Wailing
44 Gurgling	94 Wheezing
45 Hissing	95 Whimpering
46 Hooting	96 Whining
47 Howling	97 Whipping
48 Humming	98 Whirring
49 Jangling	99 Whistling
50 Keening	00 Yelping

TACTICS

1 Ambush	51 Merge
2 Annoy	52 Mire
3 Bind	53 Monologue
4 Blind	54 Negotiate
5 Body slam	55 Obscure
6 Break armor	56 Order minion
7 Break terrain	57 Pincer maneuver
8 Break weapons	58 Play dead
9 Bulldoze	59 Poison
10 Burrow	60 Power up
11 Burst	61 Praise self
12 Cannibalize	62 Protect leader
13 Capture	63 Protect self
14 Challenge	64 Pull
15 Chant	65 Push
16 Charge	66 Roll
17 Cheat	67 Scatter foes
18 Choke	68 Scream
19 Climb	69 Shake
20 Confuse	70 Sicken
21 Create barrier	71 Slam object
22 Cripple	72 Spin
23 Deafen	73 Split body
24 Deceive	74 Squeeze
25 Demand worship	75 Stalk
26 Disarm	76 Stare down
27 Disorient	77 Steal
28 Distract	78 Strategic retreat
29 Divide foes	79 Stun
30 Dodge	80 Summon aid
31 Drop down	81 Swallow whole
32 <i>Effect (p. 28)</i>	82 Swarm
33 Encircle	83 Sweep
34 Entangle	84 Swing creature
35 Evade	85 Swing object
36 Feint	86 Target insolent
37 Flank	87 Target leader
38 Follow	88 Target nearest
39 Frighten	89 Target richest
40 Gang up	90 Target strongest
41 Go berserk	91 Target weakest
42 Goad	92 Throw creature
43 Grab	93 Throw object
44 Harry	94 Thrust
45 Ignite	95 Toy with
46 Immobilize	96 Trap
47 Leap	97 <i>Trap effect (p. 16)</i>
48 Link up	98 Trip
49 Lure in	99 Undermine
50 Manipulate	00 Vomit

WEAKNESSES

1 Acid	51 <i>Location (p. 10)</i>
2 Alcohol	52 Machines
3 <i>Animal (p. 64)</i>	53 <i>Magic school (p. 31)</i>
4 Anti-magic	54 <i>Material (p. 42)</i>
5 Arms	55 Mirrors
6 Arrows	56 <i>Misc. item (p. 39)</i>
7 Birds	57 Mistletoe
8 Blessings	58 Moonlight
9 Blood	59 Mouth
10 Blunt damage	60 Music
11 Chest	61 Neck
12 Children	62 Noise
13 Church bells	63 Nose
14 Cold	64 Oil
15 <i>Color (p. 37)</i>	65 Phylactery
16 Competition	66 Piercing damage
17 Conversation	67 Poison
18 Cutting damage	68 <i>Profession (p. 57)</i>
19 Darkness	69 Psychic damage
20 Dirt	70 Puzzles
21 Disease	71 Rain
22 <i>Domain (p. 33)</i>	72 Relic
23 Ears	73 Riddles
24 <i>Element (p. 29)</i>	74 Rituals
25 Eyes	75 Running water
26 Feet	76 Salt
27 Fingers	77 <i>Scent (p. 66)</i>
28 Fire	78 Seawater
29 Firelight	79 Silver
30 Fish	80 Singing
31 Flattery	81 Skin
32 Flowers	82 Soap
33 <i>Food (p. 49)</i>	83 <i>Sound (p. 66)</i>
34 Garlic	84 <i>Spell (pp. 22-25)</i>
35 Gifts	85 Spicy food
36 Gold	86 Spine
37 Hands	87 Starlight
38 <i>Hazard (p. 17)</i>	88 Sunlight
39 Heart	89 <i>Symbol (p. 33)</i>
40 Heat	90 <i>Tactic (p. 67)</i>
41 Holy image	91 Tears
42 Holy oil	92 Thunder
43 Holy water	93 <i>Tool (p. 39)</i>
44 Ice	94 <i>Travel shift (p. 9)</i>
45 <i>Ingredient (p. 37)</i>	95 <i>Treasure (p. 42)</i>
46 Insects	96 True name
47 Insults	97 Water
48 Iron	98 <i>Weapon (p. 43)</i>
49 Legs	99 Wolfsbane
50 Lightning	00 Wormwood

Gameplay Example

GM: You have descended the steps into the tomb complex, going north. The air is damp and you catch a faint whiff of something rotting. It's pitch black.

ARTHUR: I'm lighting a torch, which I'll hold in my left hand. I'm holding my spear in the other.

BRIDGET: I'll just stay near Arthur's torch so we don't use two at once. I'll pull out my sword.

GM: Great. You enter a stone chamber with niches carved into the walls, two on the left, two on the right, each filled with a marble bust on a plinth. There's also a fifth bust on a plinth in the center of the room, facing north. On the north side of the room is an iron portcullis blocking the way deeper into the tomb. What do you want to do?

BRIDGET: I try to lift up the portcullis.

GM: It doesn't budge and seems to be locked in place. Either you need a lot more leverage, or you need to find a way to unlock it.

BRIDGET: Okay, I want to search the room for clues.

ARTHUR: While she's doing that, I want to examine the marble busts.

GM: The busts all appear to be of nobles, probably people buried here. The highest ranking one is the central bust, labeled as Cornelius, Duke of Harfax.

ARTHUR: I want to take the bust with me.

GM: You can do that since it's not attached to the plinth, but it's going to take up two slots. Marble is heavy.

ARTHUR: That's fine, I have slots to spare. I can always drop it later if I have to.

GM: Okay, in the meantime Bridget has searched the room. This takes 10 minutes since you have a torch lit and triggers a roll of the hazard die, which is a ... 4! A dungeon shift. I'll roll on this list I made ... an ice-cold wind blows towards you through the portcullis, causing your torch to flicker. Bridget, your search discovers that the four busts in the wall niches are attached to their plinths, and that there is a seam on each of their necks running all the way around.

BRIDGET: Like their heads can come off? I pull on one of them.

GM: Which one?

BRIDGET: Uh, the northernmost one on the east wall.

GM: It doesn't want to come off, but it does jiggle slightly, as if it could be moved.

BRIDGET: I try to rotate it then. To the north.

GM: It rotates a little bit, as if it's designed to turn that way, but then stops. You also hear a faint click from the other bust on this wall and notice that its head has turned a tiny bit to the north.

BRIDGET: Oh, interesting. Can I grab both heads at the same time?

GM: Yeah, they're not too far apart.

BRIDGET: Okay, I'm betting they all have to be turned at once.

ARTHUR: I'll grab the two heads on the west wall, then.

BRIDGET: I count "One, two, three, turn!" and we turn all the heads towards the portcullis at the same time.

GM: The heads smoothly rotate on their busts until they face north and click into place. You hear a click from the portcullis, which then slides up into the door frame.

ARTHUR: Nice. Let's go deeper!

BRIDGET: Is the passage ahead wide enough to go side by side?

GM: Yes. I assume you're moving at crawling speed?

ARTHUR: Yeah, I think that would be best.

GM: Okay, you move down the stone passage about 40 feet when you come to a T intersection and a passage running east-west. To the west you can see there are some stairs going down and to the east the passage goes straight for 40 feet, to the edge of your torchlight. You can hear a faint dripping sound in that direction.

BRIDGET: I feel like we should explore this level before we go any deeper.

ARTHUR: Agreed. Let's go east.

GM: Okay, you travel 60 feet in that direction before you see the outline of an archway 40 feet ahead of you, which appears to open up into a larger space.

ARTHUR: Let's get closer.

GM: You move 20 feet closer before you come to the end of your move for this dungeon turn. I'll roll the hazard die ... 1! An encounter! Rolling on my encounter table it's ... skeletons, just two of them. Their distance is ... 40 feet from you, I'll say that it's right on the edge of your torch light, straight ahead. Normally I might roll for their activity and reaction, but skeletons are pretty simple. They're here to guard the tomb and slay trespassers. Since they're pretty close we should make a surprise check. You're both equally close to them, so which of you has the highest wisdom?

ARTHUR: That's me, I have 3 WIS.

GM: Okay, make a WIS check against the skeletons. I'll say they have a WIS of 0 since they're not observant creatures, so try to roll higher than an 11.

ARTHUR: I got a 14, plus 3 is 17.

GM: Great, you've beat them by 5 or more, so you've surprised them! You get a +5 on all combat checks during the first round and you get to go first.

BRIDGET: They were 40 feet away, right? I charge in with my sword.

GM: You run towards them through the archway and find yourself in a domed room about 80 feet across. Roll your strength to attack!

BRIDGET: I rolled a 15, plus 5, plus 2 strength, 22 total.

GM: You hit, roll your damage.

BRIDGET: I want to make this a power attack and try to finish off this guy in one hit. It'll break my sword, but I have more. So I roll 2d6 instead of one, and ... wow, a total of 3 damage.

GM: Bummer, but your attack roll was over 20, so you do succeed at a free maneuver.

BRIDGET: Okay, let's say the force of my sword's impact was enough to knock the skeleton onto its back.

GM: That works. Arthur, are you going to finish this guy off?

ARTHUR: Yeah, I charge in and stab him with my spear.

GM: Stabbing a skeleton? Are you sure?

ARTHUR: Oh yeah, that doesn't make sense. Wait a second ... I reach into my bag and pull out the marble bust of Cornelius, Duke of Harfax ...

GM: Okay ...

ARTHUR: ... and drop it on the skeleton.

GM: Uh, yeah, that does it. You don't even need to roll.

ARTHUR: I knew that would come in handy.

GM: Now that both of you have gone, it's the other skeleton's turn ...



MULLEN

Designer's Commentary

GOALS: *Knave* began as a hack of Basic D&D that I created for an after-school gaming club for 5th graders. The goal was to streamline and rationalize the rules so that players could learn the rules and create characters in just a few minutes and jump right into playing. The game has expanded since then, but that goal is still at the forefront of the design: a framework that makes playing old-school RPGs straightforward, intuitive, easy to prep, and easy to run.

- Inspirations: *World of Dungeons* by John Harper, *Into the Odd* by Chris McDowall, *The Black Hack* by David Black.

RANDOM TABLES: Much is often made of whether a game's rules are good, but in my view the actual content of a game (the situations, locations, events, NPCs, etc.) often has a bigger effect on the experience than mechanics. *Knave's* random tables, which expand upon the tables from my previous game *Maze Rats*, aim to make creating game content a fast and even entertaining process that makes the world feel surprising and alive. I can't build the world for the GM, but I can at least provide all of the pieces to do so.

- Inspirations: *The Perilous Wilds* by Jason Lutes, *Augmented Reality* by Paul Gallagher.

LAYOUT: *Knave* uses a "control panel" layout, which keeps most topics confined to a single page or two-page spread. This reduces page flipping, makes it easier for GMs to print rules references, and speeds up finding information.

- Inspirations: *Mothership* by Sean McCoy, *Old-School Essentials* by Gavin Norman.

GAME MASTER AND PLAYER DUTIES:

Clearly stating what GMs and players do is something I first learned from games based on Vincent and Meguey Baker's *Apocalypse World*. It's especially important when your game is geared towards a particular style of play, such as the OSR style. It lets the reader know right away whether the game is right for them and makes the rest of the book easier to comprehend.

ABILITY SCORES: *Knave* ability scores are on an intuitive 0–10 scale rather than the traditional 3–18, starting out at 0–3. Since ability scores are added to a d20 and are usually trying to hit a target number of 16, this means that a PC's chance of success starts at 25%–40% at low levels, increasing by 5% per level if that ability is improved. This is very close to the improvement rate of saving throws and attack bonuses for human characters in most old-school RPGs. Since ability scores can be turned into target numbers (just add 11) all checks are "reversible", allowing either side to do the rolling without changing the odds of success. This lets the game be played with only the players doing the rolling, if that's the group's preference.

- Inspirations: *Shadow of the Demon Lord* by Robert Schwalb, *Symbaroum* by Mattias Johnsson and Mattias Lilja.

CLASSLESSNESS: *Knave* has no classes, allowing players to determine their PC's niche by the abilities they improve and the gear they carry. Each ability is linked to a fantasy archetype, like strength for fighters or intelligence for wizards, so as players allocate points they are effectively designing their own unique multi-class. I've tried to make each ability score as useful as possible to avoid there being an obvious "dump stat."

- Inspirations: *Into the Odd* by Chris McDowall, *GURPS* by Steve Jackson.

CAREERS: Careers are a quick way of giving players a background and a starting loadout without having to do a lot of shopping. Note that although PCs can start the game with expensive armor pieces if they wish, the resale value of those pieces would be very small, since armor has to be precisely tailored to a PC.

- Inspiration: *Electric Bastionland* by Chris McDowall.

WOUNDS AND ITEM SLOTS: Item slots make tracking encumbrance fast and easy, which is important in a game focusing on exploration and resource management. Allowing item slots to be filled with wounds when HP is depleted means that damage gets divided into short-term and long-term pools. This creates a clear distinction between stamina loss and injuries, which is more intuitive than a single health pool. It also allows players to have a record of the injuries their PC has sustained when they return to town to heal, which can add to roleplaying. The GM can rule that certain wounds heal slower or require specific treatment before they heal. Using item slots to absorb damage does make starting PCs tougher than in most traditional fantasy RPGs, but at high levels the disparity evens out due to *Knave* using d6s for every PC's HP.

- Inspirations: *Lamentations of the Flame Princess* by James Edward Raggi IV, *Index Card RPG* by Brandish Gilhelm, *Wolf-packs and Winter Snow* by Emmy Allen, *Mausritter* by Isaac Williams, *Into the Odd* by Chris McDowall.

HAZARD SYSTEM: The system that powers dungeon and wilderness exploration is adapted from the Hazard System rules created by Brendan S. at the blog Necropraxis and released under a Creative Commons Attribution 3.0 Unported license (CC BY 3.0).

TRAVEL: Maps in *Knave* use six-mile hexes for a number of reasons:

- A six-mile hex is about the area that a person can see while standing on a flat plain. If the character climbs to a high point they can usually see into all of the adjacent hexes.
- It's a manageable size that a group of PCs could search over a 4-hour watch.
- An experienced hiker can hike about 18 miles per day under good conditions, so that breaks down into 3 hexes of travel, enough to present a variety of incidents and challenges.
- Inspiration: "In Praise of the 6 Mile Hex" blog post by The Hydra's Grotto.

DELVING: The traditional dungeon crawling speed of 120' per turn is excruciatingly slow, so I ruled that at that speed you automatically detect traps. Throughout the game, searching uses up time rather than requiring a roll, since information is so important to keeping the game moving. I connected the different light sources to the searching rules, so you can use candles instead of torches for the long burn time and low weight, at the cost of slowing down searches. You can put a candle in a lantern case to protect it from being blown out by wind or running, but now it takes up a whole slot. Note that as long as PCs bring a candle with them they will probably never be in total darkness.

ENCOUNTERS: I added an activities table to the encounter procedure because I like the game world to feel alive and active, and it greatly expands the possibility space of how the encounter can play out. I also made the reaction table very specific (vs other old-school RPGs) to aid the GM in roleplaying.

- Inspiration: *The Dark of Hot Springs Island* by Jacob Hurst, Evan Peterson, and Donnie Garcia.

COMBAT: Combat in *Knave* depletes a PC's gear, whether that is HP, ammo, or the weapons themselves due to breakage from rolling natural 1s and making power attacks. GMs can even rule that items break when the slot they are in gets filled with a wound, but this should be considered "hard mode," as it can result in losing essential items unexpectedly and create a death spiral. Item breakage is much simpler than in the first edition of *Knave* in order to make it easier to apply. PCs who want to focus on combat should fill up their items slots with a variety of weapons so they always have one at hand and so they can exploit enemies who have particular weaknesses. High rolls get automatic maneuvers in order to encourage players to look for advantages and to make combat more creative and cinematic.

- Inspirations: *Dungeon Crawl Classics* by Joseph Goodman, *The Legend of Zelda: Breath of the Wild* by Nintendo.

SPELLCASTING: *Knave* uses level-less spells so that any spellbook the PCs find is usable. The 100 prewritten spells are all non-damaging (at least directly) utility spells in order to encourage a more devious, manipulative style of play for magic users. The spell generation tables have proven to be one of the most popular elements of my previous game *Maze Rats*, so I have ported it over to *Knave* in an expanded form for those who enjoy more improvisation and chaos in their magic. When generating a damage dealing spell, a good rule of thumb is that it deals $\text{INT} \times d6$ damage, although this can be reduced if it has other beneficial effects.

- Inspirations: *Freebooters on the Frontier* by Jason Lutes, *Wonder and Wickedness* by Brendan S.

CLASSIC SPELLBOOKS: Spells from other old-school RPGs differ from *Knave's* in that they have spell levels, usually ranging from 1 to 9. If you want to incorporate these into *Knave* (or if a PC runs into one while exploring a module) they should each be presented as a whole book and can only be cast by a character whose INT is equal to or greater than the spell's level. As with standard *Knave* spells, they can only be used once per day and PCs can only cast a number of spells equal to their INT. Spell scrolls from classic modules can be cast by any character, regardless of their INT, and don't count towards their spell limit for the day. They cannot be transcribed into spell books.

DIVINE MAGIC: Just as magic-users carry spellbooks and fighters carry weapons, cleric-type characters in *Knave* carry relics. Relic magic is intentionally free-form and requires negotiation between the player and the GM to come up with appropriate blessings. Unlike arcane magic, relic magic is relational and requires the PC to actually devote themselves to a cause (or at least act like it). A player using relic magic is a great opportunity for the GM to create adventure hooks and missions for the party to embark on, or to present them with moral quandaries. If the PC wants to use relics from several patrons, they may find that the patrons have incompatible goals and that satisfying them all may be impossible.

- Inspiration: *Dungeon Crawl Classics* by Joseph Goodman.

ALCHEMY: The alchemy rules arose out of my desire for a potion making system that didn't require players to search through hundreds of potion formulae. As usual, I defaulted to "let the players make it up."

- Inspiration: "The GLOG: Alchemy and Oozes" by Arnold K. at Goblin Punch.

MONEY AND GEAR: Originally Knave had much more detailed prices for items, but once PCs get their hands on a few piles of loot it ceases to matter very much.

General categories for prices are more useful and let the GM ballpark the cost of large purchases. A good way to figure out the price for expensive items is to use the baseline of 10c for a day of unskilled labor. How many days of work is the object worth? I've removed the Copper/Silver/Electrum/Gold/Platinum system that many old-school RPGs use since that requires the GM to do math. Instead, everything is just coin.

COINS: PCs in Knave tend to gain wealth much slower than PCs in other old-school RPGs. Every gold piece a PC recovers in an adventure from another old-school RPG is converted into "1c" in Knave, which equals a tenth of a laborer's daily wage, or about 1 copper in other games. The ability to purchase expensive things like buildings, ships, and so on will likely not come from collecting piles of coins from dungeons but from finding unique treasures that can be traded to rich NPCs. Also, remember that connections and favors will often go much farther than money.

- Inspiration: *Lamentations of the Flame Princess* by James Edward Raggi IV.

BUILDINGS: Note that an aspiring overlord could use the construction rules to build their own dungeon. Buildings can also be given as gifts for successful missions. Every party needs a home base to decorate and fortify.

WARFARE: The warfare rules aren't just for massive battles. They can also be used to resolve smaller warband conflicts that would take too long to play out.

- Inspiration: *Through Sunken Lands* by John Cocking and Peter S. Williams.

DOWNTIME: I first heard about gaining XP from carousing from the post "Party like it's 999" by Jeff Rients at Jeff's Game Blog. The gambling system is inspired by a similar system from *En Garde!* by Frank Chadwick.

RECRUITING: Players may find that with enough coin they can hire large numbers of followers. This is fine! Hirelings run away at the first sign of trouble and mercenaries are too smart to enter dungeons at all. Also, openly building a warband can have some fun consequences as local factions respond.

- Inspiration: *Errant* by Ava Islam.

MONSTERS: Rather than pile a monster high with weird abilities, keep them simple, with just one or two stand-out features to make them memorable. Think of what signs their presence might leave, what sounds they make, and how they smell so that players can anticipate them. Ask "what sin or tragedy birthed this thing?" Give it behaviors other than simply attacking on sight.

SAVING THROWS: When an effect from another old-school RPG requires a creature to make a saving throw, make an appropriate ability check instead (usually against a target number of 16).

- Use a STR check to resist effects that restrict like Hold or Paralysis.
- Use a DEX check to resist effects that can be dodged like Dragon Breath, Blast, Rays, Wands, Rods, or Staves.
- Use a CON check to resist effects that can kill or alter the body such as Poison, Death, Petrification, Doom, or Polymorph.
- Use an INT check to resist effects that require thought like Magical Device.
- Use a WIS check to resist effects that impact the mind like Spells or Illusions.

Knave

Second Edition

NAME

CAREERS



STRENGTH

Melee attacks, lifting,
climbing, breaking free



DEXTERITY

Dodging, sneaking,
sleight of hand



CONSTITUTION

Physical resistance,
item slots, wounds



INTELLIGENCE

Lockpicking, alchemy,
spells per day



WISDOM

Ranged attacks, foraging,
navigation, spell resistance



CHARISMA

Initiative, persuasion,
companions, blessings

AC

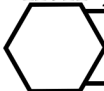


AP



LEVEL

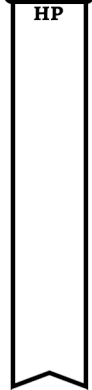
XP



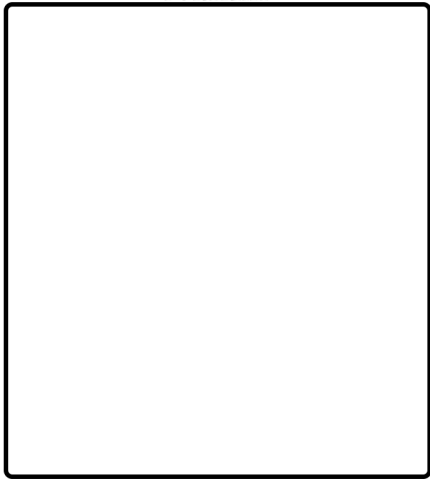
MAX HP



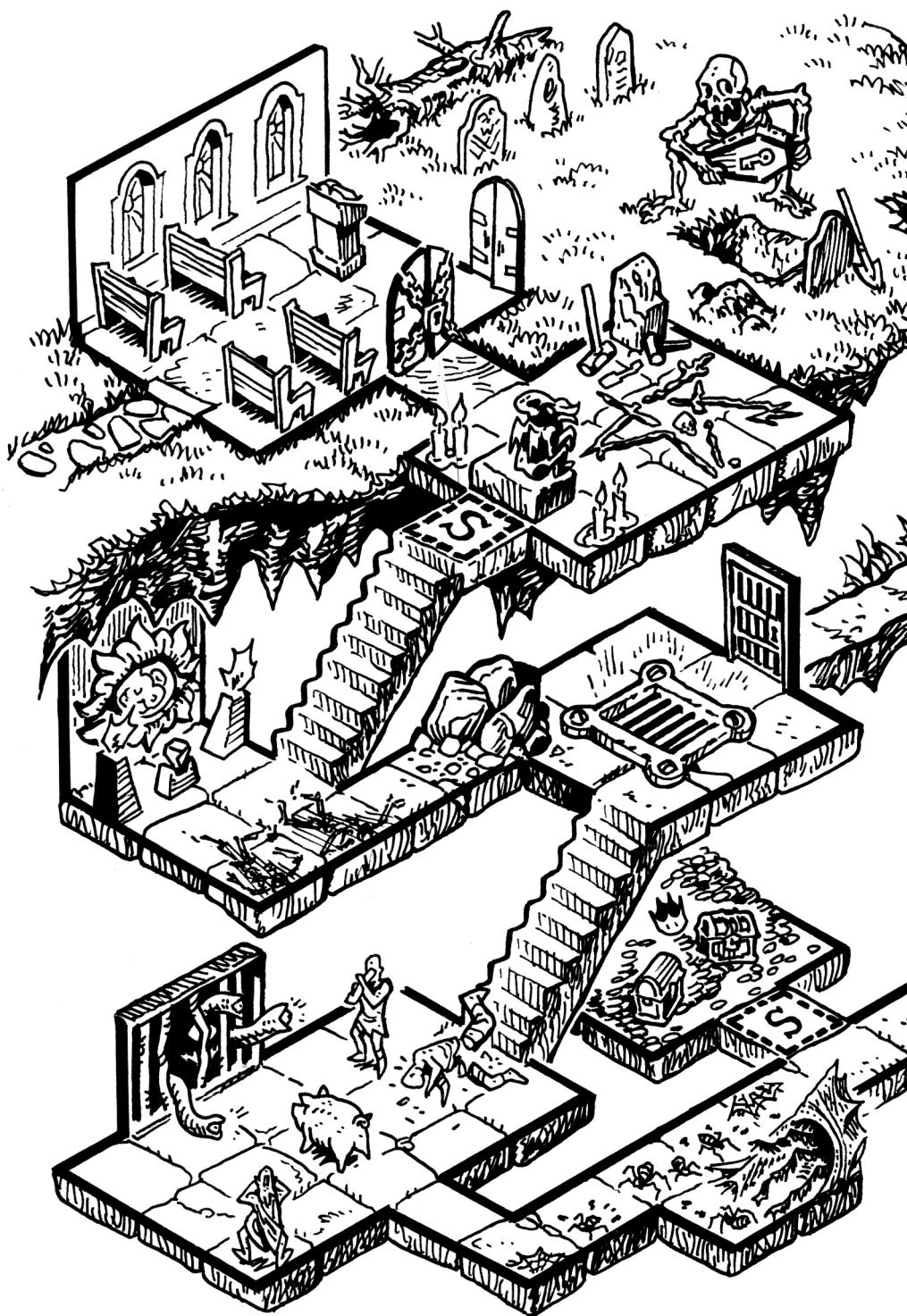
HP

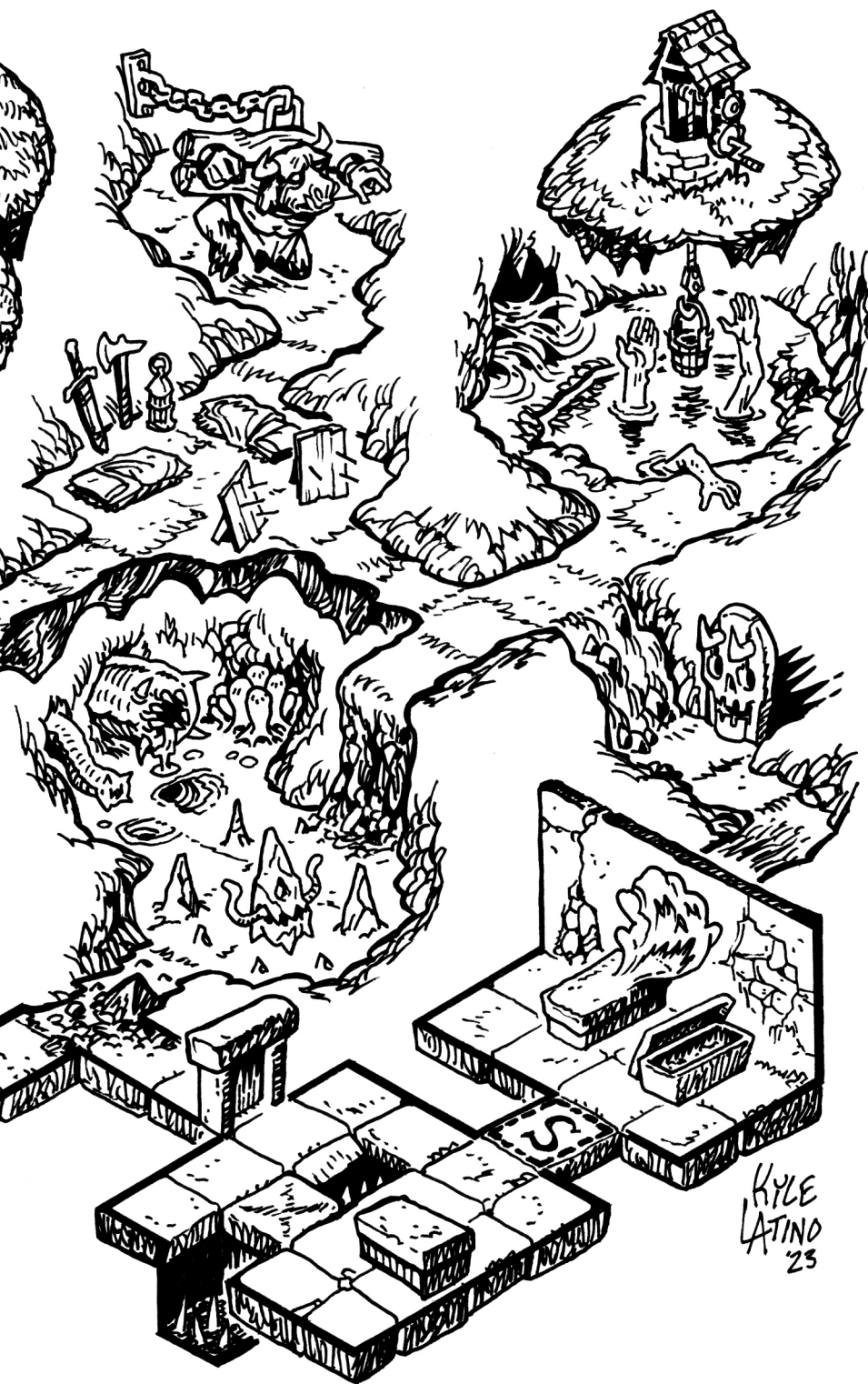


PORTRAIT



1	11
2	12
3	13
4	14
5	15
6	16
7	17
8	18
9	19
10	20





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Traveling

(p. 8)

WATCHES: Most significant travel actions take one watch (4 hours). At the end of each watch, roll the Travel Hazard Die.

TRAVEL SPEED: PCs can move one six-mile hex per watch, up to three times per day. Each watch they travel after the third deals 1 direct damage to each PC unless they succeed at a CON check. Speed is halved in darkness, difficult terrain, or severe weather and doubled when riding.

NAVIGATION: In disorienting terrain, pass a WIS check (rolled in secret by the GM) or become lost.

EXPLORING: Spend a watch exploring a hex to reveal hidden locations.

FORAGING: Spend a watch and make a WIS check to collect d6 rations.

D6 TRAVEL HAZARD DIE RESULTS

- 1 **ENCOUNTER:** The party has a random encounter.
- 2 **FATIGUE:** Each party member takes 1 damage unless they spend the next watch resting. Ignore while resting.
- 3 **DEPLETION:** Roll a d6 for each perishable item. On a 1 it has gone bad.
- 4 **TRAVEL SHIFT:** The weather changes.
- 5 **SIGN:** PCs find a sign of a nearby encounter or a clue to a secret.
- 6 **FREE:** No effect.

2D6 WEATHER

- 2 Thunderstorm, blizzard in winter
- 3 Heavy rain, heavy snow in winter
- 4 Cold for the season
- 5 Light rain, snow in winter
- 6 Cool for the season
- 7 Mild for the season
- 8 Warm for the season
- 9 Windy
- 10 Hot for the season
- 11 Strong winds
- 12 Hail in spring, humidity in summer, fog in fall, frost in winter

Delving

(p. 13)

TURNS: Most significant delving actions take 1 turn (10 minutes). At the end of each turn, roll the Dungeon Hazard Die.

CRAWLING SPEED: 120' per turn. PCs automatically detect all traps and may map the dungeon.

WALKING SPEED: 2,400' per turn. PCs are surprised by all encounters and spring all traps, but may still map the dungeon.

RUNNING SPEED: 4,800' per turn. PCs are surprised by all encounters, spring all traps, and cannot map their environment. Candles are blown out.

CANDLES: Candles reveal general shapes within 20', and details within 5'. They last for 8 hours, or a whole dungeon crawling expedition. 10 candles fill a slot.

LANTERNS: Like candles, but their case prevents them from being blown out.

TORCHES: Torches reveal general shapes within 40', and details within 10'.

DARKNESS: In total darkness, most checks have a -10 penalty. PCs will be surprised by all encounters, spring all traps, and cannot map their environment.

SEARCHING: Spend a turn searching a room to reveal any hidden features. In candlelight, this takes two turns.

D6 DUNGEON HAZARD DIE RESULTS

- 1 **ENCOUNTER:** The party has a random encounter.
- 2 **FATIGUE:** Each party member takes 1 damage unless they spend the next turn resting. Ignore while resting.
- 3 **BURN:** Lit torches burn out.
- 4 **DUNGEON SHIFT:** The dungeon environment changes.
- 5 **SIGN:** PCs find a sign of a nearby encounter or a clue to a secret.
- 6 **FREE:** No effect.

Encounters (p. 19)

DISTANCE FROM PARTY: 2d6 × 10' in dungeons, 4d6 × 30' in the wilderness.

SURPRISE: If an encounter occurs within 80' of the party, the closest PC makes a WIS check against the WIS of the closest encountered creature. If one side wins by 5 or more, they have surprised the other side, act first in combat and gain a +5 on all combat checks during the first round.

ACTIVITY: Choose or roll the encounter's current activity.

REACTION: If the encounter's reaction to the party isn't obvious, roll below.

2D6	NPC REACTION
2	Kill the PCs
3	Injure or capture the PCs
4	Harass or rob the PCs
5	Insult, threaten, or command the PCs
6	Avoid the PCs
7	Ignore the PCs
8	Follow or observe the PCs
9	Greet or question the PCs
10	Share information with the PCs
11	Perform minor favors the PCs
12	Ask to join the PCs' party

Alchemy (p. 41)

HARVESTING: Harvesting a monster part requires 10 minutes and the proper tools. They take up one slot.

BREWING: Brewing a potion requires a fire, a cauldron, ingredients, and four hours (one watch) of time. The player describes the effect of the potion and the ingredients. If the GM approves, the PC makes an INT check, adding +5 to the check if they spend an additional watch. On a success, the potion is created. The parts are lost no matter the outcome. If they succeed by 10 or more, they no longer need a brewing check to make it when using those exact ingredients.

Downtime (p. 52)

CAROUSING: Carousing takes up a whole night and costs a PC d10×50c in villages, d10×100c in towns, d10×200c in cities. It also grants the PC XP equal to the amount spent. In the morning, succeed at a CON check or roll a mishap.

GAMBLING: The player wagers some money (up to a house limit), then the GM rolls a d6. The player then makes a choice, either bow out and forfeit half of their wager or try to roll a d6 higher than the GM's roll. If they roll and succeed, they double their money. If they fail, they lose everything.

Recruiting (p. 53)

HIRELINGS: 300c per month. AC 11, HP 3, LVL 1, ATK punch (d2), MOV 40', MRL 4. 10 item slots. Will not perform dangerous activities and run at the first sign of trouble.

MERCENARIES: 600c per month. AC 15, HP 3, LVL 1, ATK weapon (d6), MOV 40', MRL 8. 10 item slots. Will not enter dungeons.

EXPERTS: 600c per month for common experts, 1200c per month for uncommon experts, 2400c per month for rare experts. AC 11, HP 3, LVL 1, ATK punch (d2), MOV 40', MRL 7. 10 item slots. Will not do tasks outside of their area of expertise.

COMPANIONS: Statistics vary.

Companions are generated like a PC, do not make morale checks, and will fight to the death for their employer. They take a half share of any treasure and XP found and can gain levels over time. They will only follow PCs of a higher level. A PC's CHA sets the maximum number of companions that will ever follow the PC over the course of their life.



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