

Rules & Writing
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INTO THE ODD



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REMASTERED

Rules & writing

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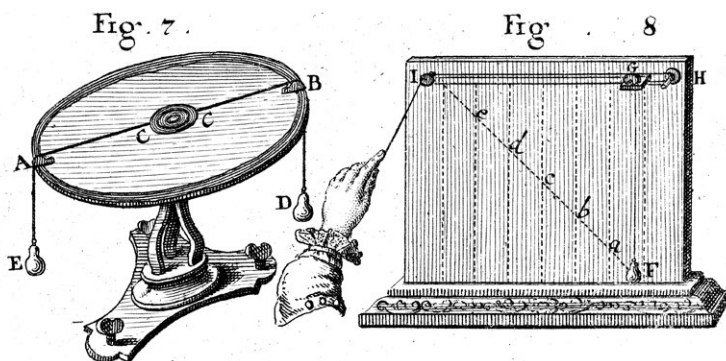
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Introduction

An Odd World

The world is too large for explorers to map, and too old for academics to record. Expeditions return with tales of places bizarre, wondrous, and horrific.

You are an explorer, braving the unknown in search of riches, knowledge, and power. Most of all, you seek *Arcana*, strange devices holding unnatural powers. They range from a humble piece of jewellery to vast sculptures. There are many religious and scientific theories around their existence, but most settle somewhere in between.

Citizens flock to Bastion. Its vast industries provide dangerous but dependable work, and its docks send guns, chemicals, and newspapers to distant neighbours. Beneath the city, **The Underground** stretches just as far. Sewers twist into tunnels, hiding ancient caves and forgotten vaults.

Fallen cities are adorned with statues of star-beings, cultists manifest their fervour into reality, and belligerent unions prepare for a cosmic invasion. Familiar landscapes are overrun by strange weeds, corrosive mists creep in from the sea, and jet black mountains watch from the horizon. This odd world has been affected by beings stranger than we can imagine.





New to RPGs?

How do you play?

One Player is the Referee. They describe the situation the characters are currently in. The Players ask questions and use their characters to interact with the environment. The Referee tells the Players what happens or which dice to roll to determine the outcome. Your goal is to find treasure and avoid a nasty death.

What do you need?

A set of dice (D4, D6, D8, D10, D12, and D20), pencils and paper. The Referee prepares a location for the characters to explore or uses an existing adventure location.

Chapter 2.

Rolling a Character

Roll 3D6 for each **Ability Score** in order. 10 is average.

Strength	Fighting, fortitude, and toughness.
Dexterity	Grace, athletics, and reflexes.
Willpower	Confidence, discipline, and charisma.

Characters start with D6 **Hit Protection** (HP), a measure of their ability to avoid life-threatening Damage.

Starter Package Consult the **Starter Package** table on the following spread to find your starting equipment and any special information about your character. As well as individual equipment, an expedition is assumed to have rations, lanterns, and basic climbing, mapping, and camping equipment.

Companions For small Player groups, each Player may create one or more companions. Roll their Ability Scores in order and give them 1HP and a hand weapon.

PLATE XXV.

BASTION

Expedition memb



Starter Package Table

Match your highest **Ability Score** against your **HP** to find your starting package. **Weapons** have their Damage roll listed, those marked with a *B* are Bulky.

	1 HP	2 HP	3 HP
3-9	Sword (d6), Pistol (d6), Modern Armour. <i>Sense nearby unearthly beings</i>	Musket (d8 B), Sword (d6), Flashbang. <i>Sense nearby Arcana</i>	Musket (d8 B), Club (d6). <i>Immunity to extreme heat and cold</i>
10	Rifle (d8 B), Bayonet (d6), Lighter Boy, Arcanum	Musket (d8 B), Hatchet (d6), Hawk, Arcanum	Musket (d8 B), Protective Gloves, Arcanum
11	Rifle (d8 B), Modern Armour, Hound, Arcanum	Hatchet (d6), Pistol (d6), Bolt- Cutters, Arcanum	Musket (d8 B), Mallet, Marbles, Fancy Hat, Arcanum
12	Club (d6), Throwing Knives, Arcanum	Musket (d8 B), Mule, Arcanum	Pick-Axe (d6), Manacles, Arcanum
13	Pistol (d6), Ether, Poison, Arcanum	Sword (d6), Pistol (d6), Crude Armour	Pistol (d6), Smoke-bomb, Mutt, Shovel
14	Cane (d6), Acid, Spyglass, Arcanum	Pistol (d6), Bell, Steel Wire, Smoke-bomb	Longaxe (d8 B), Throwing Axes, Fire Oil
15	Brace of Pistols (d8 B), Canary, Ether	Longaxe (d8 B), Ferret, Fire Oil	Club (d6), Ether, Crowbar, Flute
16	Musket (d8 B), Pocket-watch, Bomb	Staff (d6 B), Tongs, Glue	Hatchet (d6), Net, Fire Oil. <i>Burnt Face</i>
17	Halberd (d8 B), Fake Pistol, <i>Artificial Lung</i>	Pistol (d6), Net, Trumpet. <i>Prosthetic Leg</i>	Club (d6), Paint, Crowbar. <i>Loud Lungs</i>
18	Garotte (d6), Musket (d8 B). <i>Mute</i>	Pistol (d6), Grease, Hacksaw. <i>One Arm</i>	Pistol (d6), Cigars, Poison. <i>Fugitive</i>

More information can be found in the equipment list.

Arcana are rolled randomly (see p20). If two characters would have the same equipment, the second character takes their starting package from the column to the left, or right if this is not possible.

4 HP	5 HP	6 HP	
Pistol (d6), Knife (d6). <i>Telepathy if target fails WIL Save</i>	Blunderbuss (d8 B), Hatchet (d6), Mutt. <i>Dreams show your undiscovered surroundings</i>	Musket (d8 B), Hatchet (d6), Flashbang, Arcanum. <i>Iron Limb</i>	3-9
Claymore (d8 B), Pistol (d6), 2 Acid Flasks, Arcanum	Brace of Pistols (d8 B), Steel Wire, Grappling Hook, Arcanum	Rifle (d8 B), Mace (d6), Eagle, Poison	10
Musket (d8 B), Bayonet (d6), Mutt with telepathic link	Machete (d6), Brace of Pistols (d8 B), Talking Parrot. <i>Never Sleep</i>	Club (d6), 3 Bombs, Rocket. <i>Darkvision</i>	11
Pistol (d6), Rocket. <i>Toxin-Immune</i>	Harpoon Gun (d8 B), Baton (d6), Acid. <i>Slightly Magnetic</i>	Maul (d8 B), Dagger (d6), Chain	12
Musket (d8 B), Portable Ram, Game Set	Bolt-Cutters, Blunderbuss (d8 B), Fiddle	Longaxe (d8 B), Rum, Bomb	13
Pistol (d6), Saw, Animal Trap, Spyglass	Pistol (d6), Grease, Hand Drill, Drum	Dagger (d6), Fire Oil, Mirror	14
Bow (d6 B), Knife (d6), Rocket, Fire Oil	Sword & Dagger (d8 B), Magnifying Glass. <i>Lost Eye</i>	Pistol (d6), Knife (d6), Bomb, Saw	15
Pistol (d6), Whip (d6), Cigars. <i>Lost Eye</i>	Pistol (d6), Acid, Animal Repellent. <i>Prosthetic Hand</i>	Pistol (d6), Bomb, Shovel. <i>Glowing Eyes</i>	16
Musket (d8 B), Accordion. <i>No Nose/Scent</i>	Sword (d6), Steel Wire. <i>Ugly Mutation</i>	Staff (d6 B), Throwing Knives (d6)	17
Sword (d6), Shield. <i>Illiterate</i>	Sword (d6), Ferret, Tattered Clothes. <i>Debt (3G)</i>	Mace (d6), Pigeon. <i>Disfigured</i>	18

Equipment

100 Pennies (P) make a Shilling (S).

100 Shillings make a Guilder (G).

Unarmed attack	D4 Damage.
Crude Weapon (1S).....	D6 Damage, Bulky. Bow, pitchfork, barstool, etc.
Hand Weapon (2S).....	D6 Damage. Dagger, sword, pistol, club, etc.
Field Weapon (10S).....	D8 Damage, Bulky. Musket, brace of pistols, sword and dagger, halberd, etc.
Noble Weapon (30S).....	D8 Damage. Finely made sabre, duelling pistol, rapier, etc.
Heavy Gun (1G).....	D10 Damage, Bulky. Cannot move and fire. Elephant gun, long rifle, etc.
Modern Armour (50S).....	Armour 1. Breastplate and helm.
Crude Armour (25S).....	Armour 1, Bulky. Outdated or ceremonial armour.
Shield (10S).....	+1 Armour, Bulky.

Flashbang (10S).....	Momentarily blinds anyone that fails a DEX Save.
Fire Oil (10S).....	Sets an area alight. All inside take D6 Damage each round.
Bomb (20S).....	D10 Blast.
Rocket (20S).....	D10 and a colourful explosion.
Smoke-bomb (10S).....	Fills a room with smoke when lit. Attacks through the smoke are Impaired.
Poison (20S).....	Lose D20 STR if consumed.
Ether (10S).....	Inhaled, STR Save or pass out for an hour.
Acid (10S).....	D6 Damage, burns through most materials.
Antitoxin (10S).....	Neutralises most toxins.

Tools (1S each).....	Crowbar, saw, glue, magnifying glass, manacles, animal trap, lockpicks, mirror, writing set, fishing pole, shovel, grappling hook, collapsible pole, 20ft rope, spikes, etc.
Luxuries (1G)	Clockwork items, thermometer, elaborate clothes, jewellery, ornaments, spyglass, etc.

Board (per week)	Bed in a dormitory (1S) Room in a boarding house (10S) Town house (20S).
Food and Drink	Bread and broth (10P) Bottle of gin or rum (50P) Pie and wine (50P) Fine meal (1S).
Beasts	Mule or llama (5S) to horse (1G). Mutt (5S, STR D10, D6 bite.) to hound (50S, STR 2D6, D6 bite.),
Birds	Parrot or raven (10S, STR D6, D4 claws.) to kestrel or hawk (50S, STR D8, D6 claws).

Hirelings

(cost per day, D6 HP and Ability Scores 10 unless noted).

Lighter Boy (1S).....STR 2D6, lantern, club.

Mercenary (5S).....2D6 HP, musket, sword.

Expert (10S).....Pistol, expertise in a specific area.



Group Sala

Op. 12f

Op. 12f

Alive?

See 12f

Ashes demise

unmarked

the orb

Oscillating plant

Playing the Game

Saves

A **Save** is a roll to avoid danger from a risky action or situation. Roll **D20**. If you roll equal or under the appropriate **Ability Score** you pass. 1 is always a success and 20 always a failure.

Turns

Generally the Players take their turn before any enemies. If there is a risk of being surprised, characters must each roll a **DEX Save** or be unable to act on the first turn. On their turn, Players can act in any order they wish.

Actions

On their turn a character can **move and perform an action**. Attacks are detailed on the next page, and for other risky actions the Referee calls for the character at risk to roll a **Save**. For example, attempting to trip an opponent might force them to pass a **STR Save** to stay on their feet.

Attacks

An attacker rolls a die dictated by their weapon, and subtracts the opponent's **Armour** score. Their attack causes this much **Damage**. Ranged weapons cannot be used in melee.

Attacks that are **Impaired**, such as firing through cover, or fighting while grappled, roll D4 Damage regardless of weapon. Similarly, attacks that are **Enhanced** by a risky stunt or a helpless or vulnerable target roll D12 Damage.

Blast

Blast weapons cause Damage to all targets in an appropriate area, rolling separately for each. If in doubt as to how many targets are affected, roll the weapon's Damage die.

Damage

When an individual takes Damage they lose that many **HP**. If they have no HP left, they are wounded, and any remaining Damage is removed from their STR score. They must then pass a STR Save to avoid **Critical Damage**.

Critical Damage

A character that takes Critical Damage is unable to take further action until they are tended to by an ally and have a **Short Rest**. If they are left for an hour without being tended to, they **die**.

Using an Arcanum

A character can use an Arcanum's power as a **normal action**, though some Arcana ask for something in return.



Ability Score Loss

If a character has their STR score reduced to zero they are **dead**. If their DEX or WIL are reduced to zero the character is **paralysed** or **mentally broken** respectively, and cannot act until they have a **Full Rest**.

Death

When a character **dies** the Player creates a new character and the Referee finds a way to have them join the group as soon as possible. Here, quickness is required over realism. Alternatively the Player may control a Hireling or Apprentice.

Deprived

Somebody **deprived of a crucial need** (e.g. food, water, or warmth) cannot benefit from Rests.



B

Reaction

When the group encounters another being, the character initiating contact must pass a **WIL Save** to avoid an unfavourable first reaction. Some encounters are always hostile, or always friendly, but all have potential to change after first contact.

Morale

Groups require a **WIL Save** to avoid being routed when they lose half of their total numbers. Groups with a leader may use the leader's WIL score in place of their own. Lone combatants must pass this Save when they are reduced to OHP.

This applies to opponents and allies but not Player characters. Fleeing to safety under pursuit requires a DEX Save and somewhere to withdraw to.

Short Rest

A few minutes of rest and a swig of water recovers all of a character's lost HP. Resting may waste time or attract danger.

Full Rest

A Full Rest requires **a week of downtime** at a comfortable location. This restores all Ability Scores.

Bulky

Items marked as Bulky generally require **two hands** or significant storage to carry. Bulky Weapons require two hands to wield. Anybody carrying three or more Bulky items is reduced to OHP.

Arcana

Powers You Cannot Understand

Arcana are the most highly sought-after items in the world. Characters that are open about the Arcana they carry are targeted by collectors and charlatans.

If a character's starting package contains an Arcanum, roll D66 to see which one they get.

- 11 **Gatekeeper's Sigil:** Create a gate between two flat surfaces that you can see. The gates close if you pass through or break line of sight.
- 12 **Pierced Heart:** State an object you desire. The heart indicates its direction and vague distance.
- 13 **Pale Flame:** An object you touch glows with white light. Contact with the glowing object causes a chilling pain. The effect wears off when the Arcanum is used again.
- 14 **Soul Chain:** Target must pass a DEX Save to avoid your touch, or they lose D6 WIL and you get a glimpse of their current desire.
- 15 **Gavel of the Unbreakable Seal:** One door, window, etc. is sealed until you open it.
- 16 **Foul Censer:** Green smoke surrounds you and everyone within 20ft. Missiles cannot pass through the smoke.



- 21 **Bleeding Stave:** Spews blood-like oil onto a 10ft area. Anyone moving or standing on the oil must make a DEX Save to avoid falling and being unable to move on their turn. Disappears in a harmless flash if ignited.
- 22 **Pain Idol:** Roll a die of your choice. If the result is odd, you lose that much STR, if it's even your target loses that much STR.
- 23 **Webbed Hands:** Climb sheer surfaces as if you were a spider.
- 24 **Sunblessed Bands:** Glow and hum lightly. Anybody attacking you suffers Damage equal to that they cause to you. If you attack a target yourself then the effect ends until you Rest.
- 25 **Flesh-Tome of Babble:** Speak in a strange sounding language. Every living thing is able to understand and reply in the same tongue if they wish.
- 26 **Tyrant's Rod:** Order a target to drop, fall, flee or halt unless they pass a WIL Save.



- 31 **Black Veil:** Target must pass a WIL Save or is blinded until you lift the curse or they Rest. Blinded individuals may require a DEX Save to carry out other actions that rely on sight, and their attacks are Impaired.
- 32 **Strands of Suffering:** Strands spread between two surfaces up to 20ft apart. Those within only move very slowly and painfully unless they pass a DEX Save.
- 33 **Heat Ray:** One metal object becomes too hot to touch. If it cannot be quickly dropped or removed the wielder suffers D8 Damage, ignoring armour.
- 34 **Miniaturisation Coil:** Touch an object to shrink it into a tiny miniature. Restore the object to original size at will. The original object can be up to your size, but living beings must be willing.
- 35 **Frozen Cloud:** Floats at your will. Anybody within takes D6 Damage and cannot move unless they pass a STR Save.
- 36 **Many Phase Key:** Phase through a wall or floor with any objects you are carrying.
-
- 41 **Skull Magnet:** You may attract or repel a single target that has a boney skull, unless they pass a WIL Save.
- 42 **Transreal Mirror:** A perfect duplicate of you is formed. It acts independently, and just like the original. It cannot interact physically with anything. The double lasts until dismissed or a new double is created.
- 43 **Gorger's Mask:** The wearer can consume anything safely.
- 44 **Tomb Box:** Contains three tiny skeletons that obey whoever holds the box. They are too small to do any real damage, but are quite agile and clever.
- 45 **Howling Lantern:** Blowing into the lantern causes a roar that terrifies prey animals, but attracts predators.
- 46 **Rainbow Blade:** This sword (D6) can fire a beam of harmless light in any colour the wielder wishes.

- 51 **Hawk of Prosperity:** A mechanical bird (3HP, D6 claws) that will only help you to accumulate wealth. Requires a Shilling each day as food.
- 52 **Inquisitor's Hood:** Speak a question with two possible answers. The target must pass a WIL Save or answer as honestly as they can. If they pass their Save you blurt out an inconvenient truth.
- 53 **Winter's Sickle:** Anybody taking Damage from this Sickle (D6) is Deprived and feels cold to their bones until they spend at least an hour warming themselves by a fire or other heat source.
- 54 **Grief Cup:** Anybody drinking from this cup has upsetting visions showing the consequences of their past actions.
- 55 **Victory Globe:** Swear an oath aloud. The globe gently guides you in the direction that would help you achieve the oath, but if you fail to complete it before the end of the day it lashes your mind for D12 WIL loss.
- 56 **Moon Lens:** Look at two objects and ask a question. The lens highlights the one object that best answers the question. It cannot predict the future.
-
- 61 **Fool's Coin:** Anybody that values money will crave this coin the first time they see it. The effect wears off after an hour.
- 62 **Chance Rose:** Crush this ceramic rose to change the odds of success for a single action to 50%. This cannot make the impossible possible. The rose reforms at the start of each day.
- 63 **Homing Stick:** A staff that can be called to return to you, flying by the best route possible.
- 64 **False Platter:** Anybody viewing this platter sees an illusion of luxury that they are craving right now.
- 65 **Gold Visor:** While wearing this you visualise a general sense of somebody's honesty and sincerity while they speak.
- 66 **Infinity Icon:** You can stop time, but you can do nothing but observe and think during this time.

Greater Arcana

Powers You Can Barely Control

These Arcana are more likely to be actively sought out by others. Those that are undiscovered are likely to be hidden in very deep and dangerous places, or behind powerful guards.

Hypno-Torch: Target repeats their current action until you say stop, or they pass the Save on their turn.

Inferno Device: Cause a source of fire to explode, causing D10 Damage to all within 20ft.

Power Leech: Target must pass a WIL Save, or else you swap STR scores with them. Either side returns their STR to its original value when they Rest.

Fire Blooded Scroll: Target feels their blood begin to boil. They take D6 Damage, ignoring armour, each round, until they pass the Save.

Mind Probe: You are able to dig into the innermost thoughts of the target. They may pass a WIL Save to resist.

Book of Despair: Summon a 20ft area of tentacles that lash out and grab. Anyone within must pass a STR Save to break free. The mass of tentacles has 10HP and is destroyed at OHP.

Primal Flute: All within 15ft must pass a WIL Save or turn feral. They do nothing but attack the nearest living thing until they pass a WIL Save on their turn.

Window to Beyond: Summon a flying beast (STR 14, 10HP, D8 Damage) to fight for you until no enemies remain. After this, you must pass a WIL Save or the beast turns on you. If you pass the Save, it flies for freedom. Only one beast can be summoned at once.

Black Orb: Obliterate a man-sized or smaller object you touch. No effect on living tissue.

Snakebite Parasite: Bite a target, for D6 Damage. You both lose D12 DEX as the venom flows through you.

- Horned Mask:** You take on a bestial form (Armour 1, D10 Damage claws, retain Ability Scores and HP), but lose the ability to speak. Return to normal form when you sleep.
- Doom Hive:** 20ft buzzing cloud moves 10ft away from you each round. Anyone within loses D6 STR every round.
- Withering Glove:** Target must pass a STR Save or shrink to a husk. They halve their STR score (rounding up) and have all attacks Impaired. A Long Rest restores them to full size.
- Spirit Cup:** Swap bodies with another that drinks from the cup. They can resist with a WIL Save. Retain WIL scores only.
- Entropy Crystal:** Fires an unerring beam. Target must pass a STR Save or lose D12 DEX. If this reduces their DEX to zero they are turned to blue crystal.
- Guardian's Shield:** A shield of light appears between you and a single target. The shield absorbs 10 points of Damage before vanishing. Each turn it pushes the target 10ft away from you unless they pass a STR Save.
- Earth Stone:** Over an hour you shift sand, soil or earth to your will, creating ditches up to 10ft deep. This may destabilise structures, redirect rivers and fell trees but does not affect rock, create tunnels, or move fast enough to bury mobile opponents.
- Roaring Lion:** Glass, crystal or ceramic objects within 5ft are shattered. In addition, one object you are touching (wielder may avoid with a WIL Save) is shattered. This object must be light enough for you to lift.
- Pressure Needle:** If the target takes Critical Damage today they explode in a bloody mess.
- Orb Box:** Summon two orbs of light that obey your commands. They can be flung at a target for D12 Damage, destroying the orb. No more than two orbs can be summoned each day.



Fig. 2

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Legendary Arcana

Powers You Shouldn't Control

These Arcana are likely to be known relics. They tend to be large objects like altars or thrones. Those that are unclaimed remain so for a reason. Only the most powerful individuals would openly admit to possessing a Legendary Arcanum, as they are desired by anybody that craves power.

Weather Altar: Cause the weather within a mile radius to change for the rest of the day. In the case of dangerous weather, you cannot target specific individuals or locations, or cause extremes that are inescapably lethal.

Obliteration Prism: Choose a target and roll D12. If this is equal or higher than their current HP they are completely destroyed in a blast of fire.

Rebirth Coffin: A corpse is miraculously restored to life if they pass a WIL Save. If they fail the Save, the remains are utterly destroyed.

Space Cube: You and up to one companion are teleported to a location you have been to before.

Malice Gong: All enemies within 20ft lose D6 STR.

Essence Projector: Conjures a ghostly image of a dead target, which speaks with you clearly and willingly, regardless of language or intelligence. The image remains until dismissed.

Seal of Madness: Creates symbols on any object. Anyone trying to decode them loses D12 WIL.

Quake Spire: Targets a 100ft area. All structures take D20 Damage and caves or tunnels collapse, causing D6 Damage per round to anyone within, until they escape.

Tablet of the Master: A large object is animated and serves you. The object has 10HP, Armour 2, and attacks for D10 Damage. No more than one object can serve you at once.

Forcefield Generator: Create a semi-transparent, shimmering surface that only you may pass through. Any enemy approaching the wall is blasted with light for D12 Damage. The field lasts until dismissed or another field is created.

Iron Suit: You have Armour 3 and ignore fire and poison based Damage. You can no longer swim but also do not need to breathe, eat or drink. The effect lasts until dismissed.

Dead Oak: Creates a permanent one-mile zone where any living things lose D6 STR each hour, starting at the end of this hour. Living things within this zone are instantly aware of this and try to leave. Even plants wither and die.

Forge of Reconstruction: Over an hour one damaged or ruined structure, ship or similar target is repaired to peak condition without need for materials.

Statue of the Golden Chariot: You and your allies fight to the death, even after taking Critical Damage.

Divine Pool: You take on the appearance of a huge, godlike entity. You can conjure purely cosmetic, but impressive, visual effects.

Storm Throne: You turn into a bolt of lightning, moving at impossible speed to a specified location you can see. Anyone you pass through takes D10 Damage, ignoring armour.

Transformation Cave: You shift to take the form of your chosen enemy, retaining only your WIL score and level of intelligence. This lasts until dismissed.

Black Hole Collider: Create a five-foot, black sphere. Anything entering it is utterly destroyed. Cannot be moved or placed on top of an object or opponent.

Mind Wiper: Target must pass a WIL Save or become a mindless automaton.

Starbeam Panel: As long as you have line of sight to the sky, you call down a column of light for D20 Damage.

Example of Play

*(Three Player-characters and their hireling
lighter-boy are deep in The Underground)*

Referee: You're faced with a set of tall wooden doors, ten feet high and pretty sturdy. There's no sign of any traps, but you can see that the door is barred from the other side.

Toku: Great, so something is alive in there?

Ezekial: This could have been done centuries ago. What condition is the door in?

Referee: Looks rotten in places. It's pretty old.

Uthred: Well, we didn't come this far to be beaten by a door. How about I hack through it?

Referee: You'll make a lot of noise, but your axe should be able to get through it.

Uthred: Right. I chop away.

Referee: *(makes a luck roll, rolling 4. This is high enough that nothing is alerted by the noise)* You bust open the doors, which reveal a spectacular room, 30ft high and equally wide. Its walls are an intricate mosaic, but the tiles are constantly shifting colour. Wave patterns wash across the walls and in the centre of the floor is a six-foot-wide shaft.

Ezekial: (*Sketching down the room on his rough map*) So it's a dead end, but the walls might be worth investigating... I'm being very careful not to touch them and tell my lighter-boy to do the same.

Toku: Oh come on, we hired him because he's disposable! Maybe Uthred should try touching them.

Uthred: I'm not scared of a wall, but I'm not stupid. I'll try tapping the wall with the handle of my axe.

Referee: The pattern of the tiles doesn't seem to respond, but as you're inspecting them more closely you can feel that they're giving off a slight heat.

Uthred: Enough to burn me?

Referee: Doesn't look like it, only a slight heat.

Uthred: I place my hand boldly against the tiles.

(*The other Players groan in unison*)

Referee: As soon as Uthred's hand touches the wall the shifting colours stop. A pulsing blue pattern starts to radiate from around Uthred's hand.

Ezekiel: Stand by for his head exploding...

Referee: The tiles are warm, but you don't feel any other effect. No head-explosion, thankfully.

Uthred: Huh, weird. Well I'll check out the shaft.

Referee: As soon as you remove your hand from the wall it starts to shift colours again and you now see the tiled shape of a person, it's your reflection. Barely a second later the room is filled with a crackling noise and the tiled visage of Uthred somehow steps out of the wall, hefting the axe from its back and taking up a combat stance.

Toku: Nobody else touch the walls! I'll leap at the copy of Uthred with my daggers.

Referee: Roll for Damage.

Toku: (*Rolls D8*) That's a 4!

Referee: Okay, you dodge past the tiled being and stab it in the side. Instead of a scream, the copy of Uthred roars out in crackling static-noise. It's still standing.

Uthred: I'll have at it with my axe, trying to drive it away from Ezekiel and the lantern-bearer.

Referee: Okay, roll for Damage.

Uthred: (*rolls D6, scoring 5*) I have five.

Referee: (*sees the target is now at OHP, takes the remaining 2 Damage from it's STR*) You kick the thing back, knocking it off balance and burying your axe in its side. It shouts out in static fuzz (*Rolls a STR Save, succeeding*), but continues to fight.

Uthred: There's only room for one Uthred here!

Referee: The copy of Uthred drops its axe on the ground and reaches forward to try and grab Toku. Give me a STR Save.

Toku: (*Rolls a STR Save*) Erm... I got a 20.

Referee: (*Over the groans of the table*) The creature grabs Toku and slams him against the wall. You see a blue pulsing pattern form on its surface. A moment later the colours shift into his shape and a copy of Toku steps forward from the wall.

Ezekiel: I never thought I'd have to choose between killing Toku and Uthred. I'm going to use that Annihilation Rod we found earlier and try to destroy the copy of Toku.

Referee: The copy gets a STR Save to resist the attack (*Rolls a STR Save*), but it fails!

Ezekiel: (*Rolls D12 for STR loss, as dictated by the Arcanum*) Eleven!





Referee: *(Checks his notes and sees that this reduces the creature's STR to zero)* It's enough to drain the energy from this thing. Extending the rod causes the colour to fade from the being as it falls motionless to the ground and snaps out of existence, completely destroyed.

Uthred: Yes!

Referee: You should be aware that you've really been making quite a lot of noise in this room. *(Secretly makes a Luck Roll to see if any nearby monsters have noticed the noise. A roll of 1 indicates something bad should happen, so he rolls on the hostile encounter table he has prepared for this area).*

Ezekiel: I don't like the sound of this.

Referee: You notice the sound of something approaching behind you. Remember that weird horse-like creature with skin like super-hard tree bark you were ambushed by last session?

Uthred: Sure, we knocked it down that pit and fled like heroes.

Referee: Well this thing looks almost identical, but rather than being horse-sized it's large enough to barely be able to squeeze through the doorway. Its jaws are big enough to be able to swallow you whole and its forelegs end in grasping claws spanning some six feet. Needless to say it's got you in its sights and it doesn't seem friendly. *(Fails a WIL Save for the copy of Uthred, as the sight of this thing is enough to scare it).* The copy of Uthred sees this thing and immediately crawls back into the wall, fading into the tiles.

Ezekiel: I don't much like the idea of being swallowed whole. What are our chances of running through its legs?

Referee: It's pretty tightly packed into the doorway. If you want to try it would require a DEX Save.

Uthred: The smaller monster was afraid of fire, wasn't it? Perhaps we should send the lantern bearer over to try and keep it at bay.

Referee: He looks pretty hesitant... a WIL Save would be involved for such a reckless mission. You never know, though, he might go for it!

Toku: Running past it and trying to scare it seem needlessly risky when we have a perfectly good exit right here!

Uthred: The shaft? Does it look like the creature could fit down there?

Referee: Unlikely, it's pretty tight.

Ezekiel: As perilous as it sounds it might be our best hope.

Can I throw a coin or something into the shaft?

Referee: As you flick a half-shilling down the shaft you hear a distant splash a few seconds later.

Toku: Water!

Ezekiel: That's optimistic... how do we know it isn't acid or something? I figure we can find a way to distract it long enough for us to escape back up the staircase.

Referee: While you're formulating this plan the creature has managed to force itself into the room, brushing against the tiled wall, which sends out blue ripples.

Uthred: Oh crap, this isn't going to end well.

Ezekiel: Fine! Into the hole!

Toku: Trust me! I'll even leap it first.

Referee: You're all leaping down now?

(The group all nod reluctantly)

Referee: You plunge into the darkness of the shaft, falling for a few seconds before splashing into what feels like ice cold water, deep enough for you to fall into safely. The bearer's lantern is extinguished and you're barely able to get your bearings in the pitch-black pit before you feel a tingling sensation over your bodies. WIL Saves all round!

(Groans fill the table)

After the Expedition

Most often, the goal of an Expedition is to find valuable treasure or powerful Arcana in a mysterious environment.

A successful expedition is simply one that returns to safety with something to show for it. This could be a lost artefact, a terrible secret, or just a good story.

Experience Levels

When a character has completed the listed requirements, they move to the next Experience Level.

Each time they advance a level, they gain D6HP and roll D20 for each of their Ability Scores. If the roll is higher than the score it is increased by 1.

Reputation

As they advance through Experience Levels, characters may be treated differently by people they encounter.



Experience Levels

Novice	A brand new character. You are ready to go on an expedition.
Professional	You have survived at least one expedition.
Expert	You have survived at least three dangerous expeditions since reaching Professional Level.
Veteran	You have survived at least five dangerous expeditions since reaching Expert Level, and have taken on an Apprentice.
Master	You have an Apprentice of at least Expert Level, and have survived a dangerous expedition with them since reaching Veteran Level.
Beyond	Even upon reaching Master level, a character may have greater ambitions. This could be a desire for a legacy, immortality, or cosmic transcendence.



Enterprise and War

Between expeditions you can try your hand at a business enterprise, or muster an organised military force.

Detachments and Enterprises cost 10G to establish. Detachments demand a further D6G in upkeep each month, or else they revolt.

Income

New Enterprises generate D4G of **Income** each month. They also face a **Threat** that causes D4G in **Losses** unless dealt with. If an Enterprise cannot pay its debts, it collapses.

Growth

If an Enterprise makes **Profit**, its Income moves up to the next type of die, to a maximum of D12. However, this larger die also applies to losses from Threats.

Apprentices

At any point you may decide to take on an **Apprentice**. Take a willing non-Player character or roll them up as new, and advance them through the experience levels as normal under your guidance.

Battles

Detachment attacks against individuals are Enhanced. Detachments are not harmed by individual attacks unless they are explosive or suitably large-scale. Risky gambits may require a WIL Save from the Leader.

Casualties

When a Detachment takes Critical Damage they are broken and cannot act until rallied. At STR 0 the detachment is wiped out. When half of a force is broken, the remaining Detachments must pass a WIL Save or be routed. HP and Ability Scores are recovered with Short and Long Rests just as with individuals.

Improvements

Equipping a Detachment costs twenty times the individual item cost. Detachments start with D6HP and advance in Experience Levels just as individuals do.

Ships and Structures

These ignore attacks weaker than a cannon and are destroyed at OHP. Recovering HP takes a day of repairs.

Sample Leaders

Yuren Spinner of the Black Star Group STR 8, 13HP, 5G

Driven to overthrow tyrants, getting rich in the process.

Revolutionary Detachment 7HP, muskets (D8).

Underground Distillery D4G Income.

Smuggling Ring D6G Income.

Queen Essa XI: Deposed Aristocrat DEX 14, 5HP

Driven to preserve her bloodline and eat delicious creatures.

Royal Guard Detachment 10HP, horses, modern armour, axes (D8).

Footman Detachment 7HP, halberds (D8).

Reptile Cult D10G Income.

Hidden Vineyard D6G Income.

Ships and Structures

Cannon (2G).....D12 Damage.

House (10G).....10HP, Armour 1.

Factory (100G).....14HP, Armour 1.

Fort (200G).....15HP, Armour 3, cannons (D12).

Rowboat (50S).....4HP.

Galleon (100G).....10HP, Armour 1,
cannon battery (D12 Blast).

Warship (500G).....15HP, Armour 2,
cannon battery (D12 Blast).

Flagship (1,000G).....20HP, Armour 2,
cannon battery (D12 Blast).

Ironclad (2,000G):.....16HP, Armour 3, cannons (D12).

Refereeing

A good Referee presents the Players with interesting choices and ensures that these choices have a meaningful impact on the game.

Give Information

You are the Players' eyes, ears, and noses. Describe the situation and answer questions generously. There should be surprises, but Players should feel that their decisions are based on sufficient information. Ensure that Players know the risks they are taking with their actions.

Present Choices

Each situation should present the Players with an interesting choice. Assessing the risk against the possible reward is a vital part of the game, so help them understand the possible consequences of their action. Remember, easy choices make for a boring game.

Show Impact

Whatever the Players' action, the game will advance. Ensure that every choice has impact on the current and ongoing situation. If the Players' action called for a Save to be rolled, success and failure should both have consequences.





Understanding Ability Scores

Most humans have Ability Scores between 5 and 15. Scores of 1 and 20 represent the far extremes. When no Ability Score is listed, assume a score of 10.

Understanding Saves

Saves only occur as the result of an action or choice. They're an attempt to avoid something bad, be it getting lost or a gruesome death.

STR Save	Avoiding harm through physical force and withstanding strain on your body.
DEX Save	Avoiding harm through quick reactions, precision, and grace.
WIL Save	Avoiding harm through mental control, confidence, and self-belief.

Luck Rolls

Sometimes you'll want an element of randomness without rolling a Save, particularly in situations dictated by luck or those that fall outside of the three Ability Scores. For these situations roll a D6. A high roll favours the Players, and a low roll means bad luck for the Players. The Referee decides what a specific result means for the situation at hand.

Damage

Damage from falling rocks, explosions and other sources outside of normal combat ranges between D4 and D12, with D20 used only in special cases. Consider how it would affect an average person. A fall that is quite likely to injure an inexperienced character might cause D8 Damage but a huge rock that would crush most might do D12. Poison usually causes Ability Score loss. Effects like Blindness will Impair attacks and call for Saves to carry out usually simple actions.

Turn Length

A turn is long enough for a character to move and carry out a single action. Characters may carry out other minor actions instead of moving, such as switching weapons. Turns are an abstract concept, and the real-time length of a turn is not important.



Treasure and Riches

Different types of treasure, from gems to artwork to functional items, have a certain value. Traders try to haggle this price or, in the case of expensive items, may not be able to afford it at all.

Money

All coins are valued against the **Silver-Standard Shilling (s)**. One Shilling is the amount a typical factory worker earns in a day.

There are a huge variety of coins that are valued against the Shilling, with two being especially common.

- | | |
|---------------------------|---|
| Copper Pennies (P) | Worth a hundredth of a Shilling.
Ten pennies buys you a round of cheap drinks in a bad tavern. |
| Gold Guilders (G) | Worth 100 Shillings. One Guilder gets you a good horse, a wagon or a valuable piece of jewellery. |
| Bank notes | Used for large business transactions.
Notes range from 10 to 1000 Guilders. |

Discovering Arcana

Identifying an Arcanum

When a character first picks up an Arcanum they sense its nature, but not its specific power. They must pass a WIL Save to understand its power before using it, otherwise the Arcanum is activated in the process.

Breaking the Rules

Not all Arcana function as those given to new characters. Arcana can do anything and are not subject to limitations.

Side Effects

An Arcanum may display various side effects. This could include emitting a constant glow, requiring daylight, or possessing its own intelligence and communicating psychically.

Big Arcana

Not every Arcanum is as portable as a wand or locket. Many more closely resemble furnishings or structures.

EXAMPLE: Utopian Gate

This metal structure acts as a portal to another world, if someone spends an hour carrying out the required ritual. Closing the portal requires a WIL Save or the character loses D12 WIL and the portal remains open. Passage to and from the other world is instant and unrestricted.

Disposable Arcana

An Arcanum may require that something be consumed, or might disappear entirely after one or more uses.

EXAMPLE: Five Demon Ball

Shattering this orb summons five terrible firebirds. (STR 17, 10HP, D10 Damage). If all five birds are killed the ball reforms at the corpse of the last to be killed.

Arcana Weapons

Some Arcana function as a weapon alongside their ability. They may still function quite differently to a normal weapon of their type.

EXAMPLE: Blue-Iron Deathgun

This heavy gun (D10 Damage, cannot move and fire) fires a beam of whistling blue light in place of a shot.

The gun ignores armour and anyone taking Critical Damage from the gun explodes in blue fire. Anyone caught in this blast takes D6 Damage.

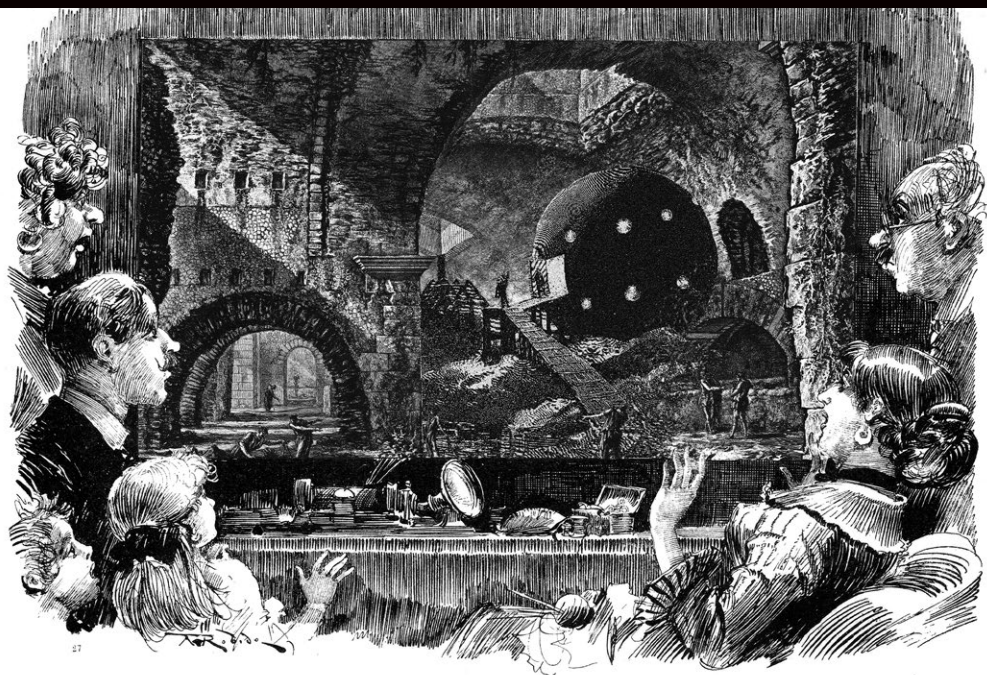
Obstacles, Tricks, and Hazards

Spotting Hazards

As a general rule the presence of a trap or other hazard is always noticed by characters unless they are running, visually impaired or distracted. After this the characters may be harmed through further inaction or lack of caution. Most Hazards should allow a DEX Save to avoid danger at the last second.

Bypassing Hazards

The Players should consider creative ways of avoiding a hazard or disarming it completely. Risky methods call for a Save or Luck Roll. Rusty old traps may only trigger on a low Luck roll, even if the characters stumble right into them.



Locked Doors

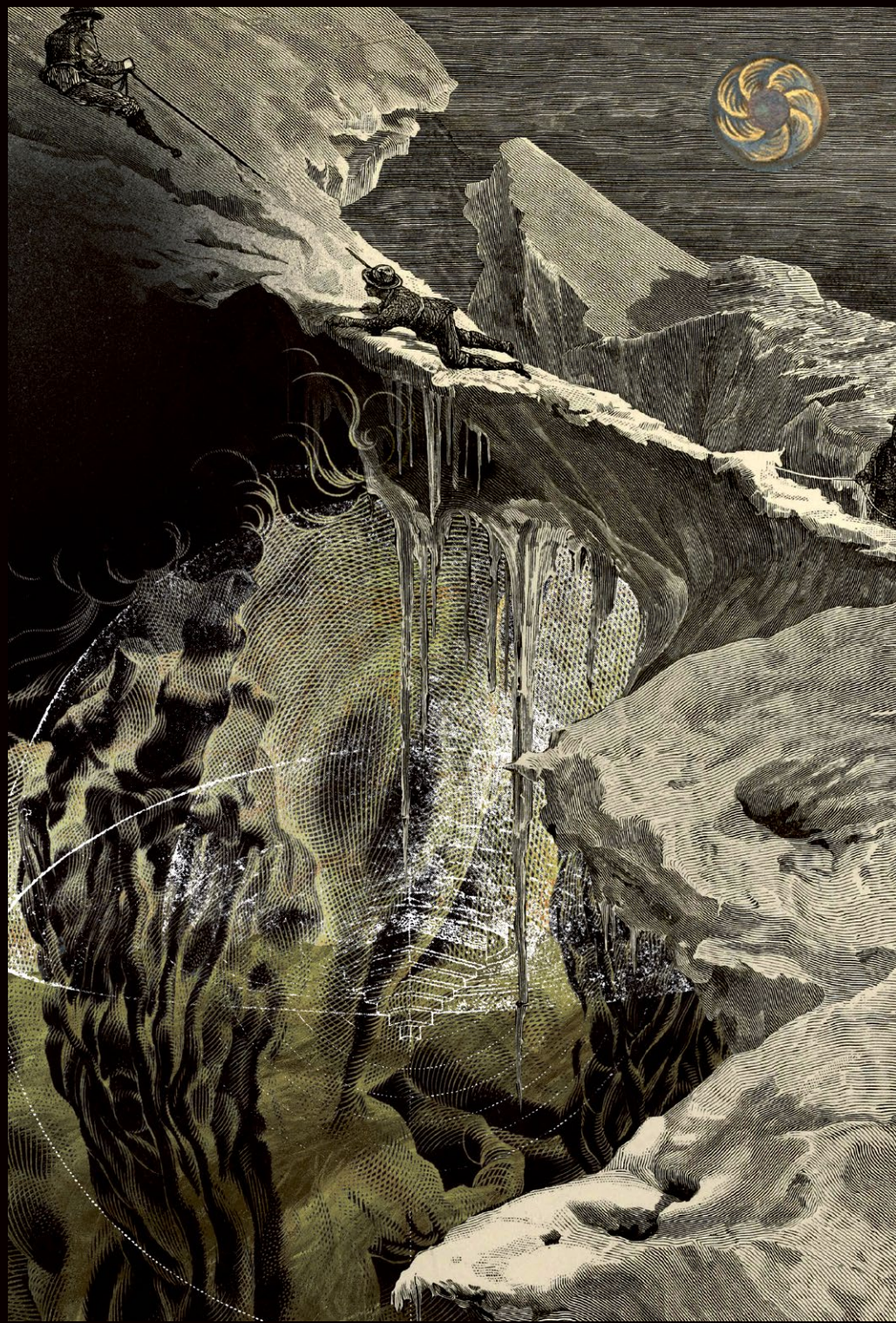
Typically a locked door can be picked, given some time. A DEX Save is only required if there is a risk of triggering a trap, alerting foes or running out of time.

Similarly, breaking down a door only requires a STR Save if there are risks or time pressure, but breaking a door always causes lots of noise and can take a long time.

Wandering Encounters

In populated areas, the Referee rolls D6 each time the group moves into a new area, loiters, or makes loud noise.

A roll of 1 means the group encounters something, a roll of 2 means they hear something approaching or nearby, and 3–6 means there is no encounter.



Sample Hazards

Stupefying Dart: There is a pipe visible at the base of the chest.

Triggered by opening the chest without taking appropriate precautions. Broken darts litter the floor of this room.

DEX Save or lose D12 DEX.

Swinging Blades: Eternally swinging over a corridor in a sequence. Can be blocked only by a very strong metal pole or other such objects. Passing through without disabling causes D10 Damage.

Strange Nectar: A pool of honey-like liquid. Smells delicious, but eating it causes violent spasms for a minute. An hour later, the character spasms again, violently choking up D6 thumb-sized, yellow maggots that begin to secrete a new pool of nectar. The character loses a point of STR for each maggot choked up.

Balancing Ledge: Must be crossed to reach whatever lies on the other side. Can be done quite safely without pressure, but when having to run or when under attack make a DEX Save or fall to the lower level, taking D6 Damage and requiring a rope to climb back up. The lower level contains crocodiles (STR 13, DEX 5, WIL 5, 5HP, D8 Damage).

Grasping Vines: Triggered upon nearing the writhing vines. Take D6 Damage each turn and have your attacks Impaired until you break free with a STR Save. Highly flammable.

Containment Pit: False floor is clearly visible unless the character is distracted, sprinting or vision is impaired. Stepping onto the floor forces a DEX Save to avoid falling in. The fall causes D6 Damage and a metal cage slams shut around the victim. An alarm alerts the keepers of the trap.

Traitor's Circle: Triggered by entering the circle marked with a symbol depicting a dagger being thrust into a heart. WIL Save or immediately attack your closest ally, continuing until knocked unconscious. If you pass the Save you are thrown out of the circle.

Encounters

Drive

Characters and Monsters should all have something that they desire and are working towards. This is the main guide for the Referee in deciding how the being behaves, and can be anything from world-domination to a quiet life.

Monsters

Some encounters are, by their very nature, different to people and animals. As such they often have special abilities outside of their Ability Scores. An expedition site should contain mostly unique monsters but some examples are given.

HP

Creatures have up to 30HP. Remember that hp is not purely the ability to absorb physical Damage, but also the monster's cunning and skill in avoiding harm.

Death

Monsters are treated exactly the same as characters other than noted exceptions.

Arcana

While some monsters use Arcana, some have innate abilities similar to Arcana. Monsters do not need to follow the rules.

Colossal Creatures

Treat giant beings, unfazed by lone attackers, as Detachments.

Armour

Armoured humanoids or large beasts have Armour 1. Large, armoured beasts and giant creatures have Armour 2. Only the largest, toughest monsters have Armour 3. Unusual creatures may cause certain attacks to be Enhanced or Impaired against them, or be outright immune.

Damage

Attacks cause D6 Damage if nothing is mentioned. Some Attack for extra Damage, up to an absolute maximum of D12 for the most extreme cases. D20 Damage is best held for special one-off uses.

Ability Score Loss and Death Attacks

Particularly deadly creatures bestow horrible effects when they cause Critical Damage. This ranges from Ability Score loss to a particularly horrible impending death.

A Note on Ability Scores

When assigning Ability Scores 20 is the maximum.

Example Monsters

DUST HAG

STR 8, DEX 13, WIL 11, 13hp.

Driven to protect herself and manipulate others.

Attacks with claws. Able to turn to dust at will. Physical attacks are Impaired, and water-based attacks are Enhanced.

Conjures a veil of dust around her when in danger, momentarily blinding all who fail a DEX Save.

Dust Staff: Grey dust starts to envelop the target. At the start of their turn they must pass a WIL Save or lose d6 WIL. This is repeated each turn until the target passes their Save.

The Eye: A floating eye that you can direct and see through. Destroying the eye causes the wielder of the eye to lose d6 WIL.

STRANGE HUNTER

STR 13, DEX 13, WIL 12, 14hp, Armour 1.

Driven to hunt worthy prey.

Speaks only a bizarre language. His shoulder mounts a beam-gun (d12, disintegration on Critical Damage) and he carries a strange blade (d8).

COLOSSAL SHELL-BEAST

STR 19, DEX 6, WIL 6, 20hp, Armour 3.

Driven to feed in monthly gorges.

Usually content to avoid anything man-sized in search of cattle to eat, but relentless when threatened. Attacks causing less than d12 Damage are Impaired. Lashes out with huge pincers (d12). Anyone taking Critical Damage is snatched and swallowed whole, losing d6 points of STR each round through digestion until they are pulled or cut out.

BECKONING SHADOW

STR 10, DEX 17, WIL 13, 6hp.

Driven to trick the foolish.

Must stick to a surface, as a normal Shadow, but can pass from one side of a surface to another. Tries to lure targets to touch it. Upon touching the Shadow the victim loses d6 WIL each turn. Escaping the Shadow's grip requires a WIL Save or repelling the Shadow. Immune to normal attacks.

Can only manipulate objects touching the surface. The shadow is repelled by light, and destroyed if unable to find shelter.

THING OF GLOWING SMOKE

STR 14, DEX 10, WIL 15, 10hp.

Driven to guard an Arcanum.

Immune to normal attacks and any fire-based Damage is thrown back at a target of the Thing's choice. Can be repelled by wind or cold-based means.

Anyone engaging the thing in melee takes d6 Damage at the end of their turn from the heat alone.

Once per hour it can belch smoke to fill a large room.

BONE CRAWLER

STR 12, DEX 18, WIL 7, 6hp.

Driven to implant a host.

Attacks with claws (d8) and climbs walls and ceilings effortlessly. Anyone dealt Critical Damage is pinned down as the Crawler dislocates its joints and enters the victim's mouth. On the Crawler's next turn it enters the victim's body, killing them, and enters a month-long hibernation state before emerging in its greater form (STR 18, DEX 15, WIL 10, 12hp, d10 Claws, Armour 1).

DEAD ECHO

STR 10, DEX 8, WIL 8, 12hp.

Driven to torment a victim.

A character is implanted with a Dead Echo if they kill with one of the cursed black guns currently secured in Bastion's Vaults. The echo is always lurking invisibly inches away but only materialises and attacks (d6) in complete darkness or when the character is looking at their reflection. The echo resembles a mutilated copy of the victim. When light is restored or the victim looks away from their reflection the echo disappears.

The Odd World

Bastion – Hub of Mankind

The City

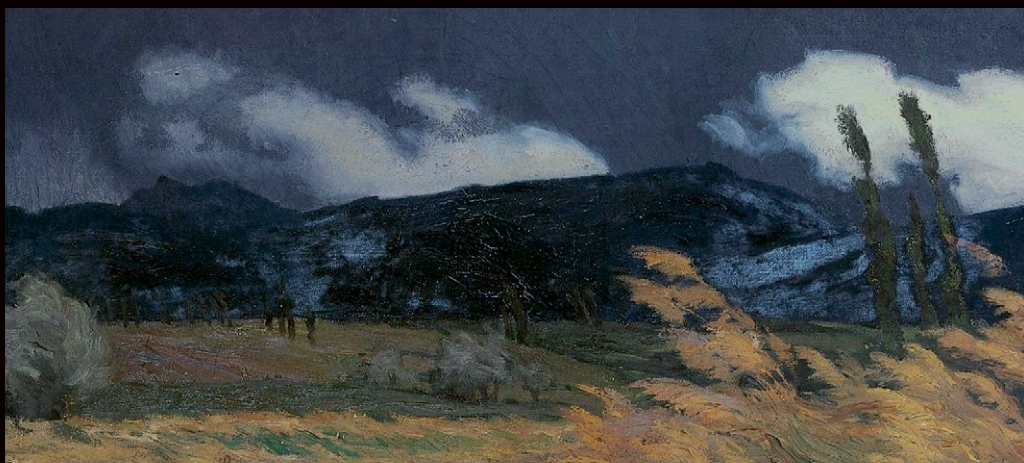
Bastion is the only city that matters. Its skies are black with smoke and its streets bustling with residents. Vast factories produce mass goods, fed by canals and rail from every corner of the world.

Mobs flood the streets with hanged corpses in their search for otherworldly imposters. Meanwhile, the star cults have vastly different beliefs and agendas, rarely coexisting peacefully.

The Underground

Bastion sits on a network of tunnels and vaults that act as everything from banks and smuggling routes to catacombs and sewers. Vaults lie under the keys of secretive councils, and new depths seem to materialise every day. The tunnels blend with natural caves rumoured to house monstrous abominations, and darkness slowly crawls upwards toward Bastion.





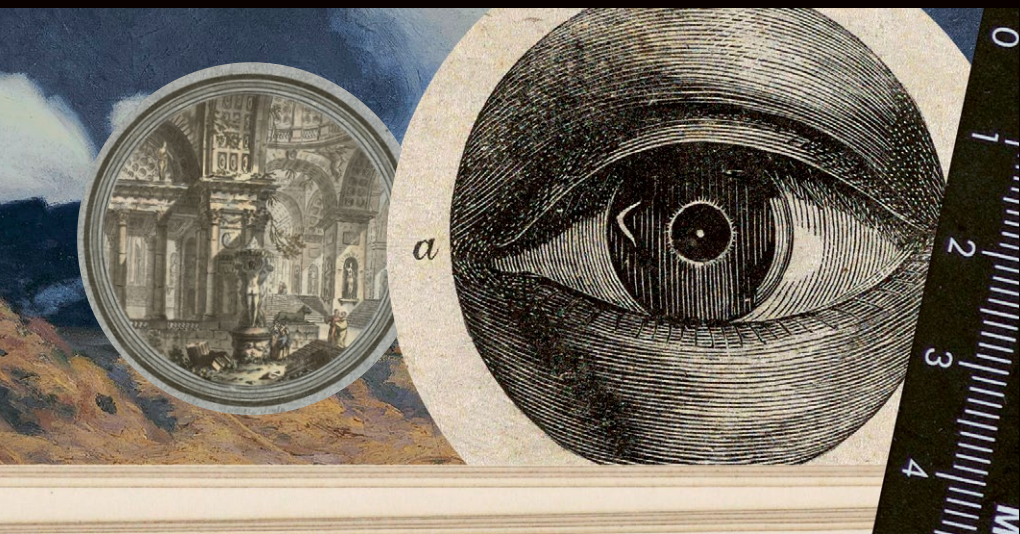
Beyond Bastion

Deep Country

With so much of the populace driven to Bastion, stretches of the countryside have been completely abandoned. Those that choose a rural life are often fiercely dismissive of city dwellers. Beyond the mining towns and noble estates are ancient ruins and overgrown woods haunted by rumour.

The Other Cities

Smaller cities lay claim to their own stretches of country. Dialects, fashions and customs vary hugely. An increasing number of citizens leave these comparatively primitive cities for a new life in Bastion. There are whispers of an effort to unify and overthrow Bastion's dominance.



Beyond Civilization

The Golden Lands

A rumoured land of limitless power. Theories place it beyond the sea, or even beyond the stars, and no expedition has been able to provide a consistent answer. There is increasing doubt that it even exists within our reality.

The Polar Ocean

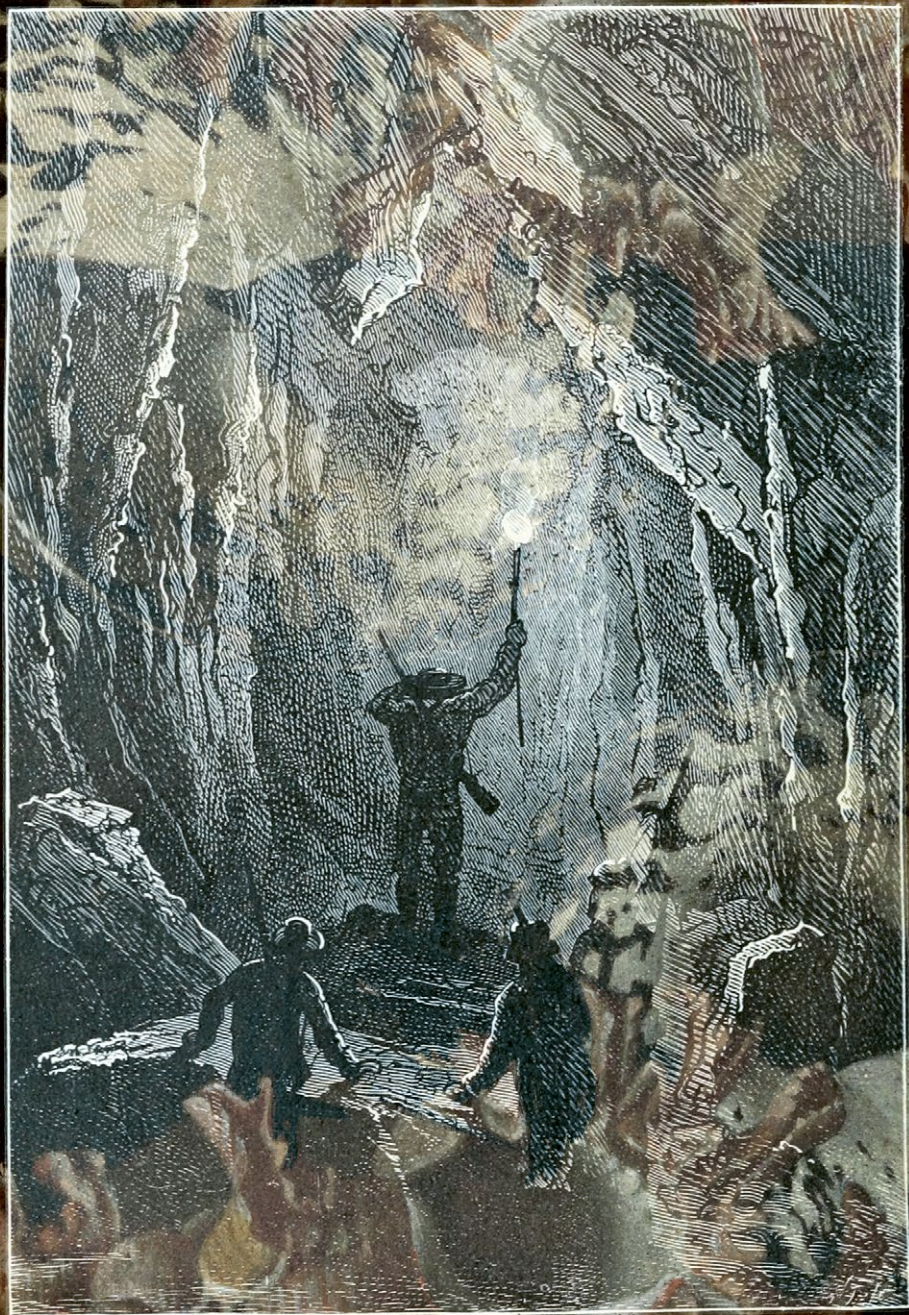
The great Polar Ocean stretches as far North as anyone has ventured. Few return and each brings a different story. Something always prevents the journey reaching a destination, but the explorers always return drastically changed.

Introductory adventure

THE IRON CORAL







Stop reading if you intend on playing in these locations!

Each room has the immediately apparent features listed. *(The details listed in parentheses require further investigation to be revealed.)*

Under The Iron Coral

The Iron Coral is a recent addition to these isolated waters. Remote fishermen have seen its jagged, metallic form grow out of the sparkling ocean over no more than a month. Cavernous holes beckon from its sponge-like shell and the few sent to explore inside have not returned. Naturally, this has led to rumours of mysterious powers lurking within.

*The Expedition begins
On the Coral (Room o).*

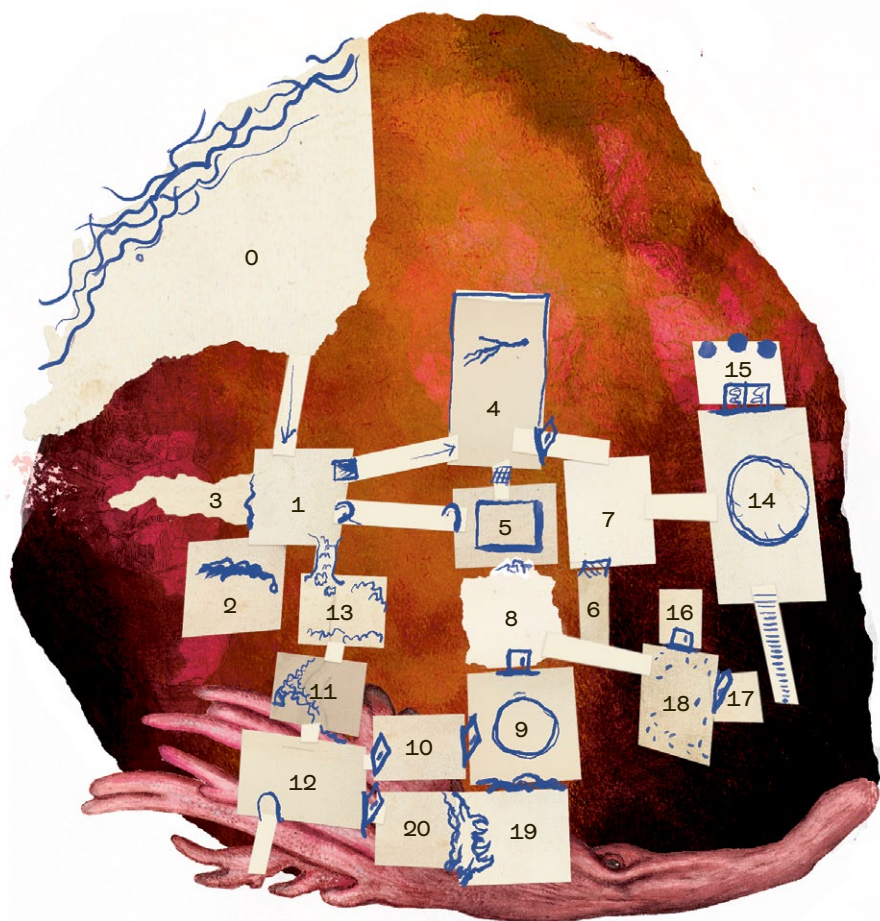
Wandering Encounters

Remember to roll D6 when the characters enter a new room, loiter, or make a noise.
On a 1 they find a random encounter from the table listed on their current level.
On a 2 they encounter a clue that the encounter is nearby.

Level 1

The Iron Coral

*A strange mix of metallic and coraline materials,
seeming both artificial and organic.*



0: On the Coral

- **Grey Coral** (*metallic*).
 - **Sea** (*frothy, dead fish*).
 - ↗ **Slope** (*rough, dark, down to 1*).
-

1: The Pit

- **Dark cave with echoing waves** (*echo sounds metallic*).
 - **Crawlway** (*damp, leads to 5*).
 - ↓ **Alcove** (*to 2*).
 - ↓ **Foam-Filled Passageway** (*salty, harmless, to 13*).
 - ← **Red Coral Wall** (*soft, meaty, can be hacked away to access 3*).
 - ↗ **Chute** (*narrow, 20ft down, leads to 4*).
 - ↗ **Slope** (*up to 0*).
-

2: The Red Room

- **Red walls** (*coral, soft, slowly regrows if cut*).
 - **Meaty Pile** (*former dog, pouch with 20s*).
 - ⚡ Anyone in here starts to **feel faint**. Staying after this warning requires a WIL Save to avoid passing out. Anyone left in contact with the floor is **digested in their sleep** over an hour by the red coral.
-

3: Collapsed Escape Route

- **Narrow Tunnel** (*dead end*).
- **Corpse** (*partially eaten by the tendrils, 20s in pockets*).
- **Tendrils** (*D6 Damage, retract if harmed*).

Wandering Encounters (roll d6)

- 1: **Sprayer Thing** (*Hulking toad-like creature, lost and confused, 10hp, Armour 1, WIL 6, spits itching barbs for d6 Damage*).
 - 2: **Lone, Starving Hush** (*room 15*).
 - 3: **A Pulsing Sac** (*room 7*).
 - 4: **Crawling Carapace** (*room 9*).
 - 5: **Slug Crate** (*Metal crate on slug-like foot. Crawls slowly but can unleash a blast of light for d10 Damage when threatened. Crate contains strange, polished bones worth 1G*).
 - 6: **Untrustworthy Treasure Hunter** (*4hp, d6 club*).
-

4: Observation Room

- **Transparent Walls** (*hard glass-like coral, dead fish in sea, worms sucking glass*).
 - **Corpse** (*cold, pale, feeble humanoid, white eyes*).
 - ↓ **Covered vent** (*to 5*).
 - **Door** (*metal, slides, corridor to 7*).
 - ← **Chute** (*Upwards to 1*).
-

5: The Stash

- **Boxes** (*thin metal, scraps of jerky spread across the bottom*).
- **Big ceramic box** (*contains six jars of green beads worth 30s each, beads ignore friction*).
- ↑ **Covered vent** (*to 4*).
- ← **Crawlway** (*to 1*).
- ↓ **Symbols on Wall** (*faint glow, touch opens secret door to 8*).

6: Bellowing Corridor

- ⚡ The sea battering the coral is almost **deafening** here.
- **Slime on the floor** (*slippery*).
- ↑ Glass Window (*slides open at touch, to 7*).
- ↓ Branching Corridor (*→ to 18, ← to 8*).

7: Signs of Life

- WALLS: **Yellow slime** (*twitches, harmless*).
- **Pulsing Sac** (*Balloon-like body, two sucker feet, faint glow*) uses its **psychic scream** if anyone interferes with the slime.
- ↑ Corridor (*to 4*).
- ↓ Glass Window (*into 6, slides open at touch*).

PULSING SAC

STR 2, DEX 2, WIL 10, 2 hp.
Does not attack normally.

Driven by desire to be left alone.

Psychic Scream: All in the same room lose d6 WIL and begin to sweat blood. Anyone reduced to WIL 0 by this attack has their head explode.

8: Misshapen Room

- **Lumpy Metallic Walls** (*beaten, blood smears*).
- **Meaty chunks** (*grey flesh, cold*).
- ↑ Symbols on Wall (*faint glow, touch opens secret door to 5*).
- Passageway (*→ to 18, ↑ to 6*).
- ↓ Door (*metal, to 9*).

9: Shaft to Nowhere

- ↑ Door (*metal, to 8*).
- ↓ Red Coral (*soft, covering door to 19*).
- ← Door (*metal, to 10*).
- FLOOR: **Shaft** (*increasingly dark and cold, seemingly bottomless, **Crawling Carapace** hiding in the darkness*).

CRAWLING CARAPACE

DEX 14, 8hp, d6 bite.

A rust-coloured humanoid driven by cruelty to the weak.

Bite carries a joint-stiffening poison. Anyone taking Critical Damage loses d10 DEX.

10: Preservation Room

- **Metal Cages** (*empty, warm, touch triggers a whistle followed by a hot blast of desiccating air for D6 Damage each turn*).
- Door (*metal, to 9*).
- ← Door (*metal, warm, to 12*).

11: The Source

- **Stone Walls** (*smooth, cool*).
 - **FLOOR: Metal Pipe** (*spewing out harmless foam, melts as quickly as it appears*).
 - **Ceiling: Grate** (*noise triggers babbling in an incomprehensible language. If decoded, message is “Abandon Structure—Crash Imminent”*).
- ↓ Tunnel (*foam-filled, to 12*).
- ↑ Archway (*to 13*).
-

12: Shell-man Cave

- **Shell-man** (*tiny but fat, glittering, immobile, makes hand gestures and little grunts. Driven by desire to lure you into the south chute*).
- ↑ Archway (*to 11*).
- Left Door (*metal, warm, to 10*).
- Right Door (*metal, some red coral, to 20*).
- ↓ Chute (*to Level 3, Room 8. Filled with salty foam, too slippery to climb without a rope or other means. Shell-Man will attempt to **keep you down there** if you descend*).
-

13: Foam Room

- **Filled With Foam** (*smells like sea, salty, harmless*).
- ↑ Passageway (*to 1*).
- ↓ Passageway (*to 11*).

Wandering Encounters (roll d6)

- 1: **Sprayer Thing** (*Hulking toad-like creature, lost and confused, 10hp, Armour 1, WIL 6, spits itching barbs for d6 Damage*).
-
- 2: **Lone, Starving Hush** (*room 15*).
-
- 3: **A Pulsing Sac** (*room 7*).
-
- 4: **Crawling Carapace** (*room 9*).
-
- 5: **Slug Crate** (*Metal crate on slug-like foot. Crawls slowly but can unleash a blast of light for d10 Damage when threatened. Crate contains strange, polished bones worth 1G*).
-
- 6: **Untrustworthy Treasure Hunter** (*4hp, d6 club*).

14: The Sentry

- **FLOOR: 10ft Glass Dome**
(filled with swaying water, swells towards characters that are near, glass breaks on contact, attracting the **Yellow Worm** lurking in the waters below).
- ↑ Big Door (symbols, braid pattern, opens at touch, to 15).
- ↓ Stairway (down to Level 2, Room 1).
- ← Stairs up (to 7).

YELLOW WORM

STR 17, DEX 5, WIL 5, 15hp,
Armour 2, d10 bite.

Driven by hunger.

Anyone taking **Critical Damage** from its bite is swallowed whole, losing d6 points of STR each round through digestion until they are pulled or cut out.

15: The Colony

- **Stone Walls**
(braid pattern, glowing symbols).
- **Humanoid Figures**
(unresponsive, husks, feeble, cold, pale, white eyes, guarding spheres).
- **3 Spheres** (crystal, worth 1G each, guarded by the husks).
- ⚡ Anyone taking a sphere must pass a WIL Save or find themselves **unable to leave this chamber**. They can be forced out but if left they slowly decay into a Husk.
- ↓ Big Doorway (to 14).

HUSK

STR 4, DEX 6, WIL 2, 1hp,
claws (d4).

Driven self-pity and a desire to drag others down with them.

16: Death Hand Store

- **Altar** (*Deep Red Glove* —Death Hand Arcanum).
- ⚡ **DEATH HAND:** Touching a recently killed body *absorbs its life force*. You can talk to the dead being or release it as an energy blast for D10 Damage. Only one being's life force can be stored at once. A character that is killed while carrying this Arcanum lives on as a glowing ghost.



PLATE 4: THE GLITTERING AIR



17: Life Hand Store

- **Altar** (*Glowing White Glove* —*Life Hand Arcanum*).
- ⚡ **LIFE HAND:** Restore a recently killed body to a *half-life*. Ability Scores and HP remain as they were upon death. A being with any Ability Score at zero cannot be restored. Their physical wounds never heal. *Restoring another being to life kills the currently restored being.*

18: Glittering Air

- **Glittering Air** (*golden, cool*).
- ⚡ Anyone **using an Arcanum here** causes a **Glittering Woman** to materialise and attack. She does not pursue further than this room.
- ↑ **Door** (*heavy, red hand symbol, only opens for somebody with fresh blood on their hands, to 16*).
- **Door** (*heavy, white hand symbol, only opens to somebody who has not killed in the last week, to 17*).
- ← **Passageway** (← to 8, ↑ to 6).

GLITTERING WOMAN

STR 10, DEX 10, WIL 15. 12hp, d8 freezing touch (ignores armour).

Immune to normal weapons.

Upon causing **Critical Damage** she inhales and the target loses d8 WIL, causing disintegration at WIL 0.

Driven to repel intruders.

Wandering Encounters (roll d6)

- 1: **Sprayer Thing** (Hulking toad-like creature, lost and confused, 10hp, Armour 1, WIL 6, spits itching barbs for d6 Damage).
- 2: Lone, Starving **Husk** (*room 15*).
- 3: A **Pulsing Sac** (*room 7*).
- 4: **Crawling Carapace** (*room 9*).
- 5: **Slug Crate** (Metal crate on slug-like foot. Crawls slowly but can unleash a blast of light for d10 Damage when threatened. Crate contains strange, polished bones worth 1G).
- 6: Untrustworthy **Treasure Hunter** (4hp, d6 club).

19: Jaw Trap

- ← **Red Wall** (*meaty, disguising **Jaw Beast** that attacks when someone nears*).
- ↑ **Red Coral** (*covering door to 9*).

JAW BEAST

STR 14, DEX 1, WIL 5, Armour 1, 12hp, immobile. Jaws (d12).

Driven by hunger: Resembles a huge, rocky, Venus fly-trap.

Its gut contains two muskets, a suit of crude armour, and an emerald-studded skull-pendant worth 1G.

20: Behind the Jaws

- **Red Wall** (*meaty, twitches when cut, bleeds, eventually too tough to cut through*).
- ← **Passageway** (*to door to 12, covered in red coral*).

Level 2

Underground Breach

A marbling of the twisted familiarity of the underground and the living ocean itself.



1: Coral Garden

- FLOOR AND WALLS: **Colourful Dried Coral** (*very delicate, crumbles at touch*).
- ↑ Stairs Up (to Level 1 Room 14).
- ↓ Passageway Blocked by Coral (*crumbles at touch, to 3*).
- ← Open Passageway (*warm air, to 2*).

2: Soothing Cave

- FLOOR AND WALLS: **Softly Glowing Stone** (*emits a comforting warmth*).
- ↑ Corridor (*musty air, to 5*).
- Open Passageway (*to 1*).
- ← Door (*to 4*).

3: The Pit Man

- ↑ Passageway Blocked by Coral (*crumbles at touch, to 1*).
- **Pit** (10ft deep, **Twisted Gladiator** is shambling around within).

TWISTED GLADIATOR

6hp, STR 16, d6 net, d6 trident.

Half man, half coral.

*Wants to fight a worthy challenger but only if you can agree on an **entertaining twist** on a straight combat.*

Wandering Encounters (roll d6)

- 1: d6 **Hunched Gazers** (slimy humanoids with a single giant fish-eye in place of a head, want to drive you down into the level below. 3hp, attack with barbed chains for d8 Damage).
- 2: **Terrified Hunter** (crossbow, firebombs, trying to get back to the surface).
- 3: **Tidal Spirit** (immaterial snake-man, speaks in hushed tones, tries to convince you to destroy the coral).
- 4: Harmless **Fish-Bugs** (scuttling by).
- 5: Hungry **Swarm of Piranha-Rats** (5hp, d6 jaws, fights as a Detachment, easily distracted by other food sources).
- 6: **Overgrown Coral-Snake** (looking for smaller prey than you, speaks in single words, 5hp, d6 bite, Critical Damage causes the wounded body part to slowly turn to red coral over the next few hours before crumbling off).

4: Sticky Cave

- FLOOR AND WALLS: **White Rock** (*soft, sticky, tastes slightly sweet*).
 - CORNER: **Large, Wet, White Stone** (*same sticky rock at the surfaces, if touched, stirs to life as a **Glutinous Fin-Thing***)
- Door (to 2).
- ↓ Corridor (*bending ← to 13*).

GLUTINOUS FIN-THING

8hp, Armour 1, d8 sticky-slaps.

Blindly lashes out at anybody touching it, but does not pursue.

Sinks down into the stone if it takes any significant damage.

5: Vault Incursion

- FLOOR: **Red Velvet Carpet** (*remarkably clean*).
 - WALLS: **Green Tiles** (*typical of those found in Bastion's banks*).
 - EAST WALL: **Five Safes** (*all but one have been pried open and cleaned out. Final safe is locked, but contains a box of sentimental jewellery worth 5G in total*).
- ↓ Corridor (*warm air, to 2*).
- ← Corridor (*to 11*).
- ↑ Corridor (*ocean smell, to 9*).

6: The Grand Canal

- **Wide Canal**
Running From ← to → (*iron bars block off both directions, filthy water, eventually flows to Bastion if you are able to traverse it*).
 - WALLS: **Tiles** (*typical of the Bastion Underground Canal Network*).
- Corridor (*foul stench, to 7*).
- ← Corridor (*grunting noises, to 16*).
- ↘ Ladder down a wide shaft (*to Level 3, Room 6*).

7: Coral Prince's Lair

- **Heaps of Dead Coral**
(*crumbling to pieces, the largest conceals the Coral Prince trying to remain hidden*).
- Overgrown Coral (*conceals a passageway to 8*).
- ↓ Wooden Door (*makeshift, to 9*).
- ← Corridor (*sound of flowing water, to 6*).

THE CORAL PRINCE

STR 14, DEX 6, WIL 5, 7hp, d8 heavy coral-club.

Hideous stretched-out man with chunks of coral embedded in his pale body.

Wants to be treated like royalty and lashes out if not properly respected.

Charges a vague toll to pass through.

8: The Prince's Hoard

- **Pile of junk** (mostly nick-nacks from Bastion including old letters, cheap jewellery, wooden toys, and an urn of ashes).
 - ← Passageway (to 7).
-

9: Rock Pools

- FLOOR: **Several Rock Pools** (saltwater, some harmless crustaceans, a few pennies at the bottom).
 - ↑ Wooden Door (makeshift, to 7).
 - ↓ Corridor (musty smell, to 5).
 - ← Overgrown, bright blue weeds (sting on contract for D6 DEX Loss, conceals a tunnel to 10).
-

10: Snake Shrine

- **Pile of Coral-Chunks** (tiny snakes weaving among the coral).
 - WALLS: **Crude paintings** (a snakelike figure swimming in water).
 - Tunnel (to 9).
-

11: Spike-Launcher Cave

- FLOOR: **Rough coral** littered with **stony spikes** (feels like coral or bone).
- CEILING: **Fleshy openings** (twitching, fire stony spikes at anybody below for D8 Damage).
- Corridor (musty smell, to 5).
- ← Door (sound of trickling water, to 12).

Wandering Encounters (roll d6)

- 1: d6 **Hunched Gazers** (slimy humanoids with a single giant fish-eye in place of a head, want to drive you down into the level below. 3hp, attack with barbed chains for d8 Damage).
- 2: **Terrified Hunter** (crossbow, firebombs, trying to get back to the surface).
- 3: **Tidal Spirit** (immaterial snake-man, speaks in hushed tones, tries to convince you to destroy the coral).
- 4: Harmless **Fish-Bugs** (scuttling by).
- 5: Hungry **Swarm of Piranha-Rats** (5hp, d6 jaws, fights as a Detachment, easily distracted by other food sources).
- 6: **Overgrown Coral-Snake** (looking for smaller prey than you, speaks in single words, 5hp, d6 bite, Critical Damage causes the wounded body part to slowly turn to red coral over the next few hours before crumbling off).



12: The Great Filter

- FLOOR: **Trickling stream** running ↑ to ↓ (saltwater, flowing from hole in the ↑ wall).
- Doorway (to 11).
- ↓ Wall covered in bristles (some dead shellfish between the bristles, conceals a passage to 13).
- ← Small Door (to 14).

13: Carapace Resting Ground

- FLOOR: **Two corpses** (rotting, a sword and an axe lying nearby).
- SOUTH WALL: **Mounted suit of violet plate armour** (has a shriveled corpse sealed inside, is the **Violet Carapace**).
- ↑ Corridor (sound of trickling water, to 12).
- Corridor (sweet smell, to 4).
- ← Corridor (fresh air, to 20).

THE VIOLET CARAPACE

Armour 1. If you suffer **Critical Damage** you may have a nearby ally suffer that effect instead. Cannot be removed without delicate or messy surgery.

14: Spiral Room

⚡ Anybody entering this room **struggles to count the number of walls**, even though in reality it is just four. If they persist in trying to count them, they lose D6 WIL with each attempt.

- **FLOOR AND WALLS: Helix-shaped Coral** (*A colour you can't quite identify. If you persist in trying to identify the colour, lose D6 WIL with each attempt.*)

↑ Wide Doors (to 15).

→ Small Door (to 12).

← Corridor (*sulphurous smell, to 18*).

15: Mutation Chamber

- **Glass Chamber** (*lever inside*).

⚡ Pulling the lever **shrouds occupant with gas**, causes immediate mutation changing a random Ability Score to D20 and giving an appropriate visual change, needs 24 hours to recharge).

↑ Corridor (*grunting noises, to 16*).

↓ Wide Doors (to 14).

← Narrow Tunnel (*foul stench, to 17*).

16: Work Cave

- **3 Large faceless humanoids** (*1HP, STR 18, mindless, ignore you even if attacked, moving large chunks of coral from one side of the cave to the other, then back*).

→ Corridor

(*sound of flowing water, to 6*).

↓ Corridor (to 15).

Wandering Encounters (roll d6)

1: d6 **Hunched Gazers** (slimy humanoids with a single giant fish-eye in place of a head, want to drive you down into the level below. 3hp, attack with barbed chains for d8 Damage).

2: **Terrified Hunter** (crossbow, firebombs, trying to get back to the surface).

3: **Tidal Spirit** (immaterial snake-man, speaks in hushed tones, tries to convince you to destroy the coral).

4: Harmless **Fish-Bugs** (scuttling by).

5: Hungry **Swarm of Piranha-Rats** (5hp, d6 jaws, fights as a Detachment, easily distracted by other food sources).

6: **Overgrown Coral-Snake** (looking for smaller prey than you, speaks in single words, 5hp, d6 bite, Critical Damage causes the wounded body part to slowly turn to red coral over the next few hours before crumbling off).



17: Filth Hole

- **Pit** (*filled with noxious waste, seemingly bottomless*).
- Narrow Tunnel (to 15).
- ↓ Wide Corridor (*sulphurous smell, to 18*).

18: Sulphur Baths

- **Steaming Pools** (*dead fish floating in each, cloudy, sulphurous water, one contains a Star Skull*).
- ↑ Wide Corridor (*foul stench, to 17*).
- Corridor (*air appears to be twisting, to 14*).
- ← Tunnel (to 19).
- ⚡ **STAR SKULL:** Polished skull of alien bone. Trembles faintly if you speak to it. Can nod or shake its head, but *always gives the advice that will put the owner's life in the most danger*.

19: Shallow Graves

- **FLOOR: Heap of Crushed Coral** (*silver star icon placed on top, star is worth 50S, digging reveals two featureless red porcelain bean-like objects, they are inanimate*).
- Tunnel (*sulphurous smell, to 18*).
- ↓ Wide Tunnel (*fresh air, to 20*).

20: The Great Lake

- **Vast Lake** (*teeming with fish and crustaceans*).
- ↑ Wide Tunnel (to 19).
- Corridor (to 13).

The Lake
at some kind of
natural energy
gets the lake

Wandering Encounters (roll d6)

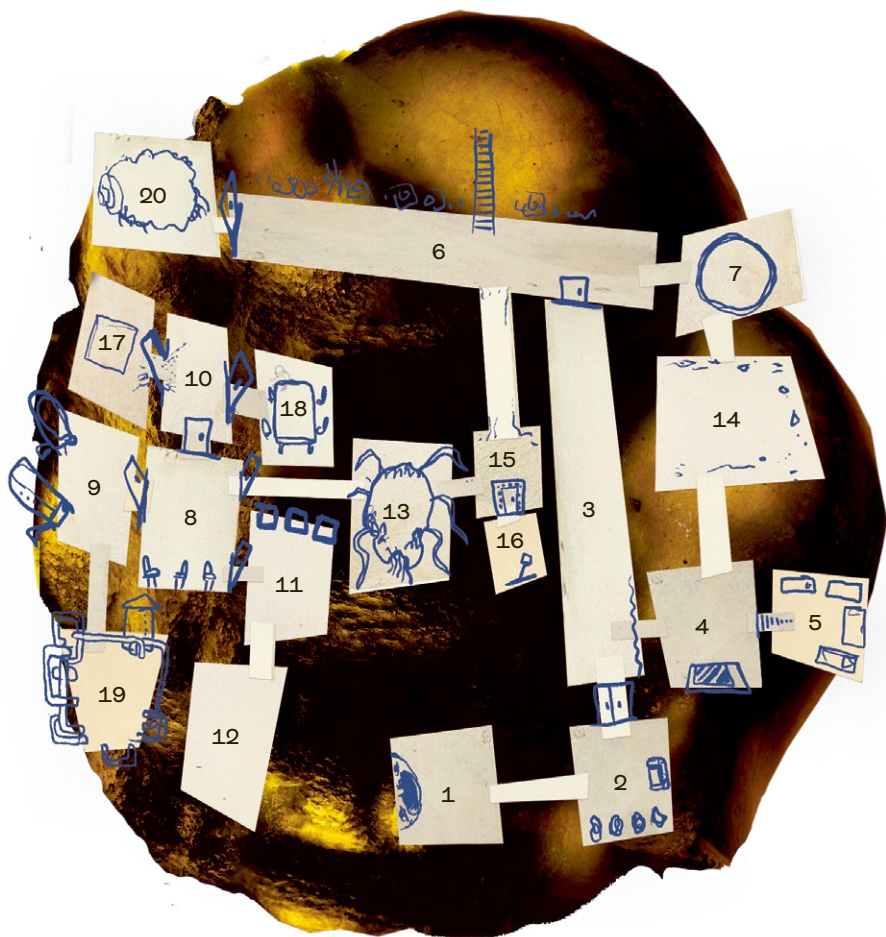
- 1: d6 **Hunched Gazers** (slimy humanoids with a single giant fish-eye in place of a head, want to drive you down into the level below. 3hp, attack with barbed chains for d8 Damage).
- 2: **Terrified Hunter** (crossbow, firebombs, trying to get back to the surface).
- 3: **Tidal Spirit** (immaterial snake-man, speaks in hushed tones, tries to convince you to destroy the coral).
- 4: Harmless **Fish-Bugs** (scuttling by).
- 5: Hungry **Swarm of Piranha-Rats** (5hp, d6 jaws, fights as a Detachment, easily distracted by other food sources).
- 6: **Overgrown Coral-Snake** (looking for smaller prey than you, speaks in single words, 5hp, d6 bite, Critical Damage causes the wounded body part to slowly turn to red coral over the next few hours before crumbling off).

ATTEMPT 1

Level 3

Halls of Glass and Gold

A place of luxury and fragility.



1: The Golden Face

- WEST WALL: **Big Golden Face** (eyeless, open toothless mouth, white-hole inside **destroys anything placed inside**, spitting out two inferior duplicates).
- Corridor (to 2).

2: Glass Throne Room

- SOUTH WALL: **4 Glass Lions** (stir to life if disturbed).
 - FLOOR: **Fallen Tapestry** (shows four lions in purple, green, blue, and yellow, the purple lion wears a crown).
 - EAST WALL: **Glass Throne** (fixed in place, glass crown on the seat worth 3G, **the glass lions obey anybody wearing the crown, but do not allow them to leave the room**. The lion with the purple gem will betray the wearer of the crown at the first opportunity).
- ↑ Golden Double Doors (to 3).
- ← Corridor (to 1).

GLASS LIONS

STR 15, 10hp, Armour 1, d8 Jaws
Driven to banish you from the Throne Room

Each has a coloured gem visible inside their head: purple, green, blue and yellow, worth 1G each.

Wandering Encounters (roll d6)

- 1: **Mechanical Tormentor** (part-rusted metallic humanoid. 7hp, d8 Pain-Wire, wants to wrap you up in it and make you suffer, but surrenders or flees if anybody actually fights back).
- 2: **Glass Mantis** (7hp, d8 claws, just wants to eat to survive, anything meaty will do).
- 3: **Engine-Arm** (a clawed golden hand emerges from the closest surface and lashes out. 3hp, d8 claw. Anyone suffering Critical Damage is dragged into the solid surface and shredded to bits on the way).
- 4: **Helper Beast** (small, pathetic rodent-like humanoid. STR 7, DEX 7, WIL 4, 2hp. Offers to help but most tasks are beyond their capability or bravery).
- 5: **Messenger** (see room 7) seeking purpose.
- 6: **Alarm Herald** (wheeled metal box patrolling the corridors, belting out a message in alien tongue. Interior of the box is filled with organic organs. If it isn't moved on or silenced then it attracts another Encounter).

3: The Golden Path

Huge room stretching 50m in length.

- FLOOR AND WALLS: **Polished Golden Tiles** (*firmly fixed in place, feels too hard to be actual gold*).
 - FLOOR: **Faintly Glowing Pattern** (*thorn-like*).
 - EAST WALL: **Tapestry** (*depicts small, red, featureless cherub-like beings in flight, **conceals a passageway to 4***).
- ↑ Doors (to 6).
↓ Golden Doors (to 2).
-

4: White Mirror

- SOUTH WALL: **Huge Silver-Framed Mirror** (*reflection appears too-bright at first, then starts to shift, finally showing a probable cause of your death based on your actions so far and the surrounding rooms, **anybody watching till the point of their death loses d6 WIL***).
- ↑ Corridor (*chemical smell, to 14*).
→ Stairway Down (to 5).
← Passageway (to 3, entering behind the tapestry).

5: The Dream Room

- WALLS: **Black Tiles** (*soft, almost velvety texture*).
 - **Silver Framed Beds** (*impossibly comfortable, **you can fall asleep at will and each dream about the contents of a random room on this floor (roll d20)**, waking up a few seconds later fully refreshed and benefiting from a Full Rest. This only works once per day*).
- ← Stairway up (to 4).
-

6: Central Corridor

Wide Corridor, 30m from → to ←.

- NORTH WALL: **Framed Abstract Patterns** (*details show lions, cherub-like figures, and a city in flames*).
 - FLOOR AND WALLS: **Steel panels** (*warm to the touch*).
- ↗ Ladder up a Wide Shaft (to Level 2, Room 6).
→ Narrow Passageway (to 7).
↓ Melted Passageway (to 15).
↓ Doors (to 3).
← Steel Doors (*locked, to 20*).

7: The Messenger Nest

- WALLS: **Dull Red Stone** (*soft to touch, clay-like*).
- **Pool** in Centre of the Room (*gold thorn-like pattern around the outside, milky water conceals 4 Messengers bobbing about underneath*).
- ↓ Corridor (*chemical smell, to 14*).
- ← Narrow Passageway (*to 6*).

MESSENGER

STR 4, DEX 15, WIL 13, 10hp, d6 energy blast (Critical Damage transforms the victim into an inert, red, bean-shaped stone).

A foot-long, red, bean-shaped living stone. Floats about and emits curious-sounding noises.

On death they eject a tiny gold ring from their body (worth 1G but haunts whoever owns it with alien nightmares).

Driven to deliver messages, but with their masters gone they seek any other sense of purpose.

They punish the cruel, help the kind, but base everything off their first impression.

8: The Hub

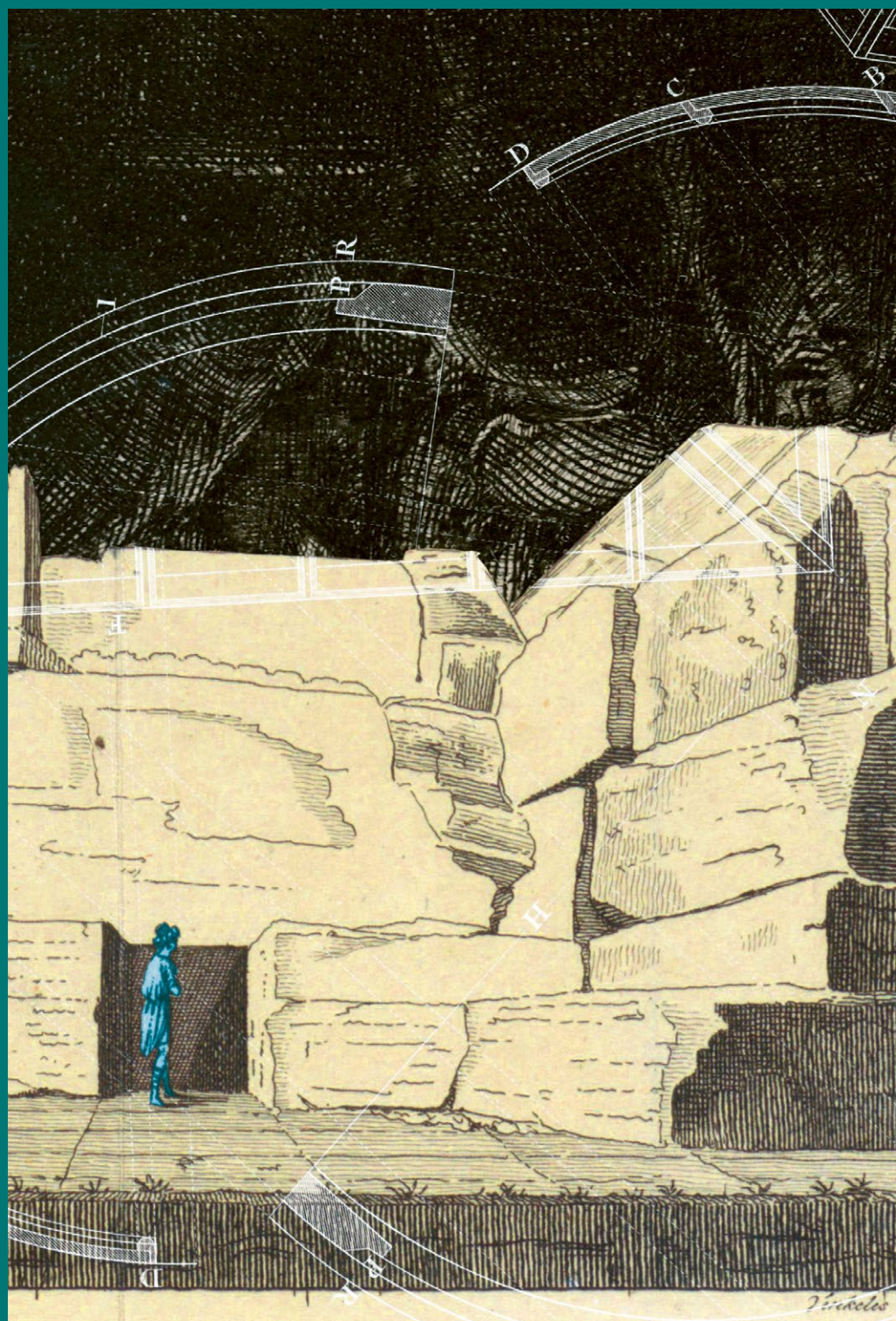
- SOUTH WALL: **White Chairs** (*soft, leathery material*).
- CEILING: **Chute** (*covered in slippery foam, leads up to Level 1, Room 12*).
- ↑ Door (*alien symbols, to 10*).
- Left Door (*alien symbols, to 13*).
- Right Door (*alien symbols, to 11*).
- ← Door (*alien symbols, to 9*).

Wandering Encounters (roll d6)

- 1: **Mechanical Tormentor** (part-rusted metallic humanoid. 7hp, d8 Pain-Wire, wants to wrap you up in it and make you suffer, but surrenders or flees if anybody actually fights back).
- 2: **Glass Mantis** (7hp, d8 claws, just wants to eat to survive, anything meaty will do).
- 3: **Engine-Arm** (a clawed golden hand emerges from the closest surface and lashes out. 3hp, d8 claw. Anyone suffering Critical Damage is dragged into the solid surface and shredded to bits on the way).
- 4: **Helper Beast** (small, pathetic rodent-like humanoid. STR 7, DEX 7, WIL 4, 2hp. Offers to help but most tasks are beyond their capability or bravery).
- 5: **Messenger** (see room 7) seeking purpose.
- 6: **Alarm Herald** (wheeled metal box patrolling the corridors, belting out a message in alien tongue. Interior of the box is filled with organic organs. If it isn't moved on or silenced then it attracts another Encounter).

9: Fuel Chamber

- WEST WALL: **Large Metal Tanks** (*pipes leading down into the floor, lights and gauges at the base, **any Damage causes them to explode** in a D12 blast and the entire compound begins to crumble*).
- Door (*to 8*).
- ↓ Corridor (*to 19*).



10: Repair Shop

- **NORTH WALL: Metal Devices**
(connected by metal pipes, four powered cutting tools, cause D10 Damage as a weapon, useless if disconnected from the wall).
 - Door (rotten smell, to 18).
 - ↓ Door (to 8).
 - ← Blasted Doorway (to 17).
-

11: The Arsenal

- **NORTH: Steel Boxes**
(securely locked, contain the three weapons listed below).
 - ↓ Corridor (rotten smell, to 12).
 - ← Door (to 8).
 - ⚡ **CORROSION CANNON:** D10 Blast, Bulky (if a 10 is rolled on any Damage roll then the weapon is out of ammo, which cannot be replaced by earthly means).
 - ⚡ **CORALINE BOMB:** D10 Blast (one use only, victims suffering Critical Damage feel their bodies harden and turn to Iron Coral).
 - ⚡ **CAPTAIN'S SHREDDING SPEAR:** D8, Bulky. Multiple cruel, curved prongs. Any nonhuman encounters in this complex recognise it and show visible fear.
-

12: The Butchery

- **Piles of Rotten Meat**
(some human-like remains in among the gore).
- ↑ Corridor (to 11).

Wandering Encounters (roll d6)

- 1: **Mechanical Tormentor** (part-rusted metallic humanoid. 7hp, d8 Pain-Wire, wants to wrap you up in it and make you suffer, but surrenders or flees if anybody actually fights back).
- 2: **Glass Mantis** (7hp, d8 claws, just wants to eat to survive, anything meaty will do).
- 3: **Engine-Arm** (a clawed golden hand emerges from the closest surface and lashes out. 3hp, d8 claw. Anyone suffering Critical Damage is dragged into the solid surface and shredded to bits on the way).
- 4: **Helper Beast** (small, pathetic rodent-like humanoid. STR 7, DEX 7, WIL 4, 2hp. Offers to help but most tasks are beyond their capability or bravery).
- 5: **Messenger** (see room 7) seeking purpose.
- 6: **Alarm Herald** (wheeled metal box patrolling the corridors, belting out a message in alien tongue. Interior of the box is filled with organic organs. If it isn't moved on or silenced then it attracts another Encounter).

13: Sleeping Monstrosity

- **Huge, Black-Scaled, Six-Legged Thing** (asleep, see below).
- Corroded Doorway (to 15).
- ← Door (to 8).

THE BLACK-SCALED THING

STR 18, DEX 13, WIL 16, 10hp, Armour 2. d10 Claws or d8 Blast corrosion-wave.

Driven to cause mass-death, not interested in individual murder. Speaks any language it hears and is quite polite. Will do almost anything if it thinks you are able to release it upon a large population.

14: Hibernation Chamber

- **Smashed Machinery** (glass and metal, some pale, soft humanoid parts in among the wreckage).
- **Pools of Water** (actually a thick slime).
- ↑ Corridor (to 7).
- ↓ Corridor (to 4).

15: Melted Room

- **WALLS: Partially Melted Steel** (looks like chemical corrosion, acidic smell).
- ↑ Melted Passageway (to 6).
- ↓ Reinforced Door (securely locked, to 16).
- ← Corroded Doorway (to 13).

16: Destruction Room

- **Control Panel** (faint lights, alien symbols, one large lever behind a glass cover. If pulled, **this lever triggers the self-destruction system** and the whole complex begins to shake. From now on, whenever you would have a Wandering Encounter there is a loud crashing sound. On the third such crash the self-destruction completes. Anyone caught inside suffers D20 Damage and is thrown out into the ocean).
- ↑ Reinforced door (to 16).

17: Panic Room

- **WALL: Brown Splatter** (dried blood).
- **FLOOR: Steel Trapdoor** (locks from the inside, small room below has two pipes feeding in. One is dripping with water, the other with a porridge-like slurry).
- Blasted Doorway (to 14).

18: The Captain's Table

- **Soft White Chairs** (some food stains).
- **White Table with Food Remains** (table feels like ivory, food is clearly rotten but probably some sort of meat, some bottles of saltwater, strange platters and cutlery are worth 3G to an adventurous buyer).
- ← Door (to 10).

19: Engine Room

- **Maze of Pipes and Metal Tanks** (*cold, no visible damage*).
- ↑ Corridor (to 9).

20: The Star-Leech

- **Huge White Grub-Thing** (*bound to the floor with thorny copper wire, writhing in pain, see below if released*).
- Steel Doors (to 6).

STAR LEECH

STR 18, DEX 3, WIL 3, 5hp, Armour 2, tramples for d6 Blast Damage, fires a Disintegration Beam (d12 Blast) every other round, Prefers to use its beam to blast upwards into the ceiling of the complex, trying to work its way to the surface.

If it gets to the surface it writhes through the air and towards the stars, where it can feed again.

Wandering Encounters (roll d6)

- 1: **Mechanical Tormentor** (part-rusted metallic humanoid. 7hp, d8 Pain-Wire, wants to wrap you up in it and make you suffer, but surrenders or flees if anybody actually fights back).
- 2: **Glass Mantis** (7hp, d8 claws, just wants to eat to survive, anything meaty will do).
- 3: **Engine-Arm** (a clawed golden hand emerges from the closest surface and lashes out. 3hp, d8 claw. Anyone suffering Critical Damage is dragged into the solid surface and shredded to bits on the way).
- 4: **Helper Beast** (small, pathetic rodent-like humanoid. STR 7, DEX 7, WIL 4, 2hp. Offers to help but most tasks are beyond their capability or bravery).
- 5: **Messenger** (see room 7) seeking purpose.
- 6: **Alarm Herald** (wheeled metal box patrolling the corridors, belting out a message in alien tongue. Interior of the box is filled with organic organs. If it isn't moved on or silenced then it attracts another Encounter).

Echoes of the Iron Coral

The Coral changes with each passing day. When you enter the coral for the first time each day after the first *roll a d6*.

The Slope down from Room 0 on Level 1 leads to this Echo instead of Room 1.

Any other passages leading to Room 1, Level 1 take you there as normal, and you can still exit via the slope up to Room 0.

Echo 1: Whispers

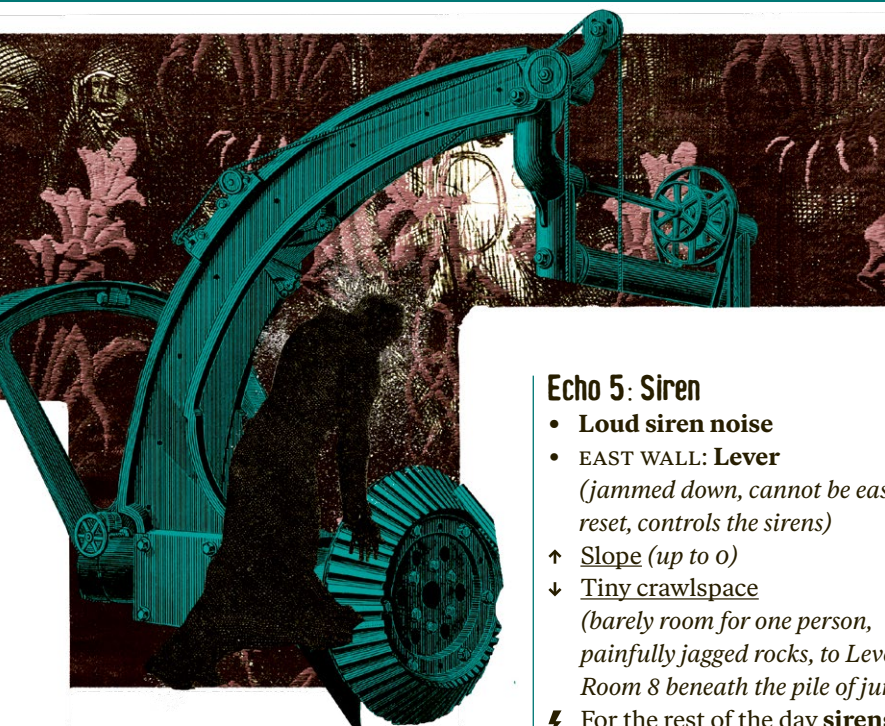
- **Vast Lake**
(comfortably warm, salty, incomprehensible whispering)
- **Dark Ceiling**
(faint star-like lights, disappear if you get too close)
- ↑ Slope (up to 0)
- Sound of waves lapping against stone (to Level 2, Room 20)
- ⚡ Passing through this water allows you to **speak with any water-dwelling creatures** for the rest of the day.

Echo 2: Slime

- ↑ Slope (up to 0)
- ✓ Chute (soft mauve coral, easy to climb, to Level 2, Room 16)
- ⚡ For the rest of the day any coral within this place is **seeping a colourful slime**. For each instance of coral the effect has an equal chance of being a **strong adhesive, corrosive acid**, or **nourishing syrup**.

Echo 3: Engines

- **WALLS: Rock formations**
(vaguely machine-like, immobile)
- ↑ Slope (up to 0)
- ↓ Passageway (soon becomes cramped with cold pipes, to Level 3, Room 19)
- ⚡ After leaving the room the sound of machinery begins to rumble throughout the coral, coming from within the structure itself. Every room now contains a **random encounter** as the place stirs to life.



Echo 4: Silence

- **Chilling Darkness**
(no light can illuminate it, no walls can be felt)
- **Soft Floor**
(feels as if it moves away at your touch, barely supports you in place, immaterial)
- ↑ Slope (up to 0)
- ⌘ Ceiling shaft (faint warmth, can be scaled with climbing gear, to Level 1, Room 9)
- ⚡ Anybody passing through the shaft finds their joints covered with **rust-coloured residue**. This attracts the **Carapace Crawler** (see Room 9) but smells disgusting to all other creatures.

Echo 5: Siren

- **Loud siren noise**
- **EAST WALL: Lever**
(jammed down, cannot be easily reset, controls the sirens)
- ↑ Slope (up to 0)
- ↓ Tiny crawlspace
(barely room for one person, painfully jagged rocks, to Level 2, Room 8 beneath the pile of junk)
- ⚡ For the rest of the day **sirens echo throughout the coral** from indistinct sources. It's impossible to hear anything else, but your own noise is also drowned out.

Echo 6: Fire

- ↑ Slope (up to 0)
- ↓ Bright light (warm, pleasing on your skin, to Level 3, Room 4, emerging from the mirror)
- ⚡ The first person to pass through the light each day gains a **bright glow and feels a deep confidence**. If they would die, instead they cheat death and the light vanishes. This only works once.

The Fallen Marsh

*A soggy place with hazardous fog and hideous odour.
Each year the land sinks deeper and has become overgrown
with thick vegetation. Even the local wildlife has grown odd.*

Travelling

Travelling to a neighbouring hex takes all of the remaining morning/afternoon/evening/night, meaning the group can typically travel **three hexes each day**, sleeping for the final portion of the day. Those that do not sleep are Deprived.

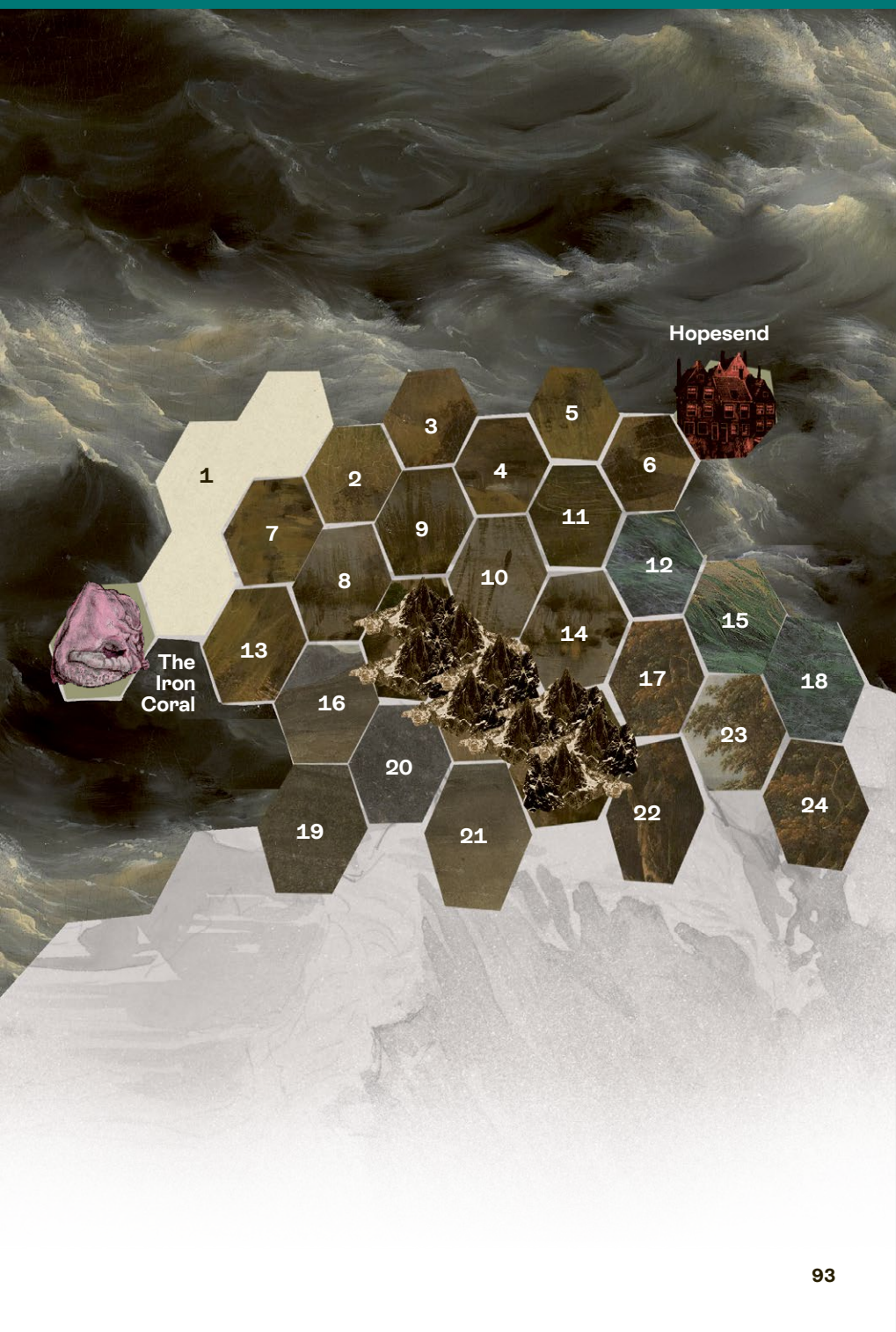
Weather

Roll D6 each morning, afternoon, evening, and night for the weather.

- 1–3: Rain** Humid air and fat rain. If it's already raining then a storm begins to flood the area, and travel takes twice as long as normal.
- 4–5: Grey** Mist and moisture. If it's already Grey then the fog grows so thick that you can't see beyond your current hex at all.
- 6: Clear** The clouds part and the gulls squawk.

Landmarks

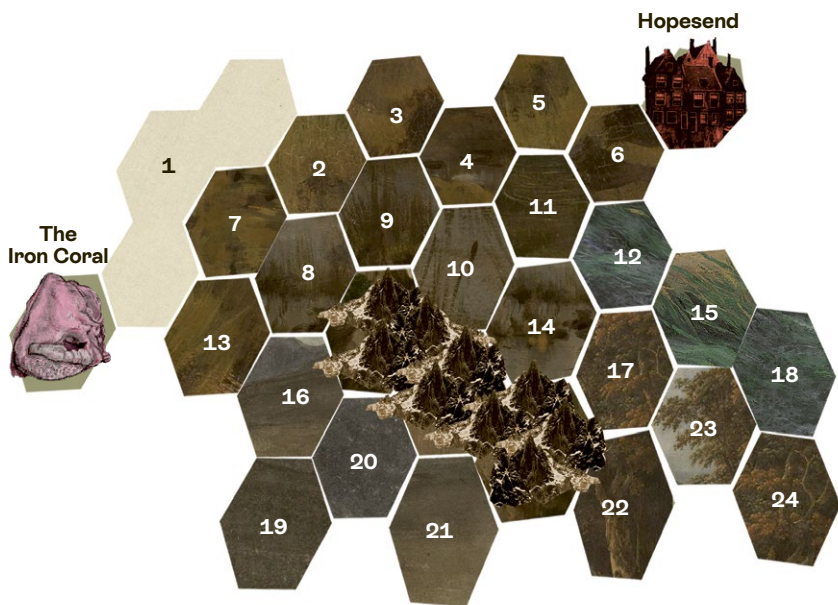
From the Iron Coral the group can see marshland stretching East towards Hopesend, and a tower with a burning beacon on top to the South East (Hex 19).



Each hex contains a Random Encounter:

Roll d20

- 1: **Twisted Hulk.** STR 16, 14hp. d10 Club. Nearly human, *driven by loneliness.*
- 2: **Rabid Dog.** 2hp.
- 3: **Lost fisherman.** 5hp. Spear.
- 4: **Ape-Man.** STR 13, DEX 14, WIL 6, 8hp. *Driven by curiosity.* Communicates with a form of sign language.
- 5: **Anemone Drone.** 2hp. Brainwashed fisherman. Club, d6S.
- 6: **Two idiots** ineffectively hunting monsters with a large piece of meat as bait.
- 7: **Ground splitting open** to reveal growing red coral.
- 8: **Lost, angry old woman and family.** 4hp, Longaxe (d8).
- 9: **Lost horse.**
- 10: **A flicker in the corner of your eye,** then nothing.
- 11: **Towering Metal Man.** STR 18, DEX 5, WIL 15, 18hp. Armour 3, Stomps (d12) or fires Deathray (d12). Missing a hand. *Driven mad with power.*
- 12: **Inola Bute, Investigator from Bastion.** WIL 15, 6hp, Pistol (d6), Dagger (d6). *Driven to find weird things.*
- 13: **The Buzzard.** DEX 14, 7hp, Musket (d8). *Driven to cheat others.* Follows at a distance to scavenge.
- 14: **Swarmface.** Talks in gibberish buzztongue. Points in the right direction if asked.
- 15: **Shifting ground.** Mostly harmless.
- 16: **Pillar of red coral** rising out of the ground.
- 17: **Chunks of red coral** blasting skyward.
- 18: **7 Looters.** 4hp, Armour 1, Clubs (d6), Shields. Tries to rob anyone, but flees at danger.
- 19: **Giant Metal Hand.** STR 10, DEX 7, WIL 15, 10hp, Armour 2, d12 Damage. *Driven to find its body.*
- 20: **Astral Blob.** STR 4, DEX 4, WIL 18, 13hp, Armour 1. *Driven to find the metal man, which it should be co-piloting.* Can activate Arcana remotely.



Hex Contents

1: Beach

- **Sandy Beach** (sea shells, dead fish).
- **Dunes** (desolate, flies).
- **Iron Coral** looming from the ocean.

2: Columns

- **Circle of Waist-High Stone Pillars** (holes you can reach into with sparkling shells, rigged with jaw-trap for D8 Damage).
- **Huge Willow Tree** (bird nests, wrecked tree-house).

3: Wooden Walkway

- **River** (rushing, jagged rocks, frogs).
- **Walkway** (Wooden, battered, can support two people's weight. If broken, DEX Save to avoid falling into the water for D6 Damage per round until rescued).

4: Rope Tunnel

- **Narrow Tunnel with Rope hanging out** (bloody, 20ft long, tied to half-eaten cow remains).

5: Fallen Pod

- **Fallen Trees** (*burnt, not chopped*).
 - **Book Scraps** (*constellations, you've not heard of them before*).
 - **10ft Metal Dome** (*loose panel pops open, translucent slime, harmless, four skeletal corpses, non-human*).
-

6: Research Lab

- **Ruined Building** (*stone, containing a cramped lab, equipment worth 2G to the right person, vials of deadly centipede poison causing D6 STR loss on Critical Damage*).
-

7: Lily Pad Pond

- **Pond** (*sunken rucksack with mirror (10S), child's dress (5S), pearl hairbrush (20S), weighed down with rocks*).
 - **Bugs** (*blood-suckers, harmless*).
-

8: Rock Pile

- **4ft Pile of Rocks** (*disgusting smell, covering animal skin sealed with wax stuffed with dozens of fermenting seabirds*).
- **Bubbling Pond** (*warm, iron coral growing*).

9: Sinking Shack

- **House** (*Sinking into marsh, cleared out, broken crockery, furniture smashed and burned*).
 - **Woodshed** (*Sinking into marsh, tools, dead horse*).
-

10: Ruined Square

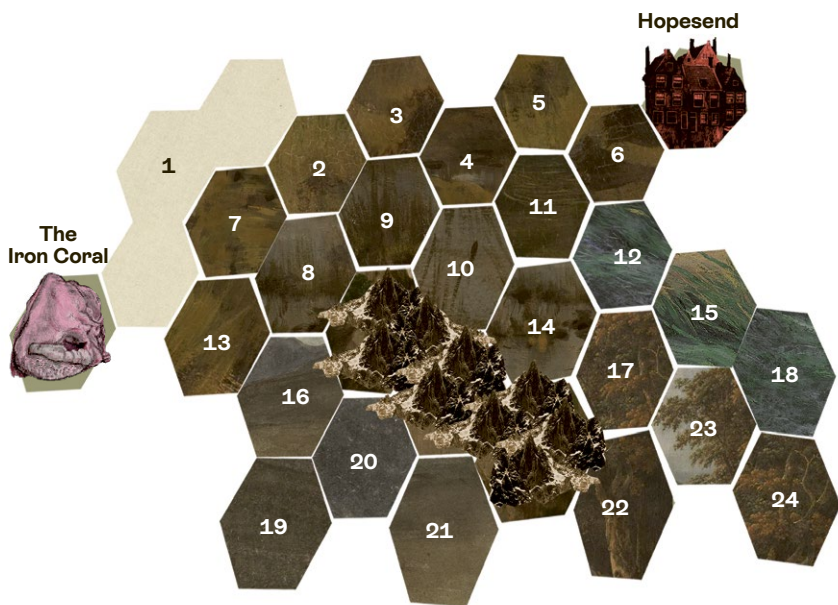
- **Stone-Paved Square** (*mossy*).
 - **Well** (*20S in coins*).
 - **Dog Statue** (*Hero the Terrier, plaque "killer of the muck-bear, honour his rest", opening has a stairway down into Hero's Tomb, see p102*).
-

11: Watering Hole

- ⚡ Roll two random encounters here, interacting with each other.
 - **Watering Hole** (*water faintly hums, Iron Coral is starting to grow at the bottom*).
-

12: Golden Meadow

- **Golden Flowers** (*discarded sapphire ring worth 5G*).
- **Blanket and Basket** (*moldy food, wine bottles*).



13: Hoarding Cave

- **Insects on Walls** (*large, furry centipedes, harmless*).
 - **Pile** (*broken furniture, tattered clothes, skeletal corpses, set of silver cutlery worth 1G, bricks*).
- ⚡ 4-in-6 chance it is being guarded by a pair of **ape-men**. They defend their hoard but flee when badly hurt. They continue to harass anyone that steals from them.

APE-MAN

STR 14, DEX 12, WIL 6, 8hp, d6 club. *Driven by curiosity.* Communicates with a form of sign language and can use simple tools.

14: Body Pit

- **Pit** (*mass grave, burnt corpses*).
- **Rotten wooden boards** (*marked with dozens of names*).

15: Warrior Statue

- **Statue** (*warrior with an axe and shield, "Felen the Swampmen's Scourge"*).
- **Overgrown Weeds** (*stinging nettles, annoying but harmless*).

16: Hunter's Hideout

- **Watchtower** (*old, wooden, looks down over the swamp, chest with 6 bombs*).
- **GROUND: Blankets** (*green, patterned, worth 3s*).
- ⚡ 2-in-6 chance of a **pair of hunters** being present.

HUNTER

DEX 13, 4hp, d8 musket, d6 dagger.

17: Meat Trap

- **Burnt Trees** (*heavily burned at various heights*).
- **Hung Piece of Meat** (*dotted with shiny shells, triggers a swinging log for D10 Damage*).

18: Leviathan Corpse

- **Huge, Dead Fish** (*rotting, has attracted flies and centipedes*).
- **Long Grass** (*broken spyglass, pistol*).

19: The Beacon Tower

- **Rough Stone Walls** (*mossy, 5 storeys high*).
- **Burning Beacon on Roof** (*burning bright, some chemical smell*).
- **Wooden Doors** (*barred from the outside, can be broken with some effort, enters the Burning Tower, see p104*).

20: Deadly Fruit

- **Fruit Trees** (*blue fruit, tastes foul, harmless*).
- **Squawking Birds** (*blackbirds, harmless*).

21: The Bunker

- **A 10ft Stone Bunker** (*metal door marked with red X, multiple locks, inside: thick cobwebs, cold air, Hunched Choker in corner*).
- **Chimney** (*traces of blood around the rim, faint breathing from inside*).

HUNCHEd CHOKER

STR 12, DEX 15, WIL 15, 13hp.

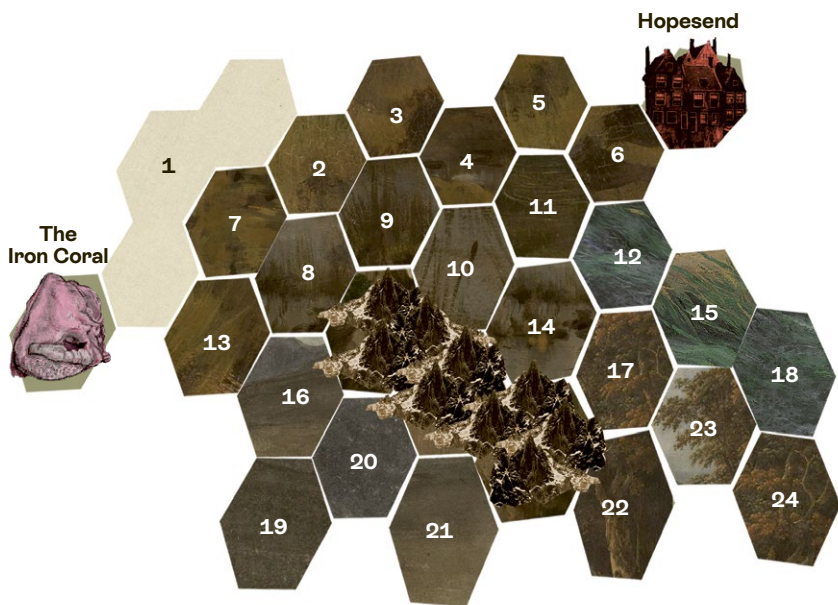
Gaunt, 7ft humanoid with long limbs, ochre skin, and a long, distorted face. Screams when fighting, but cannot be heard outside the bunker. Will do anything to escape.

Lashes out for d8 Damage.

When it causes **Critical Damage**, it breaks the target's neck and dislocates its jaw to envelop their head, biting it off and swallowing whole.

22: Steaming Water

- **Steaming Pond** (*warm to touch, red coral growing at bottom, chunks of black coral floating on the surface*).
- **Natural Cave Opening** (*low-ceiling, stalactites, Leads down to the Green Caves, see p106*).



23: Cliffside Climb

- **White Cliffs** (*graffiti, paint, E♥M*).
- **Bird Nests** (*eggs, silver snuff box worth 40S*).
- **Rope** (*allows climb to top, giving view of the marsh*).
- **Path** (*leads along the cliffs, North towards sign for Hopesend*).

24: Thick Wood

- **Long Grass** (*dead anemones*).
- **Path to Clearing** (*leads to the Overgrown Shrine, see p108*).

Marsh Myths

Everybody you meet in the Fallen Marsh knows at least a few myths, and will share them if they like you or want to scare you. They speak in fragments and riddles, but it's all true, and they'll even point you in the right direction.

Roll d12 for each person you meet.

- 1: **The White Sanctuary**, taken by a thing from the depths of the night sky. They tried fire, acid, guns, but it always grew back, taking our brothers and sisters out of spite. (see Hex 24)
- 2: **The Metal Man** crawled from the ocean. Dragging itself ashore it carried the carcass of a great Leviathan, leaving it as a trophy of its power. (see Hex 18 and Encounter 11)
- 3: **A True Monster** once ravaged the marsh, now trapped in the Burning Tower. Mouth of a liar, teeth of a beast, body of a glutton. (see Hex 19)
- 4: **The Hero of the Marsh** killed the muck bear, now resting in his tomb, taking his hard-earned treasures to the next life. Anybody of real virtue in the marsh pays their respects at least once a year. (see Hex 10)
- 5: **The Spoiled Garden** was a paradise before the marsh came. Its fruit now tastes of vomit, but skilled brewers and distillers can still use it to make a powerfully mind-numbing wine. (see Hex 20)
- 6: **The Swallowed Village** once stood at the foot of a mountain, with a view to the sea, but the marsh couldn't tolerate a place of such beauty. One by one, the homes were dragged down into the muck. (see Hex 18)
- 7: **The Swarmface** can be seen in clouds of midges and mosquitoes by those who are truly lost. The bugs want to keep us alive and full of blood, so will always point you in the right direction. (see Encounter 14)

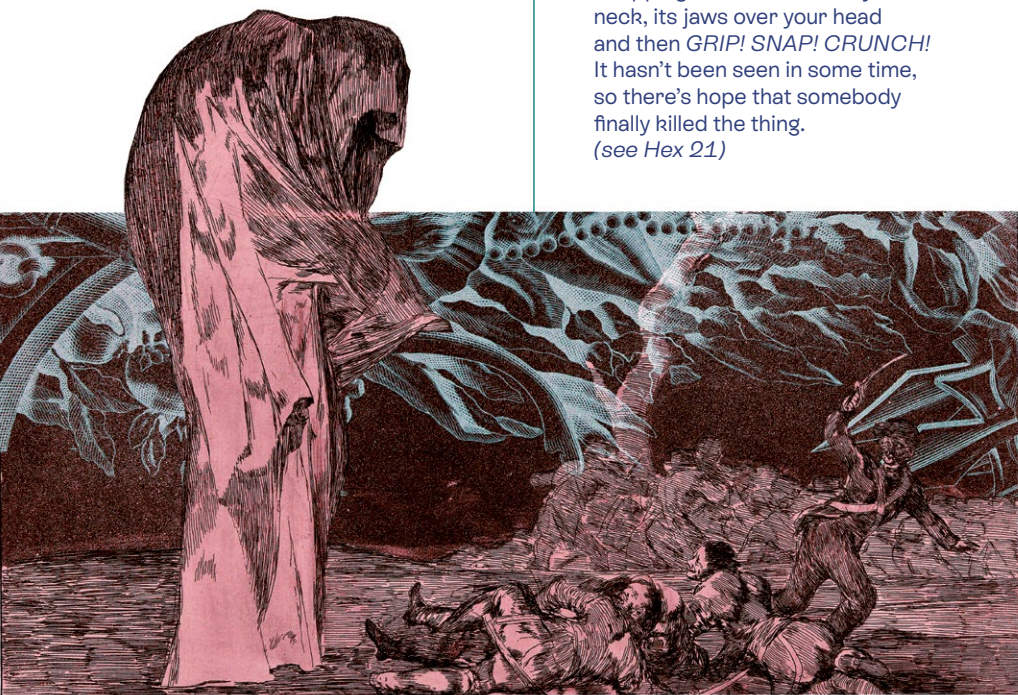
8: The Jealous Ape always felt trapped between fauna and folk. One such creature would spy on a pair of young lovers, seething at their happiness. During a romantic liaison among golden flowers they were viciously mauled and dragged away, never seen again. (see *Hexes 12 and 13*)

9: Willow's Tricks were especially cruel for such a young girl. She would laugh as mother birds found their nests drenched in treacle, as new fawns fell into spiked pits, and curious travellers were maimed by bear traps. Nobody knows who sent her to the bottom of the water, but everybody was glad. (see *Hexes 2 and 7*)

10: Darkthings prowl the woods near the steaming pond. Once a group of missionaries, they live out their punishment for spreading falsehoods and concealing truth. They hate our lights and our voices. (see *Hex 22*)

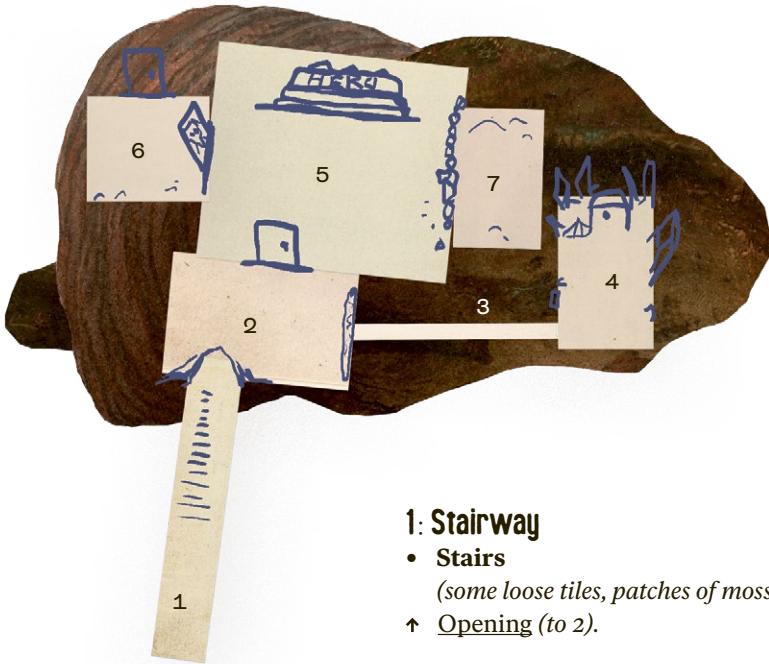
11: Felen and the Knights of the Nettle rode over this land before it was marsh. When the darkness came they hunted those they felt were responsible. The feckless, the reckless, and the foul. The nettles that grow around his statue brew a tea that invigorates the body, heightens the mind, and purifies body odour. (see *Hex 15*)

12: The Choker in the Woods follows lone travellers, waiting for them to sleep before quietly wrapping its hands around your neck, its jaws over your head and then *GRIP! SNAP! CRUNCH!* It hasn't been seen in some time, so there's hope that somebody finally killed the thing. (see *Hex 21*)



Hero's Tomb

A silent mausoleum for a most revered canine.



1: Stairway

- **Stairs**

(some loose tiles, patches of moss).

↑ Opening (to 2).

2: Pilgrim's Rest

- **EAST WALL: Faded Painting**

(can barely make out images of a dog, conceals the passageway to 3).

- **Benches** (slightly rotten wood).

↑ Large Wooden Doors

(open up to 5).

↓ Opening (to 1).

3: The Crawlspace

- **Tight Squeeze** (*can only be passed through slowly, with no large objects*).
- Opening (to 4).
- ← Opening (to 2).

4: Punishment Trap

- WALLS: **Faintly Glowing Crystals** (*blue, any touch breaks them, discharging a blast of lightning for D8 Damage*).
- FLOOR: **Ornate Chest** (*audibly humming, is actually a solid block of metal painted gold, wires connect to some of the wall crystals, any shaking or striking of the chest causes a crystal to break [see above]*).

5: The Tomb

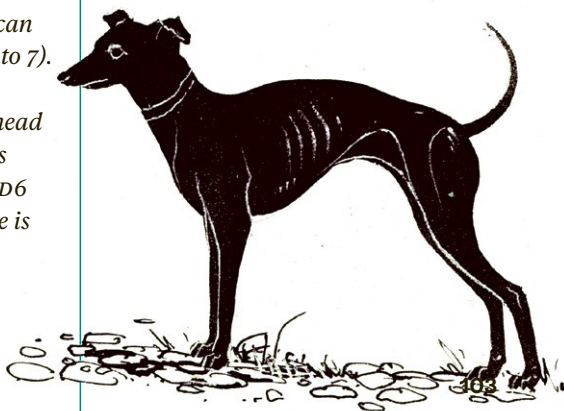
- WALLS: **Patterns Tiles** (*dogs, bones*).
- CEILING: **Thick Cobwebs**.
- **Sarcophagus** (*carved letters, "HERO", sealed and nothing but dog bones inside*).
- EAST WALL: **Loose Bricks** (*some on the ground, more can be pulled out to allow entry to 7*).
- ↓ Large Doors (to 2).
- ← Iron Door (*large iron dog-head in its centre, open jaws, bites anybody that touches it for D6 Damage, but opens if a bone is placed in its jaws*).

6: False Treasures

- **Pile of Golden Treasure** (*pots, plates, actually wood painted gold*).
- FLOOR: **Thick White Dust** (*any fast movement disturbs this caustic powder, causing D6 STR loss per round of exposure*).
- NORTH: **Iron Door** (*covered in the white powder, a loose door carefully propped into a fake frame, any disturbance causes it to fall and stir up a huge quantity of the powder, causing D8 STR loss*).

7: Real Treasures

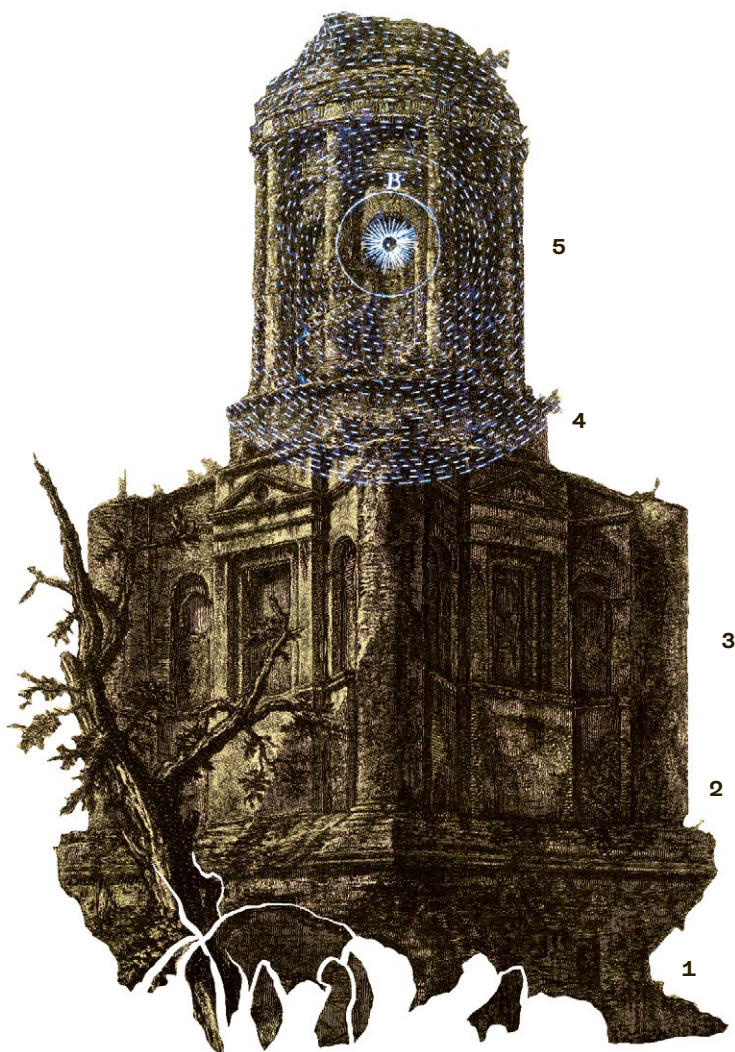
- **Pile of Silver-Coated Bones** (*worth 5G in total*).
- **Pile of Rubbish** (*rags, some animal bones, broken dog-bowl, leather collar*).
- **Pile of Papers** (*old and crumbly, letters of thanks from various fans thanking Hero for killing the horrific Muck-Bear*).



Hex 19

The Burning Tower

A spiral staircase leads upward through the centre of the tower, with doorways for each floor.



Floor 1: Entrance Hall

- NORTH WALL:
Fireplace (*ashes, cold*).
 - **Leather Chairs** (*comfortable*).
 - WEST WALL: **Note nailed to the wall** (*reads: "I have trapped it in the cell using my Arcanum, but I cannot stand to be near it. Let it live out its pathetic life up there and prey on us no longer"*).
-

Floor 2: The Barracks

- **Weapon Racks** (*four muskets, two halberds, two swords*).
 - **Armour Racks** (*two shields*).
-

Floor 3: The Library

- **Bookshelves** (*mostly biology books*).
- **Table** (*stack of books, coral and deep sea life, scrawled notes throughout*).

Floor 4: The Cells

- ⚡ No Daylight.
- WALLS: **Burned Stone** (*fire damage*).
- **Cell** (*burnt, iron bars, something large lurking in the shadows, is actually **The Glutton***).

THE GLUTTON

Monstrous man-like head, gaping mouth of blunt teeth. Its body resembles something between a massive walrus and a porcupine, bristling thorny spines. *Driven to escape and feed on helpless intelligent beings. Speaks clumsily but will say anything to escape.*

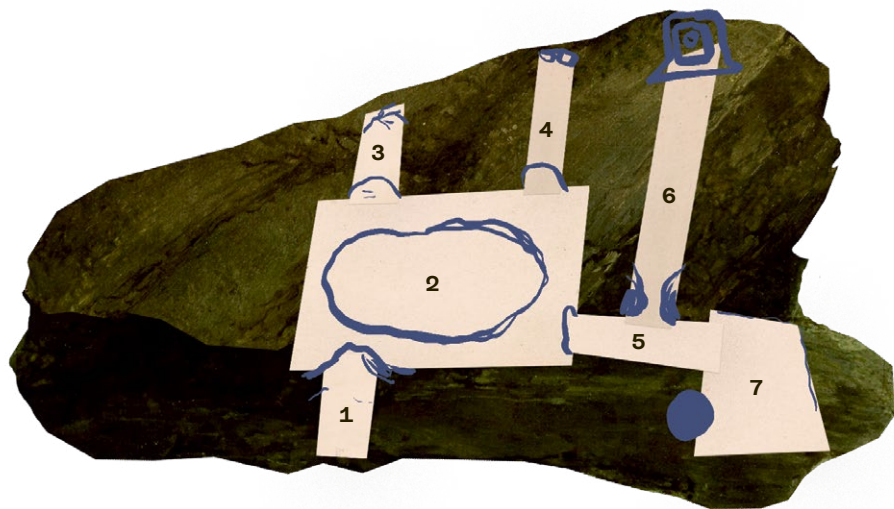
STR 18, 14hp, Armour 2, d10 jaws or lash out with spines for a d6 against all adjacent targets. Anybody taking **Critical Damage** is chewed for a further d6 STR loss, being swallowed whole once they are dead.

Floor 5: The Beacon

- ⚡ Provides clear views of the surrounding area. Here you can see the beacon is hooked up to some sort of fuel tank, large enough to destroy the whole tower if the tank is breached.

Green Caves

A mossy descent into almost tangible darkness.



1: Crawling Passageway

- **Narrow Tunnel** (*crawling with 8 vicious, venomous centipedes*).
- ↑ Tunnel (to 2).

CENTIPEDE

STR 3, 1hp. d4 bite, **Critical Damage** causes affected limb to swell and be useless until the next Long Rest.

2: Pool Room

- **WALLS: Green, Carved Stone** (*vaguely shaped monstrous creatures*).
 - **Pool** (*unnaturally dark, light disturbs two Darkthings*).
- ↑ Left Opening (*upward, to 3*).
- ↑ Right Opening (*to 4*).
- Passageway (*down, to 5*).
- ↓ Tunnel (*to 1*).

DARKTHING

STR 14, DEX 10, WIL 6, 12hp

Driven to create darkness and silence. Bear-sized floating creature, cloaked in unnatural black smoke. No visible detail other than fleshy bubbles and lashing tendrils for d6 Damage.

The smoke around them fades when they are killed.

Their bodies are wrapped in a thick chain. Trying to pick this up is painful, as they are intensely cold. May be safely picked up with leather or other thick material but over time causes the material to stiffen and crack. Causes d6 STR loss per turn of exposure to skin. **Anyone who is killed by this damage becomes a Darkthing.**



3: Upward Climb

- FLOOR: **Upward Incline** (*steep, natural, easy to climb if time is taken*).
- CEILING: **Small Crack** (*can be broken open to reveal a secured metal crate filled with gunpowder. Worth 1g to the right person, enough to make 6 bombs or one really big one*).

4: Coral Tunnel

- FLOOR: **Shrapnel** (*dead clams*).
- NORTH WALL: **Loose Coral** (*multi-coloured, anybody messing with it must pass a DEX Save or break the wall, releasing a rush of boiling water for D10 Blast Damage*).

5: Trickling Stream

- WALLS: **Natural Stone**.
- FLOOR: **Trickling Saltwater** (*draining down to 7*).
- ↑ **Tight Passageway** (*squeeze through to 6*).
- **Opening** (*to 7*).

6: Fountainway

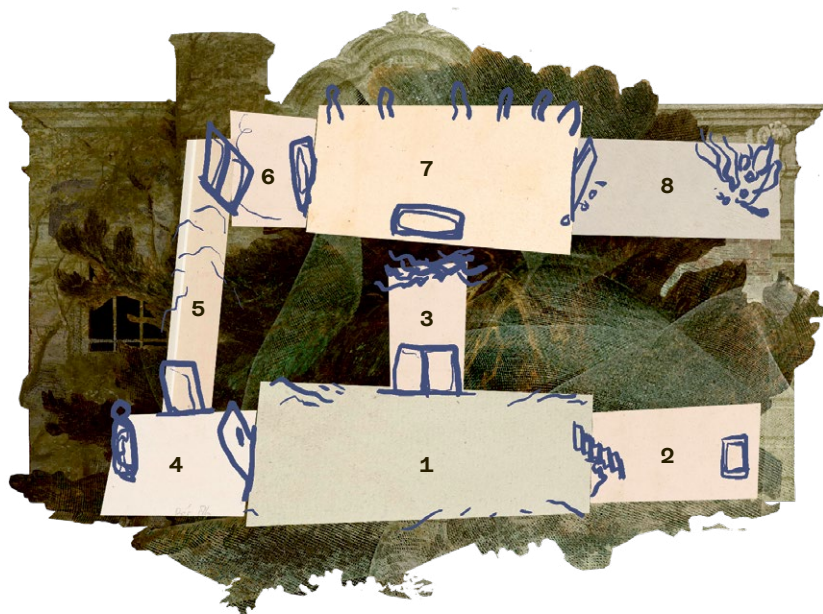
- WALLS: **Green, Carved Stone** (*centipede decoration*).
- NORTH WALL: **Fountain Carved in Stone** (*dry, using an Arcanum causes it to start to dispense a black water. Drinking it draws all poison and ill effects out of anybody in this room and transfers them to the drinker*).

7: Darkthing Nest

- WALL: **Dark Natural Rock** (*thin layer of black slime*).
- WESTERN WALL: **Shadowy Sphere** (*utterly destroys anything placed inside, releasing a Darkthing, see Room 2, destroyed if a sufficiently bright object is thrown in*).

Overgrown Shrine

A once impressive shrine carved into a protrusion of white rock, now overgrown with slimy algae and ropey weeds



1: Burned Vegetation

- **Piles of Burned Weeds** (*looks like seaweed*).
- **WALLS: Fire Damage** (*some traces of pink algae*).
- ↑ Double Stone Doors (to 3).
- Stairway Down (to 2).
- ← Doorway (to 4).

2: The Chapel

- **WALLS: No Vegetation.**
- **FLOOR: Padded Cushions** (*clean*).
- **Small Altar** (*single candle burning, two silver statues of faceless women, worth 1G each*).

3: Ruined Passageway

- **NORTH: Collapsed Passageway** (*caved in with white stone, would take hours to clear revealing a few skeletons in the rubble*).

4: Drone Lookout

- **WALLS: Smeared Paintings** (*even the frames are partially dissolved*).
 - **Armoured Woman** (*is actually a drone, will not respond in any way but cries out a wordless noise if somebody attacks her or tries to pass by, causing the Drones from room 6 to come to her aid*).
- ↑ Stone Doors (to 5).
→ Doorway (to 1).

DRONES

2hp, d6 hand weapons, d20S.

Driven to mindlessly protect Mother Anemone and her children.

5: Weed Crawl

- **Overgrown Narrow Passageway** (*dark weeds, crawling is the only way through, smells awful*).
- ↑ Stone Doors (to 6).
↓ Stone Doors (to 4).

6: The Nursery

- **WALLS: Patches of Pink Algae**.
 - **FLOOR: Pools of Saltwater** (*contain small, clear anemones*).
 - **6 Men standing aimlessly** (*blank stares, are actually Drones, see Room 4*).
- Stone Doors (to 7).
← Stone Doors (to 5).

7: The Shrine

- **Statues** (*covered in seaweed-like growths, faceless armoured women*).
 - **SOUTH WALL: Altar** (*covered in pink slime, remnants of a leather-bound book, now unreadable*).
- Broken Doorway (to 8).
← Stone Doors (to 6).

8: Mother's Chamber

- ⚡ All surfaces covered in a **pale slime** that makes any fast movement tricky (*DEX Save unless moving carefully*).
- **Mother Anemone** sits in the centre of this cave surrounded by 8 Drones (*see Room 4*).

MOTHER ANEMONE

STR 16, DEX 3, WIL 18, 10hp, Armour 2. d8 tendrils (can attack up to 4 targets).

*Driven to create drones. Anyone taking **Critical Damage** is pulled in and paralyzed until freed (helper must pass a STR Save to avoid being pulled in themselves). Anyone left for an hour is released as a drone.*

Hopesend – Last Port of the North



Places

Paradiso Park: A half-collapsed pier filled with abandoned amusement park rides. Tents and huts now host the town's market. Stalls mostly sell bad clothes, preserved fish, and salty cheese.

The Pickled Goose Tavern and Boardhouse: More gambling den than tavern. Pink beer tastes faintly fishy, brown cod rolls are bracingly salty, and all games carry forfeits based around eating even more disgusting things.

The Docks: Literally falling into the sea. Captains bellow out requests for new crew to voyage into the Polar Ocean. Bastion is a day's travel by ship, costing 10S per person.

Black Flamingo Tradehouse: Darius oversees all trade going in and out of Hopesend. For the right price he will sell the illegal poisons, drugs and weapons that he keeps aside. This is the only place to buy guns in Hopesend, and a premium is charged.

The Sipping Hole: No more than a hole in the wall selling small cups of an exotic rum called Fire Beast at 1S a shot. This is so bad it causes loss of D6 WIL and hallucinations.

Backstreets: Poorly lit streets patrolled by the Militia, when they can be bothered. A cult worshipping the Sea-Witch build foul-smelling shrines each night.

Random Happenings and Rumours

1: **A huge wave washed over the town**, leading to greater rumours of the sea-witch returning.

2: Jeremiah makes a legitimate attempt to **overthrow Darius's rule** of the docks.

3: **Monks are gathering donations**, saying their Shrine has been overrun by a strange force (see Overgrown Shrine p108).

4: **The Union of Man** are preaching about an invasion from the stars. One of them claims to have trapped a monster from the heavens in the Beacon Tower (see p104).

5: **Ape men** have stolen children from the town.

6: **A fire** has completely torn the dock to pieces.



People

Joy, Bawdy Landlady STR 9, DEX 8, WIL 12, 4HP.

Dagger (D6), 10S.

Stocky and red-faced. *Driven to keep her tavern bustling and noisy.* Hates being alone since she believed she was abducted by glowing creatures. Only goes into detail when drunk.

Darius, Port Overseer STR 9, DEX 10, WIL 7, 7HP.

Fine Clothes, Ceremonial Mace (D6), Hound, 3g.

Greasy blond hair and beard. *Driven by laziness and greed.* Monitors all traffic in and out of the port. Everyone knows this, and there are regular calls for him to be replaced.

Jeremiah, Militia Captain STR 10, DEX 9, WIL 6, 15HP, Armour 1. Sabre (D8), Pistol (D6), Modern Armour, 10S.

Eyepatch and wooden leg. *Driven by desire for respect.* Talks of man-apes in the marsh and his near-death at their hands. Leads a guard of 30 men in protecting the town and training militia.



Fantastic Yar, Wrestler and Acrobat STR 14, DEX 18, WIL 10, 3HP.
Staff (D6 B), Ridiculous Outfit, Parrot, 2S.

Pale and skinny. *Driven by wanderlust.* Agile and weakly telekinetic (when she passes a WIL Save).

Trying to get enough money to travel to Bastion.

Kara, Reclusive Artist STR 6, DEX 12, WIL 5, 2HP.
Painting Supplies, **Star Locket**, 10S.

⚡ STAR LOCKET: Allows glimpses of distant realms in the bearer's dreams.

Tall and spoon-faced. *Driven by desire to feel special.* Paints her dreams and secretly believes she is receiving prophecies from the stars. Is unaware of the power of her locket, but senses something about it. Typically found wandering the outskirts of town.

Copper, Armourer STR 15, DEX 10, WIL 13, 6HP, Armour 1.
Fancy Cutlass (D8), Modern Armour, 50S.

Scruffy orange hair. *Driven by a desire to pass on his legacy.* Hates Jeremiah, but begrudgingly supplies his militia. Has a young apprentice, Pigott, that claims to have seen a metal giant roaming the marshes.

Arrivals from Bastion

At any given time at least two ships from Bastion are docked here. They don't stay long.

Roll d12 for each

1: Wavebreaker

Black ironclad waging a one ship war against the sea itself. Press-ganging new crew for its labyrinthine engine decks.

2: Ever Autumn

Wealthy tourists consumed by plague enjoy a scenic tour of the Northern Waters. They peer out through sealed windows, their nurses seeking souvenirs ashore.

3: The Raindrop

Small, sleek galleon, her hull scarred by maritime monstrosities. Returning from an failed polar expedition, leaving the broken captain in Hopesend.

4: The Folk's Flotilla

Cluster of tiny market boats strapped together, barely fit for open water. Urbane traders hawk handmade ornaments and trinkets. You can only travel with them if you've made something unique to trade.

5: Queen Silkie

Wide-hulled, deep-sea dredger, pulling in her vast web of nets, lines, and barbs. Selling fat, ugly fish right from its decks, and stranger stock if you know who to ask. Every crew member has their own story of grotesque things pulled from the deepest waters.

6: The Gilded Needle

Ornate Clipper covered with psychotropic seaweed, being dried out en route to Bastion, where it serves both medical and recreational clients. The well-travelled captain insists on testing her supply personally.

7: Reaper's Wain

Wooden, mastless craft drawn by a trained orca, Reaper. Crew and beast work together to hunt colossal tuna and terrorise pirates. Reaper has eaten strange coral nearby, and no longer follows the captain's orders.



8: The Vigilantine

Steam-driven warship, always seeking enemies of Bastion. Its platoon of armoured enforcers are led aground by a bureaucratic Inquisitor, which hampers their haste. The scouring hasn't yet moved past the docks.

9: Carper Civic Cruiser

An irregularly scheduled passenger ferry between here and Bastion. Driven by a pair of vast wooden paddle-wheels, begrudgingly hand-pumped by sweaty passengers, mostly visiting for work or family.

10: The Skyward Gale

Azure painted galleon with cerulean sails. Sapphire-clothed cultists are looking for travellers to join them on their voyage to the stars. The ship has not been successful in making the cosmic leap yet, but the constellations feel like they're finally lining up.

11: The Oceanic Mender

Stocky little ship covered with barnacles and red algae. A pair of musket-armed guards are escorting a team of a dozen prisoners, working their sentence by repairing damage to rock pools, cliff faces, and dunes.

12: Sunset Battery #5

Immense cruiser hauling a pair of titanic field guns. Their orders are to fire every sunset at some unknown target beyond the horizon. The crew are looking for anything to stave off the boredom.

The Oddpendium

This companion provides additional material for both Referees and Players.

Using the Oddpendium

As a Referee you are constantly expected to think on your feet. Think of this section as a toolbox for those moments when you need a strange drink to find in a flask, a creepy landlord, or just a random event to shake up the situation in your game.

These tables do not give you fully fleshed out ideas. Monsters can be generated, but won't yet have Ability Scores. Characters can appear, but won't have a complete backstory. Arcana can have strange powers, but you may need to adjudicate their use yourself.

Remember that a key part of Refereeing is creating these rulings with consistency throughout the game. Remember these guidelines when creating these rulings during a game.

Saving Throws occur as the result of an established risk. Ensure that Players are aware of the risk before confirming their action.

STR Saves	relate to physical fortitude and raw muscle power.
DEX Saves	relate to being quick, stealthy, and acrobatic.
WIL Saves	relate to force of personality, concentration, and courage.

Borough Council Decisions

d20 Council Action

1	All Arcana must be registered
2	War with all other cities
3	Major cult is outlawed
4	Entire borough to be flattened
5	Army conscription
6	New council-sanctioned cult
7	Animal census
8	All prisoners to be executed
9	All prisoners to be released
10	Launching a cosmic rocket
11	Double taxes
12	Random mass eviction
13	Total lockdown
14	Inquisition into possible rebellion
15	Entire council executed and replaced
16	Exodus to the Golden Lands
17	Underground crusade
18	Guns outlawed
19	Alcohol prohibited
20	Martial law

General Public Reaction

d6 Public Reaction

1	<i>"Riots!"</i>
2	<i>"Tomorrow we launch an uprising!"</i>
3	<i>"Someone should do something!"</i>
4	<i>"Don't care"</i>
5	<i>"They probably have a good reason..."</i>
6	<i>"Well it's about time!"</i>

Bastion's Cast of Thousands

d100	Forename	Surname
1	August/a	Allane
2-5	Benedict/a	Bargroll
6-8	Brin/Breen	Brunfield
9	Chumwan/Chumwel	Chop
10-12	Calahed/Calit	Creed
13-15	Dorren/Dorret	Dunbell
16-17	Emmett/Emma	Eggler
18-19	Felix/Felora	Fox
20-22	Fred/Freda	Farsee
23-26	Grobin/a	Gill
27-29	Gizard/Giza	Gullwin
30-33	Helroff/Helriel	Huckle
34-37	Istan/Isti	Horrican
38-39	Ilmer/Ilda	Ingle
40-42	Junas/Julia	Jongler
43-46	Katsun/Katsin	Kross
46-49	Lurpax/Lunda	Lix
50-53	Litton/a	Lowbile
54-56	Munfud/Munfi	Montane
57-59	Narmun/Nadya	Nutbush
60-61	Orren/a	Olifant
62-63	Podder/Poddin	Offenpot
64-66	Peta	Ouze
67-69	Picklow/Pickelle	Phile
70-74	Pipp/ita	Parfait
75-76	Quinn	Quigley
77-79	Rosher/Roshel	Regal
80-82	Stellan/Stella	Stagger
82-83	Samford/Sambay	Shark
84-85	Tucker/Tuckis	Tumble
86-88	Teevan/Teeva	Terrine
89	Urntin/Urna	Underhog
90-91	Varran/Varin	Upperill
92-93	Vanis/sa	Volfhole
94-95	Volta/Voltel	Vinifera
96-97	Weckster/Weckin	Wickerspin
98-99	Yurnak/Yurna	Yarn
100	Zarm	Zarrack

d100	Occupation	Capability
1	Actor	Anal-Retentive
2-5	Barge Pilot	Boringly Dependable
6-8	Butler	Best in the City
9	Coffee House Host	Cheap and Dirty
10-12	Coal Miner	Charming and Oily
13-15	Dog Breeder	Dabbler
16-17	Engine Cleaner	Expensive and Flashy
18-19	Fist Fighter	Fair and Down to Earth
20-22	Fishmonger	Filthy but very cheap
23-24	Gull-Catcher	Great, but hated for it
25-26	Glue maker	Good but Annoying
27-29	Gunsmith	Highly Artistic
30-33	Gin-Maker	Hardly trained
34-37	Hog-Slaughterer	Inherited Family Trade
38-39	Ivory Worker	Interested in new career
40-41	Jeweler	Imposter
42-43	Lower-Politician	Jealous of Better Rival
44-46	Life Servant	Learning, still.
47-49	Lamp-Lighter	Loves the job
50-53	Lesser-Noble	Lazy and Greedy
54-56	Mercenary	Money-Grabbing
57-59	Newspaper Vendor	Moral, but not that good
60-62	Octopus-Catcher	Only serves friends
63-64	Oyster Seller	Old-Master-Trained
65-66	Perfumer	Perfectionist
67-69	Professor	Paragon of the Job
70-73	Prison Guard	Poor from bad business
74-77	Pie-Smith	Retired from Injury
78-79	Road Sweeper	Ruthless
80-82	Salt Farmer	Sworn into Profession
82-83	Sweet-Maker	Silently dutiful
84-85	Trinket-Merchant	Trained from Birth
86-88	Tax Collector	Trapped in Job
89	Tunnel Digger	Uncaring
90-92	Whaler	Unreliable Genius
93-95	Watchmaker	Wedded into Career
96-97	Watchman	Wasted Talent
98-99	Writer	Warm and Friendly
100	Wigmaker	Wealthy with Success

Bastion's Cast of Thousands

d100	Manner	Connection
1	Attractive Dullard	Aunt/Uncle
2-5	Big Fat Glutton	Sibling
6-8	Beaky Bore	Best Friend
9-10	Creaky Elder	Owes Money
11-12	Childlike	Old Friend
13-15	Dashing Young Gun	Common ancestry
16-17	Ethereal Beauty	Platonic Love
18-19	Fails at Flirtatious	Admiration
20-22	Flamboyant Charmer	Parent
23-24	Great Speaker	Owed Money
25-27	Greasy Toad	Acquaintance
28-30	Gentle Giant	Common Benefactor
31-33	Hulking Brute	Hatred
34	Hunchback	Irritation
35-39	Harmless Dope	Twin
40-41	Intensely Creepy	Spouse
42-43	Ill-Coloured and Thin	Guardian
44-46	Jolly and Fat	Lover
47-49	Loads of Jewellery	Mentor
50-53	Lots of Scars	Abuser
54-56	No Nose	Lust
57-59	Nice but Dim	Distaste
60-62	Naive Teenager	House-Share
63-64	Old Sleaze	Former Colleagues
65-66	Pig-Faced	School Friends
67-69	Plucky Little Thing	Adopted Parent
70-73	Powdered Wig	Unrequited Love
74-77	Quite Ugly	Planning Murder
78-79	Rough as a Dog	Knows Secret
80-82	Stocky Grunter	One Night Stand
82-83	Stunted Growth	Rivals
84-85	Straight-Laced	Backhand Deal
86-88	Towering Klutz	Criminal Enterprise
89	Unwashed Slob	Shared Trauma
90-92	Vapid Fashionista	Jealousy
93-95	Very Long Hair	Violent Hate
96-97	Well-Bred Snob	Engaged
98-99	Waif	Protector
100	Weird Head	Playful Rivalry

Whatever happened to them?

d100	Event
1	Arrested Wrongfully for Minor Crime
2-5	Arrested Rightfully for Major Crime
6-7	Became Addicted to an Exotic Drug
8-9	Contracted a Terrible Disease
10-11	Debt Collectors are Applying Pressure
12-13	Died in an Uprising
14-15	Died in Industrial Accident
16-17	Found Long-Lost Relative
18-19	Found (new) Love
20-22	Found a Major Arcanum
23-24	Found a Lesser Arcanum
25-26	Getting (Re)Married
27-29	Joined a Star Cult
30-33	Joined a New Revolutionary Group
34-37	House Collapsed
38-39	Lost at Sea
40-41	Lost Everything
42-43	Lamp-Lighter Burnt Down House
44-46	Left Bastion for the Deep Country
47-49	Left Bastion for a Lesser City
50-53	Murdered in the Street
54-56	Murdered in their Bed
57-59	Nice person has given them some juicy work
60-62	Press-Ganged into Military
63-65	Rumours of Criminal Activity
66-69	Rumours of personal Depravity
70-73	Saw weird things in the sky
74-77	Saw horrible beasts in the street
78-79	Saw a murder nearby
80-82	Taken up Military Service
82-83	Taken in an Orphan
84-85	The Watch are harassing them
86-88	Underground Weirdos Abducted Them
89	Vanished in a Burst of Light
90-92	Wandered into Underground, now missing
93-95	Won a fortune by gambling
96-97	Witnessed an Abduction into the night sky
98-99	Went on a drinking binge
100	Recklessly leapt into a Doomed Romance

What's this street like?

d100	Point of Interest	Atmosphere
1	Brewery	Welcoming
2-5	Meeting Fountain	Dark
6-8	Restaurant	Smoggy
9	Sunken Pit	Abandoned
10-12	Bar	Bustling
13-15	Fighting Den	Brightly Lit
16-17	Castle	Creepy
18-19	City Wall	Drafty
20-22	Huge Factory	Sinister
23-26	Coal Heap	Comforting
27-29	Poorhouse	Rat-Infested
30-33	Public Baths	Expensive
34-37	Observatory	In Poverty
38-39	University	Dusty
40-42	Building Site	Freshly Built
43-46	Winding Alleyways	Ruined
46-49	Shop Row	Burnt
50-53	Residential Terrace	On Fire!
54-56	Botanical Garden	Overrun by Rioters
57-59	Cult Temple	Bird Infested
60-61	Docks	Falling Down
62-63	Warehouses	Ancient
64-66	Underground Shelter	Artistic
67-69	School	Eccentric
70-74	Ironworks	Physics-Defying
75-76	Canal Dock	Underground
77-79	Amusement Complex	Overgrown
80-82	Specialist Shops	Hidden
82-83	Bridge	Criminal
84-85	Manor	Council-Sanctioned
86-88	Guild House	Rebellious
89	Army Barracks	Protesting
90-91	Shopping Arcade	Cult-Linked
92-93	Watchtower	Dangerous
94-95	City Watch Station	Filthy
96-97	Hospital	Overrun by Orphans
98-99	Cult Cathedral	Fearful
100	Shrine	Nonsensical

d100	Is there a link to the Underground?
1	No
2-5	Probably in the next road down
6-8	No, and why are you so interested?
9	No, we don't want Weirdos coming up
10-12	No, it's too dangerous to leave them open
13-15	Sure! Oh, wait, it's gone
16-17	Yes, but the tunnels are too hot to survive
18-19	No, soldiers came and sealed it up
20-22	Yes, but it leads straight into an acid pool
23-24	Nobody wants to talk about the Underground
25-26	We dug this one quite recently
27-29	An escape tunnel out of town
30-33	Yeah, an old trapdoor
34-37	A wine cellar leads somewhere horrible
38-39	This tunnel goes right across town
40-41	A particularly disgusting sewer
42-43	An old bank vault
44-46	Smugglers have set up tunnels around here
47-49	They all got sealed up years ago
50-53	There's a tunnel in plain sight
54-56	Hidden stairway indoors
57-59	A hole opened up last week
60-62	Nasty things burst from the ground here
63-64	An old vault entrance
65-66	Emergency shelter nearby
67-69	Just a chute straight down
70-73	Spiral staircase ornately decorated
74-77	An overgrown natural cave
78-79	Tunnel at the bottom of a pond
80-82	Open sewer
82-83	An old well
84-85	Rusty ladder down a chute
86-88	It caved in recently
89	An old elevator
90-92	A newly fitted elevator
93-95	The hole where they throw their rubbish
96-97	Huge pit into the darkness
98-99	Tunnel at the bottom of the river
100	Natural cave in somebody's cellar

The Quickest Route Across Town

d100	Route
1	Crawl-Tunnel
2-5	Funicular
6-8	Horse Carriage
9	Underground Carriageway
10-12	Canal Boat
13-15	Underground Canal
16-17	Shady Alleyways
18-19	Straight Through the Park
20-22	Along the Docks
23-24	Rooftop Walkway
25-26	Down the High Street
27-29	Through a Riot
30-33	Underground Tramway
34-37	Tunnel with Toll Booth
38-39	Hired Carriage
40-41	Through an Abandoned Warehouse
42-43	Through a Working Factory
44-46	Through the Slums
47-49	Through the Rich Neighbourhoods
50-53	Along the City Walls
54-56	Steamboat Down the River
57-59	Rickshaw
60-62	Underground Tunnels
63-64	Through the Market
65-66	The Wine Cellar Network
67-69	Catacombs
70-73	Through the Old Town
74-77	Urgh, Sewers
78-79	Through the Bad End of Town
80-82	Across University Campus
82-83	Through the Botanical Gardens
84-85	Along the Canals
86-88	Over a Ruined Castle
89	Through the Graveyard Quarter
90-92	Up the Hill, then back down
93-95	Right Through the Crazy Part of Town
96-97	Through a Cult Temple
98-99	Past the Army Barracks
100	Through the Smuggler Tunnels

Bastion's Greatest Businesses

d100	Name
1	<i>Cage-Brand Steam Generators</i>
2-5	<i>Pickem's Enterprise Loans</i>
6-8	<i>Anise Sisters Security Wire</i>
9	<i>Gasman Spice & Soap</i>
10-12	<i>Prospective Telecoms</i>
13-15	<i>The Lady's Sugar and Coffeehouse</i>
16-17	<i>Yesser's Wool and Meat</i>
18-19	<i>Secure Properties and Jails</i>
20-22	<i>Consolidated Bookmakers</i>
23-26	<i>Commercial Voice Printed Press</i>
27-29	<i>Gallow, Sniff, & Pine Medical Research</i>
30-33	<i>Claymore Bank & Private Military</i>
34-37	<i>Broken Compass Offshore Acquisitions</i>
38-39	<i>Baker Arms & Munitions</i>
40-42	<i>Cohen Mass Nutrition Solutions</i>
43-46	<i>Footman Stills Spirits & Tonics</i>
46-49	<i>Braker's Streetlamp and Halberd</i>
50-53	<i>Black Horse Hospitals and Asylums</i>
54-56	<i>Bastio-Goldish Coal, Oil, and Ore</i>
57-59	<i>Confectioner's Village Foods & Homes</i>
60-61	<i>Red Ghost Roads & Carriages</i>
62-63	<i>Freeman Brewers & Bakers</i>
64-66	<i>Drake Ships & Sails</i>
67-69	<i>Shooman Boots & Tonics</i>
70-74	<i>Bates' Smoke Farms</i>
75-76	<i>Great Underground Disposal Company</i>
77-79	<i>Clock's Shippage & Canals</i>
80-82	<i>Hightower Hats & Canes</i>
82-83	<i>Territorial Tea & Wine</i>
84-85	<i>Outlander's Exotic Down & Fur</i>
86-88	<i>Furrupp's Brick & Mortar</i>
89	<i>Bitter & Snatch Jewellery</i>
90-91	<i>Werner's Industrial Machinery</i>
92-93	<i>Silvermountain Private Security</i>
94-95	<i>Aria Mines</i>
96-97	<i>Miracle Factory Ice & Salt</i>
98-99	<i>Metropolitan Tramway</i>
100	<i>Sunfair Gold Holdings</i>

Weird Creature Inspiration

d100	Nature	Form
1	Solid-Smoke	Cube
2-5	Skeletal	Tripod
6-8	Decaying	Swarm
9	Luxurious	Disembodied Hand
10-12	Bio-Machine	Worm
13-15	Living Construct	Sphere
16-17	Reptilian	Hound
18-19	Slime Covered	Great Cat
20-22	Glassy	Snake
23-26	Liquid Metal	Crustacean
27-29	Ceramic	Squat Biped
30-33	Living Rock	Slender Biped
34-37	Scabs and Sores	Insect
38-39	Hyper-Robotic	Obese Biped
40-42	Spiny	Towering Biped
43-46	Stinking Filth	Baby Bird
46-49	Shadow-Cloaked	Slug
50-53	Eerily Beautiful	Snail
54-56	Mechanical Suit	Hawk
57-59	Sapient and Armoured	Terror-Bird
60-61	Baroque Excess	Bull
62-63	Leathery	Shark
64-66	Feathered	Spider
67-69	Pale and Bald	Blob
70-74	Ghostly	Spiral
75-76	Holographic	Pyramid
77-79	Hardlight	Sheet
80-82	Acid Dripping	Wasp
82-83	Shaggy Hair	Maggot
84-85	Mirrored Metal	Tadpole
86-88	Damp Clay	Jellyfish
89	Colossal	Bat
90-91	Bare Musculature	Octopus
92-93	All-Brain	Pike
94-95	Plasmic	Sea Urchin
96-97	Chitin	Cannon
98-99	Rusted Shell	Fly
100	Bionic Parts	Fetal

d100 Twist

1	Mastery of Magnetism
2-5	Grasps with Extra Limbs
6-8	Phases Through Matter
9	Chimera (roll additional Form)
10-12	Reads Minds
13-15	Colossal Size
16-17	Drains Life
18-19	Sprays Acid
20-22	Creates Black-Holes
23-26	Teleports Self
27-29	Teleports Others
30-33	Shifts Shape
34-37	Breathes Smoke
38-39	Creates Electric Charge
40-42	Sees Future
43-46	Controls Others
46-49	Cloaking Device
50-53	Conjures Illusions
54-56	Infects with Disease
57-59	Kills with Venom
60-61	Hunts Arcana
62-63	Fires Bullets
64-66	Freeze Matter
67-69	Heat/Melt Matter
70-74	Implants with Egg/Parasite
75-76	Paralyzes with Touch
77-79	Fires Death Rays
80-82	Manipulates Living Tissue Telekinetically
82-83	Manipulates Objects Telekinetically
84-85	Sees Distant Places
86-88	Regenerates from any harm
89	Reflects harm onto attacker
90-91	Absorbs victims into Body
92-93	Turns victims into non-living matter
94-95	Launch explosives
96-97	Cause intense pain at touch
98-99	Heal any harm with a touch
100	Sense distant objects

Astral Cults

d100	Collective	Description
1	Library	Devouring
2-5	Children	Kindly
6-8	Fortress	Dreaming
9	Heralds	Infinite
10-12	Keepers	Glowing
13-15	Temple	Dead
16-17	Betrayers	Rotting
18-19	Hunters	Raging
20-22	Union	Golden
23-26	School	Unborn
27-29	Seekers	Blessed
30-33	Knights	Chained
34-37	Order	Sunken
38-39	Drinkers	Broken
40-42	Choir	Stirring
43-46	Sons	Newborn
46-49	Daughters	Golden
50-53	Servants	Bloodied
54-56	Society	Half
57-59	Army	Forgotten
60-61	Wanderers	Underground
62-63	Pilgrims	Twisted
64-66	Contemplators	Glorious
67-69	Movement	Vengeful
70-74	Preachers	Laughing
75-76	Revolution	Elder
77-79	Mercy-Givers	Loving
80-82	Council	Undefeatable
82-83	Tower	Timeless
84-85	Worshippers	Striking
86-88	Observers	Roaring
89	Beggars	Inevitable
90-91	Witnesses	Bright
92-93	Centre	Jade
94-95	Garrison	Iron
96-97	Engineers	Bone
98-99	Family	Silent
100	Chanters	Pure

d100	Symbol	Standing
1	Sword	Hated
2-5	Snake	Hidden
6-8	Child	Disgraced
9	Egg	Bankrupt
10-12	Cloud	Disgusting
13-15	Light	Outlawed
16-17	Star	Enemies of another Cult
18-19	Father	Tiny
20-22	Maw	Weak
23-26	Song	Fake
27-29	Colour	Forgotten
30-33	Gate	Nobody Cares
34-37	Ship	Mocked
38-39	Death	Discouraged
40-42	Sea	Hunted
43-46	Shadow	Weakened
46-49	Giants	Underground
50-53	General	Unknown
54-56	Truth	Hardly Known
57-59	Lie	Feared
60-61	King	Taboo
62-63	Queen	Too Old to Criticise
64-66	Force	Too Big to Fail
67-69	Swarm	Somewhat Liked
70-74	Fleet	Charitable
75-76	Horror	Tolerated
77-79	Beauty	Wealthy
80-82	Spire	Sprawling
82-83	Crystals	Allies of another Cult
84-85	Pantheon	Respected
86-88	Throne	Front for a Business
89	Web	Actively Recruiting
90-91	Eye	Fashionable
92-93	Hand	Strong
94-95	Shield	Powerful
96-97	Skull	Legendary
98-99	Weed	Beloved
100	Mist	Council-Sanctioned

What's Beyond the Darkness?

d100	Feature	Hazards
1	Weird Generator	Bell Alarm
2-5	Corpse Pit	Searing Hot Walls
6-8	Abyssal Chasm	Glass Snakes
9	Labyrinth	Crawling Eyes
10-12	Murder Shrine	Acid Puddles
13-15	Flowing Filth	Tunnel Shark
16-17	Sealed Vault	Crushing Walls
18-19	Bunker	Taunting Voices
20-22	Dirt Hole	Hidden Spikes
23-26	Crumbling Chapel	Slime Drones
27-29	Art Gallery	Carnivorous Birds
30-33	Forge	Insane Babbling
34-37	Office	Insane Soldier
38-39	Torture Chamber	Deafening Siren
40-42	Feast Hall	Devouring Maw
43-46	Military Tomb	Grasping Tentacles
46-49	Ancient Barrow	Questioning Brain
50-53	Cult Catacomb	Huge Beast
54-56	Fighting Pit	Collapsing Floor
57-59	Well	Shifting Illusions
60-61	Drinking Hole	Stone Automatons
62-63	Crystal Cave	Incineration Pit
64-66	Prison	Living Chains
67-69	Natural Spring	Cursing Hag
70-74	Open Vault	Frightened Cat
75-76	Flooded Sewer	Holographic Spiders
77-79	Abandoned Tramway	Gusts of Wind
80-82	Gun Workshop	Ghostly Hands
82-83	Gunpowder Store	Dust Tornadoes
84-85	Dog Pit	Acidic Ooze
86-88	Alchemy Lab	Freeze-Rays
89	Printing Press	Shifting Blocks
90-91	Metal Sphere	All-Seeing Eye
92-93	Underground Lake	Mechanical Judge
94-95	Throne Room	Angry Mutants
96-97	Armoury	Rival Explorers
98-99	Swimming Pool	Impenetrable Shadow
100	Observatory	Blinding Lights

d100 Spoils

1	Gilded Throne (30G)
2-5	Locked Chest (10G)
6-8	Glowing Rod (inanimate, 10S)
9	d6 Crocodile Eggs
10-12	Diamond Ring (2S)
13-15	Looking Glass
16-17	Town Crier Bell
18-19	Unnaturally Bright Lantern
20-22	Opal Brooch (2S)
23-24	Black Gem (1G)
25-26	Telescope
27-29	Sack of Coal
30-33	Symbolic Dagger
34-37	Astral Pistol
38-39	Musket
40-41	Wicker Ball
42-43	Hammers and other Tools
44-46	Feathered Headband
47-49	Leather Bracers (falling apart)
50-53	Flute (silver, 50S)
54-56	Huge Drum
57-59	Blood Soaked Rags
60-62	Hand Mirror
63-64	Audacious Painting
65-66	Metal Staff
67-69	Set of Modern Armour
70-73	Modern Armour
74-77	Crude Armour
78-79	White Boulder
80-82	Drinking Horn
82-83	Beast Tusk (50S)
84-85	Glowing Sword (ignores Armour)
86-88	Stone Tablet (gibberish)
89	Engine Parts
90-92	Anvil
93-95	Dice (twelve-sided)
96-97	Glass Chains (oddly warm)
98-99	Cannon (in need of repair)
100	Dead Dog

What's That Island?

d100	Landmark	Twist
1	Smoking Volcano	Island is Intelligent
2-5	Huge Waterfall	Sweltering Heat
6-8	Ice-Capped Peak	Covered by Metal Dome
9	Glittering Lake	Nobody Can Die Here
10-12	Colourful Lights	Sinking
13-15	Red Forests	Recently Resurfaced
16-17	Black Sands	Toxic Air
18-19	Rock Fortress	Utterly Silent
20-22	Abandoned Fleet	Plants Grow Visibly
23-26	Salt Beach	Eternal Night
27-29	Crystal Shards	Completely Abandoned
30-33	Absolutely Flat	Expedition Gone Native
34-37	Thorny Jungle	Giant Killer Frogs
38-39	Ice All Over	Whispering Wind
40-42	Blasted Waste	Monkeys with Guns
43-46	Long and Thin	Shipwrecked Explorers
46-49	Creeping Moss	Metal Skeletons
50-53	Steel Spires	Sand Wraiths
54-56	Blooded Bushes	Huge Spiders
57-59	Spiral Mountain	Harmless, Cute Piggies
60-61	Hot and Dry	Advanced Fish-People
62-63	Misty	Terrible Lizard Eggs
64-66	Grand Canyon	Silver Statues
67-69	Delicious Fruit	Meteor Armour
70-74	Ruined Temple	Doomsday Device
75-76	High Walls	Time Machine
77-79	Glass Towers	Crashed Sky-Boat
80-82	Lone Mountain	New Energy Source
82-83	Blue Grass	Font of Immortality
84-85	Yellow Rock	Ghost Army
86-88	Piles of Skulls	Ruby-Growing Tree
89	Oversized Fungus	Astral Vessel
90-91	Dense Cacti	Island is Giant Turtle
92-93	Choking Fog	It's Always Growing
94-95	Gusts of Wind	It's all a Hologram
96-97	Tiny Trees	No Time Passes Here
98-99	Elephant Herds	Steel Dinosaurs
100	Underwater	Slime Volcano

I Eat the Stuff

d100	Name
1	Delici...argh! STR Save or your guts explode.
2-5	Delicious! Fruity. Quite satisfying.
6-8	Tastes meaty. You regain any lost STR.
9	Your insides feel cold, and liquid metal coats your bones. You always have Armour 1.
10-12	Tastes pickled. You get real drunk.
13-15	Woah. Hallucinations for d6 hours.
16-17	Blech! Vomit now and for d6 hours.
18-19	Tastes inky. You can read books instantly by waving your hand over them.
20-22	Urgh... so salty. It's gross.
23-26	Literally liquid gold. Lose d6 STR.
27-29	Hot! Breathe Fire (d10) at whoever is right in front of you.
30-33	Roll a Mutation (see p137).
34-37	Turn Invisible for d6 minutes.
38-39	Horrible pain for d6 minutes.
40-42	Bready. You need never eat or drink again.
43-46	Like liquid fish. Quite stirring.
46-49	Blind for d6 hours!
50-53	Awful poison. Lose 2d6 STR.
54-56	Lose 2d6 DEX. Turn to stone at DEX 0.
57-59	Lose 2d6 WIL. Turn into an insane monster at WIL 0.
60-61	It's okay I guess, for slime.
62-63	Gain an evil voice in your head forever.
64-66	Gain a helpful voice in your head forever.
67-70	It's the best! You crave more. Lose 1 WIL each day until you eat some more.
71-73	Invigorating! Gain 1d6 STR for d6 hours.
74-75	Mind-Opening. Gain 1d6 WIL for d6 hours.
76-77	Zippy! Move at double pace for d6 hours.
77-80	First taste is gross. Second is delicious.
81-86	Your mouth seals shut for d6 hours.
86-89	Go on a rampage for d6 turns.
90-91	Your voice now echoes.
92-95	Your voice is permanently higher pitched.
96-99	Rapid hair growth, permanently.
100	Like Honey! Heals any ailment.

Note: Smelling the Stuff gives a clue to its effect

Is This Thing an Arcanum?

d100	Form	Is It an Arcanum?
1	Throne	Nope!
2-5	Chest	No, but valuable!
6-8	Rod	Just weird.
9	Wand	Just bait for a trap.
10-12	Ring	No but still deadly.
13-15	Cube	The thing itself is a trap!
16-17	Bell	Actually really boring.
18-19	Lantern	No, but some value.
20-22	Brooch	Yes! Wait... no.
23-26	Gem	Quite techy, but no.
27-29	Telescope	Obviously not.
30-33	Lens	Find an expert and roll again!
34-37	Dagger	No.
38-39	Pistol	Otherworldly, but no.
40-42	Musket	A fake.
43-46	Sphere	Just arty.
46-49	Hammer	Just incredibly old.
50-53	Headband	Yes! But it's trapped.
54-56	Bracers	Absolutely.
57-59	Flute	Sure, but it's really ugly.
60-61	Drum	Yeah, but it smells so bad.
62-63	Huge Machine	Sure is!
64-66	Mirror	Yes, and valuable anyway!
67-69	Painting	Unsettling, but yes.
70-74	Staff	Yes, but caked in dust.
75-76	Helmet	Sure, but not working now.
77-79	Breastplate	It might be... it is!
80-82	Rock	Yes, and you've heard of it.
82-83	Boulder	Yes! Just like in the story!
84-85	Horn	Yes, and safe to use too.
86-88	Tusk	Very much so.
89	Sword	Yep!
90-91	Tablet	Obviously.
92-93	Engine	Sure, but looks so dangerous.
94-95	Anvil	Yes!
96-97	Dice	Yes, but needs attention.
98-99	Chains	Yes, but not obviously.
100	Cannon	No... wait! No.. WAIT! YES!

d100 Power	
1	Cosmic Travel
2-5	Time Distortion
6-8	Cosmic Summoning
9	Astral-Transcendence
10-12	Telekinesis
13-15	Elemental Blast
16-17	Slow Painful Death
18-19	Disintegration
20-22	Flight
23-26	Size Distortion
27-29	Plant Control
30-33	Mass-Creation
34-37	Energy-Creation
38-39	Thing go BOOM!
40-42	Unlock Primal Rage
43-46	Persuasion
46-49	Auditory Illusions
50-53	Visual Illusions
54-56	Liquify Matter
57-59	Blast Minds
60-61	Read Thoughts
62-63	Create Deadly Traps
64-66	Summon the Dead
67-69	Hypnotic Music
70-74	Dull Senses
75-76	Venom Ray
77-79	Great Knowledge
80-82	Communicate Great Distances
82-83	Arm the Masses
84-85	Destroy Structures
86-88	Unnatural Slumber
89	Spread Insanity
90-91	Possession
92-93	Create Servants
94-95	Release Unstoppable Creature
96-97	Release Benevolent Spirit
98-99	Swap Materials
100	Sensory Overload

Alternative Character Groups

In place of being a group of explorers from Bastion, you may decide to be a different type of group.

Mutants from the Underground

Born in the Underground, shunned by the surface.

Roll D20 for each Ability Score and take a Starter Package from the table below.

Highest Ability	1-2 HP	3-4 HP	5-6 HP
3-10	3 Mutations Crossbow (d6 B)	2 Mutations Pistol (d6)	2 Mutations Maul (d8 B)
11-13	3 Mutations Mace (d6)	2 Mutations Knife (d6)	2 Mutations Bow (d6 B)
14-15	2 Mutations Longaxe (d8 B) Crude Armour	2 Mutations Club (d6) Shield	2 Mutations Mace (d6) Shield
16-17	2 Mutations Bow (d6 B) Acid	2 Mutations Knife (d6) Poison	2 Mutations Axe (d6) Hooch
18-19	Mutation Club (d6) Wire	Mutation Staff (d6 B) Glue	Mutation Spear (d8 B) Lantern
20	Mutation Brick (d6)	Mutation Spike (d6)	Mutation Rope

Advancement

As normal, but when you move to the next Experience Level roll D4. If this is higher than the number of Mutations you already have, gain a random Mutation.

d100 Mutations

1	Giant Head
2-5	Bone Claws (d6 Damage)
6-7	Bat Wings
8-9	Spit Acid (d8 Damage)
10-11	Third Eye (sense clues about people)
12-13	Covered in Barnacles
14-15	Nature Kinship (talk to animals and plants)
16-17	Illusionist (fool one person at a time)
18-19	Chitinous Shell (Armour 1)
20-22	Venom (d6 STR Loss on Critical Damage)
23-24	Spider Climb
25-26	Boneless
27-29	Bloodsucker (regain lost STR when you feed)
30-33	Compound Eyes (see all around you)
34-37	Bug Wings
38-39	Gills
40-41	Toady Skin
42-43	Glorious Mane
44-46	Slug-Like
47-49	Cyclops
50-53	Constant Drooler
54-56	Red-Gaze (d8 Damage)
57-59	Ruster (touch rusts metal)
60-62	Huge Jaws
63-65	Cocoon (sleep in an Armour 2 shell)
66-69	Prehensile Tail
70-73	Echolocation
74-77	Heat Vision (see heat signatures)
78-79	Devourer (eat anything for nourishment)
80-82	Living Hive (swarm of bugs live in you)
82-83	Explosive (d12 Damage blast when you die)
84-85	Spray Ink
86-87	Morph (change face at will)
88-89	Void (annihilate objects you grasp)
90-92	Spores (choke opponents)
93-95	Camouflage
96-97	Psychedelic Skin
98-99	Horns
100	Hooves

Simple Folk

People from the forgotten corners of Deep Country and the Other Cities that didn't quite make it into the Industrial Age.

Roll D12+6 for STR and DEX, and 2D6 for WIL.

You get a Starting Package from the table below, in addition to a dagger (D6), torch, and some quaint clothes.

STR	1-2 HP	3-4 HP	5-6 HP
7	Bow (d6 B) Crude Armour 3 Trinkets	Rod (d6) Eyepatch 3 Trinkets	Sling (d6) One Leg 3 Trinkets
8	Bow (d6 B) 2 Trinkets	Shield 2 Trinkets	Whistle 2 Trinkets
9	Shield Hammer (d6) 2 Trinkets	Hatchet (d6) One Ear 1 Trinket	Stick (d6) Extra Ear 1 Trinket
10	Flail (d8 B) 2 Trinkets	Shield 1 Trinket	Bow (d6 B) 1 Trinket
11	Crude Armour 2 Trinkets	Bow (d6) 1 Trinket	Shovel (d6) 1 Trinket
12	Hatchet (d6) 2 Trinkets	Crude Armour 1 Trinket	Drum 1 Trinket
13	Club (d6) Crude Armour 2 Trinkets	Machete (d6) No Nose 1 Trinket	Spike (d6) Mute 1 Trinket
14	Crossbow (d6 B) 2 Trinkets	Greataxe (d8 B) 1 Trinket	Maul (d8 B) 1 Trinket
15	Sword (d6) Shield 1 Trinket	Axe (d6) Shield 1 Trinket	Bow (d6 B) Hawk 1 Trinket
16	Lantern 1 Trinket	Spear (d8 B) 1 Trinket	Axe (d6) 1 Trinket
17	Wine 1 Trinket	Mallet (d6) 1 Trinket	Sling (d6) 1 Trinket
18	Broken Nose 1 Trinket	Hanging Jaw 1 Trinket	Flat Head 1 Trinket

d100 Trinket

1	Fighting Rooster (2d6hp)
2-5	Devil Mask
6-7	Eternally Smelly Hat
8-9	Horse Skull Helmet
10-11	Donkey
12-13	Bag of Flour
14-15	Very Fat Dog
16-17	Bell on a Stick
18-19	Explorer's Sabre (d6)
20-22	An Actual Rifle! (d8 B, no ammo)
23-24	Potato Sack
25-26	Wagon Wheel
27-29	Dowsing Rods
30-33	Scythe (d6 B)
34-37	Cage Full of Crickets
38-39	Unbreakable Conker
40-41	Ornate Shovel (d6)
42-43	Old Military Uniform
44-46	Bag of Really Heavy Rocks
47-49	Wooden Locket
50-53	Brick on a Rope
54-56	Cloth Monkey
57-59	Huge Candle
60-62	Bat on a String
63-65	Lucky Frog
66-69	Board with Nail (d6)
70-73	Noose
74-77	Fake Pistol
78-79	Rude Shaped Turnip
80-82	Cannonball
82-83	Fire Oil
84-85	Gigantic Pumpkin
86-87	Bomb (no fuse)
88-89	Turnip Wine
90-92	Magio Beans (not magic)
93-95	Prize Cow
96-97	Small, Blind, Old Dog
98-99	Pointy Star Hat
100	Arcanum

Unhumans

The entire city of Starfall was stolen away by a roaring light almost a century ago. With rumours of its return, Unhuman beings have been spotted arriving in Bastion.

Lots of people don't believe this story. You aren't even sure yourself.

Roll D20 once for the whole group, and create your characters using the normal method, with the listed exceptions. Roll D10 and add your HP to find your Starter Package on the table provided.

d20 Unhuman type	
1-2	Stocky, beard, know everything about rocks. Immune to poison, d12+6 STR. Axe.
3-4	Small and pudgy, hide in tiny places, 2d6 STR, 2d6+6 WIL. Dagger.
5-6	Slender, unaging, immortal. Pass a WIL Save to perform subtle trickery that may appear as magic. 2d6+6 DEX. Sword and Bow.
7-8	Ugly, animalistic features. d12+8 STR, d10 WIL. Heavy two-handed chopper (d8).
9-10	Tiny, green, sort of creepy looking. 2d6 STR and WIL, d12+6 DEX. Dagger.
11	Scales, breath weapon (d8) and immunity based on colour. Red (Fire), Black/Green (Acid), Blue (Lightning), White (Cold). Sword.
12-13	Tiny, bald, know everything about machines, talk to burrowing animals. 2d6 STR. Musket.
14	Made of living wood and stone. Immune to anything that would affect living tissue. Rifle.
15-16	Intelligent Ape. d12+6 DEX. Musket.
17	Wings, beak, and talons. Fly quite well. d6+3 STR. Musket.
18	Grey skin, white hair, talk to bugs, see perfectly in darkness. Sword and Poison.
19-20	Twice normal size. d6+14 STR, d10 DEX. Weapons specially made for you are bumped up to the next size die. Hand Weapons cause d8, Field Weapons cause d10 etc. Maul (d10).

d10 + hp Unhuman Starter Packages

2	Arcanum, Cult Symbol
3	Arcanum, Poison
4	Hound
5	Arcanum, Ether
6	Staff (d6 B), Raven
7	Pistol Brace (d8)
8	Arcanum, Shackles
9	Fancy Sword (d8)
10	Elaborate Clothes
11	Fancy Pistol (d8)
12	Pistol, Incredible Hat
13	Blunderbuss (d8)
14	Greatsword (d8)
15	Shield, Sword (d6)
16	Cult Symbol

d20 What do the humans think of your people?

1	No idea you exist.
2	You're just a rumour.
3	Word is starting to spread.
4	One bad example is publicly known.
5	One good example is publicly known.
6	Lots of stories, but you're still hidden.
7	You went into hiding a few years ago.
8	They think you're from the Golden Lands (you're not).
9	They think you're a mutant from the Underground (you're not).
10	They think you're from space (you're not).
11	They want you dead!
12	Incredibly stereotyped, generally bad.
13	Incredibly stereotyped, generally good.
14	Generally a good reputation.
15	Generally a bad reputation.
16	Good history, but things are turning sour.
17	Bad history, but things are generally okay now.
18	You work closely with them.
19	They don't care.
20	They think you're great.

Alternative Starter Packages

Before rolling their character, any player can declare they are using this table in place of the standard starter package table.

	1 HP	2 HP	3 HP
3-9	Hammer (d8 B), Mask, Arcanum	Sabre (d6), Umbrella, Arcanum	Jezzail (d8 B), Perfume, Arcanum
10	Femur (d6), Starmap, Arcanum	Staff (d6 B), Skull, Arcanum	Spear (d6), Arcanum. <i>Minor Fame</i>
11	Stake (d6), Paint can, Arcanum	Billhook (d8 B), Fishing Net, Arcanum	Handcannon (d8 B), Holy Book, Arcanum
12	Stiletto (d6), Monocle, Arcanum	Fist-Spike (d6), Rubber Ball, Arcanum	Crossbow (d6 B), Very Strong Coffee, Arcanum
13	Blunderbuss (d8 B), Miner's Helmet, Arcanum	Morningstar (d6), Glitter Pouch, Arcanum	Dagger (d6), Grappling Hook, Syringe
14	Hook (d6), Pocket Lighter, Arcanum	Cricket Bat (d6 B), Glue, Pig	Greatsword (d8 B), Steel Wire, Fancy Cat
15	Pistol (d6), Shield, Old Dog	Musket (d8 B), Bag of Screws, Squirrel	Glaive (d8 B), Barbed Wire, Preserved Fish
16	Club (d6), Ventriloquist Dummy, Whistle	Pocket-knife (d6), Joke Sweets, Net	Snooker Cue (d6 B), Flask of Soup, Gum
17	Poleaxe (d8 B), Wheelbarrow, Strong Magnet	Knife (d6), Cleaning Tools, Worthless Crystal	Pitchfork (d6 B), Prickly Fruit, Toy Frog
18	Rake (d6 B), Jar of Worms. <i>Foul Odour</i>	Fake Pistol, Poetry Book. <i>Awful Hair</i>	Club (d6), Bag of Teeth

4 HP	5 HP	6 HP	
Spike Gun (d8 B), Absinthe, Arcanum	Rifle (d8 B), Modern Armour, Goat	Twin Swords (d8 B), Chalk. <i>Eye on Back of Head</i>	3-9
Longaxe (d8 B), Doll, Arcanum	Pike (d8 B), Herbs, Bug-Monkey	Pistol (d6), Music Box. <i>Unsettling Manner</i>	10
Spike Chain (d6), Shield, Hyena-Dog	Rifle (d8 B), Chemistry Book, Small Fireworks	Gun-Limb (d6), Crude Armour, Bell	11
Sceptre (d6), Birdcall, Kookaburra	Stick (d6), Rat, Disguise Kit	Axe (d6), Bell, Poisonous Mushrooms	12
Halberd (d8 B), Deck of Cards. <i>Double-Jointed</i>	Axe (d6), Shield, Jar of Honey	Flail (d8 B), Animal Feed, Brandy	13
Trident (d6), Flashbang, Adoring Follower	Big Stick (d6 B), Chain, Olive Oil	Scythe (d6 B), Bones, Crystal Ball	14
Mallet (d6), Smoke-bomb, Mousetraps	Pistol (d6), Siren, Pesticide Can	Baton (d6), Periscope, Hot Peppers	15
Shovel (d6 B), Choking Powder, Treacle	Longbow (d6 B), Bottled Blood, Acid Flask	Crowbar (d6), Snail, Scented Candle	16
Cane (d6), Fake Jewellery, Poison	Sword (d6), Spyglass, Painting Set	Crossbow (d6 B), Bagpipes, Eyepatch	17
Rod (d6), Jar of Pennies. <i>Hate Sunlight</i>	Golf Club (d6 B), Gin. <i>Bad Reputation</i>	Spike (d6), Bomb. <i>No Teeth</i>	18

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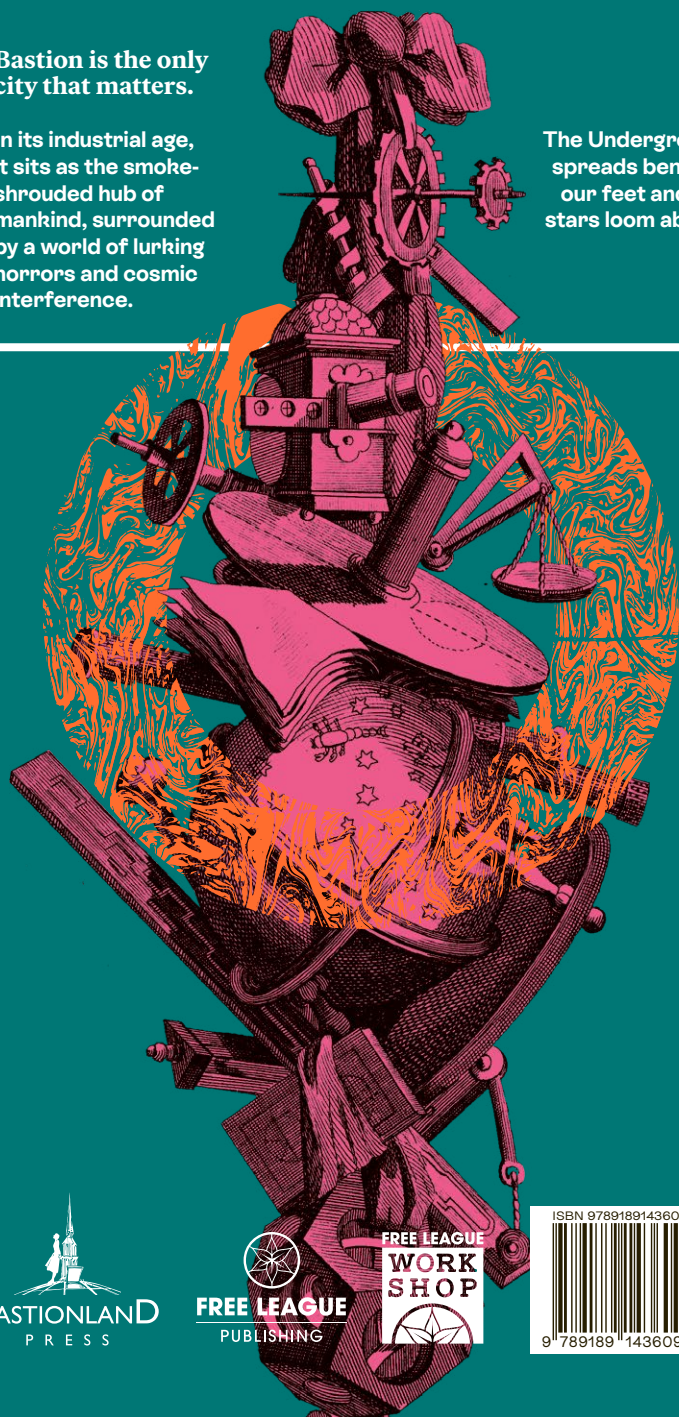
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A rules-light, flavour-heavy roleplaying game of industrial horror and cosmic strangeness.

Bastion is the only city that matters.

In its industrial age, it sits as the smoke-shrouded hub of mankind, surrounded by a world of lurking horrors and cosmic interference.

The Underground spreads beneath our feet and the stars loom above.




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