



Knave

Second Edition

Abilities

(p. 4)

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

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

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

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

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

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

Checks

(p. 7)

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

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

Combat

(p. 20)

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

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

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

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

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

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

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

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

Item Slots

(p. 6)

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

Damage

(p. 6)

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

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

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

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

Spellcasting

(p. 21)

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

Relic Magic

(p. 32)

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

Equipment

(p. 38)

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

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

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

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

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

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

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

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

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

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

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



Knave

Second Edition

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Introduction

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

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

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

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

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

Tables

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

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

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

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

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



Game Master Duties

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

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

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

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

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

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

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

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

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

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

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

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

Player Duties

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

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

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

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

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

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

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

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

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



Ability Scores

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

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

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

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

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

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

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

PC Creation

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

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

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

RECORD CAREERS: Roll or pick two careers from the list on the next page. You gain those careers' items, as well as any of the following that you can carry: 3d6x10 coins, 2 rations, a 50' rope, 2 torches, any armor pieces or weapons (p. 38) and a quiver of 20 arrows. If the PC has any points in INT, they may receive a random spell book (pp. 22-25) for each point.

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

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

CAREERS

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



Item Slots & Wounds

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

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

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

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

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

Leveling Up

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

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

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

Checks

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

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

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

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

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

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

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

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



Traveling

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

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

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

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

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

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

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

D6 TRAVEL HAZARD DIE RESULTS

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

Weather

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

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

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

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

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

FOG: Reduces visibility and disorients.

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

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

2D6 WEATHER

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

TRAVEL SHIFTS

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

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

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

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

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



Delving

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

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

D6 DUNGEON HAZARD DIE RESULTS

- 1 ENCOUNTER:** The party has an encounter, usually rolled from a table designed for the dungeon. The GM determines the encounter's reaction, activity, distance from the party, and if they are surprised (p. 19).
- 2 FATIGUE:** Each party member takes 1 damage unless they spend the next turn resting. The damage may be higher in dungeons with harsh conditions. Ignore this result while resting.
- 3 BURN:** Lit torches burn out. New torches can be lit from the embers of the previous ones.
- 4 DELVE SHIFT:** The dungeon environment changes. If a dungeon doesn't have any obvious shifts, use minor effects like sounds, temperature shifts, wind, falling debris, apparitions, or vermin. Use the list of shifts (p. 14) as inspiration.
- 5 SIGN:** The players find a sign (p. 10) that a random encounter (p. 19) is nearby. The next time an encounter is rolled in this dungeon, the PCs meet that creature. Alternatively, reveal a clue to something hidden.
- 6 FREE:** No effect.

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

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

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

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

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

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

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

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

DELVE SHIFTS		ROOMS		ROOM DETAILS		ROOM THEMES	
1 Alarm	51 Incense	1 Alchemy room	51 Junk room	1 Alcohol	51 Map	1 Activity (p. 19)	51 Mouths
2 Animal sounds	52 Increased patrols	2 Alcohol cellar	52 Kennel	2 Alcove	52 Material (p. 42)	2 Blessings	52 Music
3 Apparition	53 Invasion	3 Arboretum	53 Kitchen	3 Altar	53 Mechanism (p. 17)	3 Blindness	53 Mutation
4 Awakening	54 Lava flow	4 Archery range	54 Laboratory	4 Archetype (p. 53)	54 Message	4 Blood	54 Outsiders
5 Battle	55 Leak	5 Arena	55 Lair	5 Balcony	55 Mine cart	5 Bones	55 Pageantry
6 Blessing	56 Liquid sounds	6 Armory	56 Larder	6 Bars	56 Mirror	6 Book (p. 40)	56 Paranoia
7 Blood scent	57 Machine sounds	7 Arsenal	57 Latrine	7 Bas-relief	57 Misc. item (p. 39)	7 Brains	57 Place trait (p. 11)
8 Ceilings moves	58 Manure scent	8 Art gallery	58 Library	8 Bath	58 Monster (p. 61)	8 Chaos	58 Poison
9 Ceremony	59 Monster scent	9 Art studio	59 Lounge	9 Bed	59 Mural	9 City theme (p. 46)	59 Priests
10 City event (p. 46)	60 Monster sounds	10 Audience hall	60 Map room	10 Bones	60 Nest	10 Collapse	60 Prophecy
11 Cleaning	61 Mud flow	11 Aviary	61 Maze	11 Book (p. 40)	61 Painting	11 Combat	61 Rats
12 Cloud of flies	62 Music	12 Ballroom	62 Mechanism (p. 17)	12 Brazier	62 Pews	12 Corpses	62 Refugees
13 Combat sounds	63 Nesting	13 Banquet hall	63 Meditation room	13 Broken glass	63 Pillar	13 Corruption	63 Restless dead
14 Construction	64 New faction	14 Barracks	64 Menagerie	14 Cabinet	64 Pipes	14 Creation	64 Revenge
15 Crystal growth	65 New monster	15 Baths	65 Mess hall	15 Cage	65 Pool	15 Criminal activity	65 Riches
16 Curse	66 New rooms	16 Bed chamber	66 Mews	16 Carpet	66 Portcullis	16 Crows	66 Rituals
17 Dead rise	67 Oil flow	17 Brewery	67 Museum	17 Carvings	67 Potion (p. 35)	17 Cults	67 Rival factions
18 Decay scent	68 Passages close	18 Building (p. 47)	68 Music room	18 Cauldron	68 Refuse pile	18 Curses	68 Sacrifice
19 Decreased patrols	69 Passages open	19 Catacombs	69 Nursery	19 Chains	69 Repairs	19 Death	69 Savage fury
20 Delusion (p. 30)	70 Plague	20 Cave	70 Observatory	20 Chalk marks	70 Roots	20 Decay	70 Secret knowledge
21 Device activates	71 Planar overlay	21 Cell	71 Pantry	21 Chandelier	71 Rubble	21 Disease	71 Serpents
22 Disaster (p. 31)	72 Plants bloom	22 Chapel	72 Parlor	22 Chest	72 Scent (p. 66)	22 Divination	72 Shadows
23 Doors close	73 Plants grow	23 Chasm	73 Pit	23 Clothing (p. 40)	73 Shaft	23 Domain (p. 33)	73 Skulls
24 Doors open	74 Plants wither	24 Church	74 Poison room	24 Coffin	74 Shelf	24 Dragons	74 Slavery
25 Draining	75 Repairs	25 Cistern	75 Pool	25 Coins	75 Sign (p. 10)	25 Drowning	75 Slime
26 Dungeon rotates	76 Rift opens	26 Cloakroom	76 Prison	26 Collapsed ceiling	76 Skeletons	26 Eyes	76 Smoke
27 Dungeon slides	77 Room revolves	27 Concert hall	77 Record room	27 Collapsed floor	77 Smoke	27 Effect (p. 28)	77 Songs
28 Dungeon tilts	78 Room slides	28 Conjuring room	78 Location (p. 10)	28 Collapsed walls	78 Sofa	28 Element (p. 29)	78 Souls
29 Dust cloud	79 Room tilts	29 Courtroom	79 Salon	29 Crawlspace	79 Sound (p. 66)	29 Faces	79 Spiders
30 Earthquake	80 Rooms filled in	30 Courtyard	80 Scriptorium	30 Crumbling ceiling	80 Spyhole	30 Feasting	80 Stasis
31 Element flow (p. 29)	81 Rooms rearrange	31 Crematorium	81 Scullery	31 Crumbling floors	81 Stairs	31 Fog	81 Statues
32 Eruption	82 Sand flow	32 Crypt	82 Sculpture gallery	32 Crumbling walls	82 Stalactites	32 Gateways	82 Summoning
33 Excavation	83 Scent (p. 66)	33 Dining room	83 Shop	33 Curtain	83 Statues	33 Ghosts	83 Survival
34 Faction alliance	84 Singing	34 Divination room	84 Shrine	34 Dais	84 Stove	34 Gods	84 Teeth
35 Faction truce	85 Sleep	35 Dormitory	85 Slaughterhouse	35 Dishes	85 Street detail (p. 47)	35 Hands	85 Tentacles
36 Faction war	86 Smoke	36 Dungeon (p. 16)	86 Smoking room	36 Display case	86 Symbol (p. 33)	36 Holy war	86 Tests and trials
37 Feast	87 Sound (p. 66)	37 Dressing room	87 Stables	37 Dumbwaiter	87 Table	37 Hunger	87 The moon
38 Fire	88 Static charge	38 Embalming room	88 Storeroom	38 Elevator	88 Tapestry	38 Hunting	88 The stars
39 Flammable gas	89 Summoning	39 Fighting pit	89 Structure (p. 11)	39 Fabric (p. 41)	89 Thick dust	39 Imprisonment	89 The sun
40 Flooding	90 Total silence	40 Fissure	90 Study	40 Fireplace	90 Throne	40 Invasion	90 Thorns
41 Floors move	91 Trap effect (p. 16)	41 Forge	91 Tapestry room	41 Flowing water	91 Toilet	41 Invention	91 Trickery
42 Fog	92 Traps rearm	42 Fountain room	92 Theater	42 Food (p. 49)	92 Tool (p. 39)	42 Inversion	92 Tyranny
43 Food scent	93 Vermin swarm	43 Gallery	93 Throne room	43 Fountain	93 Torch	43 Item trait (p. 43)	93 Vampires
44 Foraging	94 Voices	44 Game room	94 Torture room	44 Fungi	94 Torture device	44 Judgment	94 Water
45 Freezing	95 Walls close in	45 Garden	95 Training hall	45 Graffiti	95 Training dummy	45 Light	95 Wild growth
46 Gravel flow	96 Walls move	46 Gatehouse	96 Treasury	46 Hazard (p. 17)	96 Trap door	46 Locks	96 Wine
47 Hatching	97 Walls widen	47 Great hall	97 Trophy room	47 Incense	97 Treasure (p. 42)	47 Madness	97 Winter
48 Hot	98 Water flow	48 Guardroom	98 Vault	48 Ingredient (p. 37)	98 Vines	48 Magic school (p. 31)	98 Wolves
49 Humid	99 Wind	49 Hall	99 Work pit	49 Instrument	99 Wardrobe	49 Memory	99 Worms
50 Hunt	00 Worship	50 Infirmary	00 Workshop	50 Lantern	00 Weapon (p. 43)	50 Mirrors	00 Zealotry

DUNGEONS		TRAP EFFECTS		HAZARDS		MECHANISMS	
1 Alchemy lab	51 Lava tubes	1 Absorbing	51 Oscillating	1 Acceleration	51 Metal jaws	1 Air pump	51 Mirror
2 Animal burrow	52 Library	2 Accelerating	52 Piercing	2 Acid	52 Mold	2 Ball bearings	52 Net
3 Aquarium	53 Living dungeon	3 Arranging	53 Pinching	3 Alarm	53 Molten gold	3 Barrel	53 Paddle
4 Arboretum	54 Lock	4 Attracting	54 Pointing	4 Alcohol	54 Molten iron	4 Bars	54 Pendulum
5 Archive	55 Mansion	5 Balancing	55 Poking	5 Animal (p. 64)	55 Monster (p. 61)	5 Basket	55 Pin
6 Arena	56 Marketplace	6 Beating	56 Pulling	6 Arrow	56 Mud	6 Beam	56 Pipes
7 Armory	57 Mausoleum	7 Bending	57 Pushing	7 Automaton	57 Mutation (p. 30)	7 Bell	57 Pit
8 Art gallery	58 Memorial	8 Blocking	58 Reflecting	8 Avalanche	58 Nail	8 Bellows	58 Platform
9 Asylum	59 Menagerie	9 Blowing	59 Releasing	9 Axe	59 Needle	9 Belt	59 Plug
10 Automaton	60 Mill	10 Bludgeoning	60 Removing	10 Bat	60 Noose	10 Bow	60 Pneumatics
11 Aviary	61 Mine	11 Boiling	61 Repelling	11 Blinding light	61 Ooze	11 Breaks	61 Pole
12 Bank	62 Monastery	12 Burning	62 Rolling	12 Boiling tar	62 Phosphorus	12 Bucket	62 Portcullis
13 Bathhouse	63 Monster gallery	13 Bursting	63 Scooping	13 Boiling water	63 Piano wire	13 Button	63 Pressure plate
14 Building (p. 47)	64 Monster lab	14 Burying	64 Scrambling	14 Cold	64 Piranha	14 Cable	64 Pulley
15 Bunker	65 Monster lair	15 Catching	65 Severing	15 Crocodile	65 Poison	15 Cage	65 Rack and pinion
16 Casino	66 Museum	16 Charging	66 Shaking	16 Crude oil	66 Poison gas	16 Capstan	66 Rails
17 Castle	67 Mushroom forest	17 Choking	67 Shocking	17 Darkness	67 Quicksand	17 Cartwheel	67 Ramp
18 Catacombs	68 Nest	18 Closing	68 Shooting	18 Deafening noise	68 Radiation	18 Catapult	68 Ratchet
19 Cathedral	69 Nursery	19 Compressing	69 Shredding	19 Delusion (p. 30)	69 Rage gas	19 Chain pull	69 Reservoir
20 Cave system	70 Observatory	20 Contracting	70 Sifting	20 Delve shift (p. 14)	70 Rat	20 Chains	70 Room
21 Cistern	71 Orrery	21 Counting down	71 Sinking	21 Disaster (p. 31)	71 Sand	21 Channel	71 Scales
22 City	72 Palace	22 Crushing	72 Slashing	22 Disease	72 Saw	22 Claw	72 Scissor lift
23 Clock	73 Prison	23 Deafening	73 Sliding	23 Drill	73 Scissor	23 Clock	73 Screw
24 Corpse	74 Race track	24 Delivering	74 Slowing	24 Dust	74 Sewage	24 Copper wire	74 Scoop
25 Court	75 Room (p. 14)	25 Delve shift (p. 14)	75 Smothering	25 Effect (p. 28)	75 Shredder	25 Corridor	75 Shaft
26 Criminal den	76 Sanctum	26 Desiccating	76 Soaking	26 Electricity	76 Sleeping gas	26 Crane	76 Slide
27 Curiosity cabinet	77 Sculpture gallery	27 Dividing	77 Softening	27 Element (p. 29)	77 Smoke	27 Creature	77 Sluice
28 Dam	78 Sewer	28 Draining	78 Spinning	28 Fall	78 Snake	28 Crossbow	78 Sphere
29 Deathtrap	79 Ship	29 Dropping	79 Squeezing	29 Fear gas	79 Spear	29 Curtain	79 Spring
30 Depot	80 Silo	30 Effect (p. 28)	80 Staining	30 Fire	80 Spell (pp. 22-25)	30 Cylinder	80 Stairs
31 Dig site	81 Slaughterhouse	31 Expanding	81 Sticking	31 Fire ant	81 Spider	31 Dial	81 Switch
32 Dormitory	82 Stable	32 Extending	82 Stretching	32 Force field	82 Spike	32 Door	82 Tank treads
33 Faction hideout	83 Stronghold	33 Filling	83 Swinging	33 Glass shard	83 Spore	33 Drain	83 Tap
34 Factory	84 Structure (p. 11)	34 Flapping	84 Tangling	34 Glue	84 Steam	34 Drum	84 Thread
35 Fashion gallery	85 Summoning site	35 Floating	85 Tearing	35 Grease	85 Stench	35 Fan	85 Tool (p. 39)
36 Feasting hall	86 Temple	36 Focusing	86 Tightening	36 Guillotine	86 Stone block	36 Float	86 Trap door
37 Forge	87 Testing ground	37 Freezing	87 Tilting	37 Hammer	87 Sulfur	37 Gears	87 Treadmill
38 Garbage pit	88 Theater	38 Grabbing	88 Toppling	38 Heat	88 Sword	38 Grate	88 Trigger
39 Gateway	89 Theme park	39 Hardening	89 Transporting	39 Heavy gas	89 Tar	39 Hamster wheel	89 Tripwire
40 Guildhall	90 Tomb	40 Hooking	90 Tripping	40 Hook	90 Thin air	40 Handwheel	90 Trolley
41 Historical gallery	91 Tower	41 Immobilizing	91 Turning	41 Hot metal	91 Thorns	41 Hook	91 Vacuum pump
42 Hospital	92 Training complex	42 Imprisoning	92 Twisting	42 Hot wax	92 Travel shift (p. 9)	42 Hourglass	92 Valve
43 Hotel	93 Treasure vault	43 Inflating	93 Unbalancing	43 Hydrogen	93 Vacuum	43 Hydrogen tank	93 Vice
44 Ice caves	94 Tree	44 Inserting	94 Unearthly	44 Ice block	94 Vine	44 Jack	94 Walls
45 Insect hive	95 Warehouse	45 Launching	95 Unlocking	45 Ink	95 Wasps	45 Ladder	95 Water pump
46 Instrument	96 Warren	46 Lifting	96 Weighing	46 Lantern oil	96 Water	46 Latch	96 Waterwheel
47 Kennel	97 Waterworks	47 Locking	97 Whipping	47 Lava	97 Weapon (p. 43)	47 Lens	97 Wedge
48 Kitchen	98 Weapon gallery	48 Loosening	98 Winding	48 Log	98 Web	48 Lift	98 Weights
49 Labyrinth	99 Wine cellar	49 Lowering	99 Wobbling	49 Magnet	99 Wet cement	49 Light beam	99 Winch
50 Larder	00 Work pit	50 Opening	00 Wrapping	50 Mercury	00 Wind	50 Lock	00 Windmill



Encounters

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

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

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

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

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

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

ACTIVITIES

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



Combat

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

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

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

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

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

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

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

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

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

Hazards

FIRE: 1d6 direct damage per round.
On fire: 2d6 direct damage per round.
Immersed in lava: instant death.

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

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

LIGHTNING: 3d6 direct damage.

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

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

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

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

Spellcasting

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

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

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

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

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



Spells

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

25 EARTHQUAKE: The ground shakes violently for INT rounds.

26 ELASTICITY: Your body can stretch up to INT × 10'.

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

28 FILCH: INT visible items teleport to your hands.

29 FOG CLOUD: Fog spreads out in an INT × 10' radius from you. Fades in one turn.

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

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

32 HASTE: INT creatures have their movement speed tripled.

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

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

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

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

37 ICY TOUCH: An ice layer spreads across a surface, up to INT × 10' in radius.

38 INCREASE GRAVITY: The gravity within INT × 10' of you triples.

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

40 KNOCK: INT locks unlock.

41 LEAP: You can jump up to INT × 10'.

42 LIQUID AIR: The air within INT × 10' of you becomes swimmable.

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

44 MAGIC SUPPRESSOR: All magic is nullified while within INT × 10' of you.

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

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

47 MASQUERADE: All creatures within INT × 10' of you are compelled to dance.

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

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

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

51 MULTIARM: You gain INT extra arms.

52 NIGHT SPHERE: An INT × 40' wide sphere of total darkness appears.

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

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



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

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

57 PHOBIA: INT creatures become terrified of an object.

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

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

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

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

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

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

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

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

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

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

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

69 SHUFFLE: INT creatures switch places randomly.

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

71 SLEEP: INT creatures fall asleep.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



Generating New Spells

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

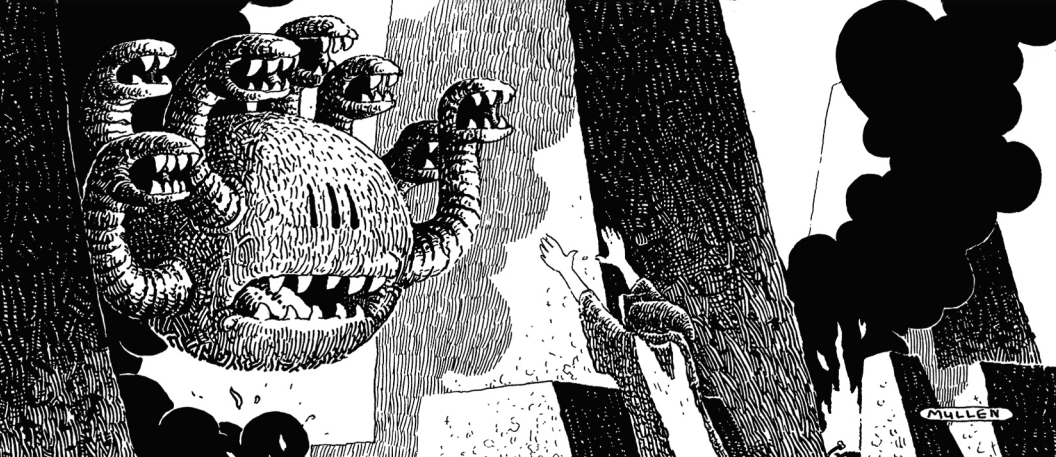
Example: If a 10 was rolled, the formula would be [Name]'s [Quality] [Element] [Form]. Replacing the words with random table results might generate "Asterwin's Iridescent Tears Circle". The player adjusts this to "Asterwin's Iridescent Circle of Tears" and suggests that this creates a shimmering circle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

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

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

QUALITIES		EFFECTS		ELEMENTS		FORMS	
1 Abnormal	51 Loathsome	1 Absorbing	51 Infecting	1 Acid	51 Material (p. 42)	1 Animal (p. 64)	51 Key
2 Abominable	52 Magnificent	2 Accelerating	52 Intoxicating	2 Amber	52 Memory	2 Arc	52 Knife
3 Advanced	53 Majestic	3 Activity (p. 19)	53 Irradiating	3 Ash	53 Miasma	3 Archer	53 Knight
4 Ancestral	54 Marvelous	4 Amusing	54 Irritating	4 Beer	54 Moss	4 Armor	54 Mask
5 Ancient	55 Masterful	5 Animating	55 Levitating	5 Bile	55 Mud	5 Arrow	55 Mechanism (p. 17)
6 Arcane	56 Miraculous	6 Armoring	56 Liquefying	6 Blood	56 Nectar	6 Aura	56 Misc. item (p. 39)
7 Artful	57 Mysterious	7 Attracting	57 Maddening	7 Blossom	57 Oatmeal	7 Avalanche	57 Monolith
8 Baleful	58 Noetic	8 Avenging	58 Menacing	8 Bone	58 Obsidian	8 Axe	58 Monster (p. 61)
9 Bizarre	59 Noxious	9 Awakening	59 Mending	9 Brass	59 Oil	9 Beacon	59 Mouth
10 Canonical	60 Odious	10 Banishing	60 Mesmerizing	10 Brimstone	60 Paint	10 Beam	60 Organ (p. 64)
11 Celestial	61 Ominous	11 Beautifying	61 Mindreading	11 Brine	61 Paper	11 Beast	61 Path
12 Cerebral	62 Original	12 Bewildering	62 Mocking	12 Butter	62 Perfume	12 Blade	62 Pit
13 Chaotic	63 Orthodox	13 Binding	63 Monitoring	13 Chalk	63 Plague	13 Blast	63 Pool
14 Color (p. 37)	64 Ostentatious	14 Blinding	64 Multiplying	14 Chaos	64 Poison	14 Blob	64 Pulse
15 Cosmic	65 Otherworldly	15 Blossoming	65 Mutating	15 Clay	65 Pollen	15 Bolt	65 Pyramid
16 Crafty	66 Peculiar	16 Burning	66 Nauseating	16 Cloud	66 Quicksilver	16 Bubble	66 Ray
17 Cryptic	67 Pernicious	17 Charming	67 Nullifying	17 Cold	67 Radiation	17 Cage	67 Rune
18 Curious	68 Phenomenal	18 Cleansing	68 Pacifying	18 Crystal	68 Rain	18 Carriage	68 Sanctuary
19 Detestable	69 Place trait (p. 11)	19 Commanding	69 Persuading	19 Darkness	69 Root	19 Chain	69 Serpent
20 Dismal	70 Planar	20 Communicating	70 Petrifying	20 Death	70 Rot	20 Chariot	70 Servant
21 Dreadful	71 Planetary	21 Concealing	71 Piercing	21 Domain (p. 33)	71 Salt	21 Circle	71 Shield
22 Elder	72 Preeminent	22 Condemning	72 Preserving	22 Dream	72 Sand	22 Cloak	72 Skeleton
23 Eldritch	73 Primal	23 Corroding	73 Pummeling	23 Dust	73 Sap	23 Clothing (p. 40)	73 Skin
24 Enigmatic	74 Primeval	24 Corrupting	74 Putrefying	24 Fabric (p. 41)	74 Shadow	24 Cloud	74 Song
25 Esoteric	75 Primordial	25 Crushing	75 Reflecting	25 Flame	75 Silk	25 Coil	75 Spear
26 Excellent	76 Prodigious	26 Darkening	76 Refreshing	26 Flesh	76 Slime	26 Colossus	76 Sphere
27 Exquisite	77 Psychedelic	27 Dazzling	77 Regenerating	27 Foam	77 Smoke	27 Column	77 Spider
28 Extraordinary	78 Remarkable	28 Deafening	78 Repelling	28 Fog	78 Snow	28 Cone	78 Spike
29 Fantastic	79 Resplendent	29 Deciphering	79 Retrieving	29 Food (p. 49)	79 Soot	29 Crown	79 Spray
30 Fey	80 Royal	30 Diminishing	80 Revealing	30 Frost	80 Spark	30 Cube	80 Staff
31 Foul	81 Sacred	31 Disguising	81 Saddening	31 Fume	81 Speed	31 Disk	81 Steed
32 Galactic	82 Scent (p. 66)	32 Dispelling	82 Sanctifying	32 Fungus	82 Spore	32 Dragon	82 Storm
33 Ghastly	83 Sinister	33 Draining	83 Scrying	33 Ghost	83 Steam	33 Eye	83 Strike
34 Grand	84 Sound (p. 66)	34 Duplicating	84 Sealing	34 Glass	84 Stench	34 Fang	84 Structure (p. 11)
35 Grim	85 Splendid	35 Electrifying	85 Shielding	35 Glue	85 Stone	35 Finger	85 Symbol (p. 33)
36 Grotesque	86 Subtle	36 Emboldening	86 Silencing	36 Gravel	86 Storm	36 Fissure	86 Tangle
37 Hateful	87 Superior	37 Enraging	87 Slicing	37 Hail	87 Sugar	37 Fist	87 Tool (p. 39)
38 Hideous	88 Supreme	38 Enticing	88 Spawning	38 Heat	88 Syrup	38 Flood	88 Torrent
39 Horrible	89 Taste (p. 36)	39 Etherealizing	89 Stinging	39 Honey	89 Taffy	39 Fly	89 Touch
40 Incomparable	90 Texture (p. 36)	40 Excruciating	90 Strangling	40 Ice	90 Tar	40 Fountain	90 Tree
41 Incomprehensible	91 True	41 Expanding	91 Summoning	41 Incense	91 Tea	41 Gate	91 Tunnel
42 Inexplicable	92 Uncanny	42 Foreseeing	92 Teleporting	42 Ink	92 Tears	42 Gaze	92 Vortex
43 Infernal	93 Unfathomable	43 Freezing	93 Terrifying	43 Iron	93 Thorn	43 Geyser	93 Wall
44 Ingenious	94 Unnatural	44 Fusing	94 Transmuting	44 Ivory	94 Vine	44 Gloves	94 Wave
45 Inscrutable	95 Unorthodox	45 Hardening	95 Trap effect (p. 16)	45 Lava	95 Void	45 Guardian	95 Weapon (p. 43)
46 Insidious	96 Unspeakable	46 Haunting	96 Transporting	46 Lead	96 Water	46 Hammer	96 Web
47 Iridescent	97 Vile	47 Healing	97 Vaporizing	47 Leaf	97 Wax	47 Hand	97 Wheel
48 Jocular	98 Whimsical	48 Identifying	98 Warding	48 Light	98 Wind	48 Hawk	98 Whip
49 Lawful	99 Wondrous	49 Illuminating	99 Wearying	49 Lightning	99 Wine	49 Horn	99 Word
50 Legendary	00 Wretched	50 Imprisoning	00 Withering	50 Marmalade	00 Wood	50 Hound	00 Zone

MUTATIONS		DELUSIONS		DISASTERS		MAGIC SCHOOLS	
1 Ages backwards	51 Head swells	1 Activity (p. 19)	51 Invisible	1 Acid rain	51 Language loss	1 Abjuration	51 Lightning
2 Ages faster	52 Horns	2 Always drunk	52 Invisible servant	2 Aging accelerates	52 Lightning storm	2 Air	52 Martial arts
3 Animal body (p. 64)	53 Invisible head	3 Always polite	53 Invulnerable	3 Aging reverses	53 Living nightmare	3 Alchemy	53 Memory
4 Animal ears (p. 64)	54 Jelly arms	4 Always rude	54 Language switch	4 All iron rusts	54 Locusts	4 Alteration	54 Metamagic
5 Animal eyes (p. 64)	55 Legs grow	5 Always sleepy	55 Liability (p. 58)	5 Amnesia	55 Maggots	5 Animation	55 Mind control
6 Animal form (p. 64)	56 Long tongue	6 Amnesia	56 Mannerism (p. 59)	6 Animal revolt	56 Magic barrier	6 Anti-magic	56 Mirrors
7 Animal head (p. 64)	57 Lose d20 inches	7 Animal (p. 64)	57 Medium	7 Animals die	57 Mass blindness	7 Archery	57 Misdirection
8 Animal limb (p. 64)	58 Mannerism (p. 59)	8 Asset (p. 58)	58 Mind controlled	8 Animals mutate	58 Mass hypnosis	8 Architecture	58 Mist
9 Animal scent (p. 64)	59 Mon. trait (p. 65)	9 Aura reading	59 Missing limb	9 Animals speak	59 Mass insanity	9 Armor	59 Music
10 Animal skin (p. 64)	60 No eyes	10 Automaton	60 Mission (p. 51)	10 Birds attack	60 Mass possession	10 Artifice	60 Necromancy
11 Animal tail (p. 64)	61 No nose	11 Being followed	61 Monster (p. 61)	11 Birds die	61 Mass slumber	11 Beasts	61 Oratory
12 Animal teeth (p. 64)	62 No teeth	12 Cannot count	62 Monster trait (p. 65)	12 Body swaps	62 Mass telepathy	12 Biomancy	62 Outsiders
13 Animal voice (p. 64)	63 NPC detail (p. 56)	13 Cannot lie	63 Must dance	13 Cities move	63 Meteor strike	13 Birds	63 Planes
14 Antennae	64 One arm	14 Cannot read	64 Must lie	14 City appears	64 Mirages	14 Book (p. 40)	64 Portals
15 Antlers	65 One eye	15 Chosen one	65 Must obey	15 City changes	65 Mirrors speak	15 Charms	65 Power
16 Arms grow	66 One leg	16 Clone	66 Must shout	16 Deadly fog	66 Mutation (p. 30)	16 Chromatic	66 Protection
17 Bat wings	67 Organ (p. 64)	17 Constant rage	67 Must skip	17 Delusion (p. 30)	67 No stars	17 Conjuration	67 Rays
18 Beak	68 Personality (p. 56)	18 Dark vision	68 Must steal	18 Demon invasion	68 Objects animate	18 Counterspells	68 Reptiles
19 Bird wings	69 Pig snout	19 Demonic	69 Name (pp. 54-55)	19 Doors lock	69 Outsider enters	19 Creation	69 Revelation
20 Bleeds acid	70 Power (p. 65)	20 Divine	70 NPC Detail (p. 56)	20 Dragon wakes	70 People shrink	20 Darkness	70 Room theme (p. 15)
21 Chameleon eyes	71 Rat tail	21 Extra limb	71 Organ (p. 64)	21 Dream plague	71 People vanish	21 Death	71 Sea
22 Claws	72 Scales	22 Falls in love	72 Personal army	22 Drought	72 Pits open	22 Desert	72 Servants
23 Color skin (p. 37)	73 Scent (p. 66)	23 Famous	73 Personality (p. 56)	23 Earth to sand	73 Plague	23 Destruction	73 Shadow
24 Crystal growth	74 Scorpion tail	24 Fears birds	74 Planar traveler	24 Earthquake	74 Planar overlay	24 Divination	74 Shaping
25 Drooling	75 Shaggy fur	25 Fears blood	75 Power (p. 65)	25 Effect rain (p. 28)	75 Plants wither	25 Domain (p. 33)	75 Sight
26 Duck bill	76 Shell	26 Fears dom. (p. 33)	76 Profession (p. 57)	26 Element rain (p. 29)	76 Portal opens	26 Dragons	76 Sound
27 Ears grow	77 Skin boils	27 Fears fire	77 Prophet	27 Endless day	77 Rage epidemic	27 Dreams	77 Speed
28 Elem. blood (p. 29)	78 Skin hardens	28 Fears gold	78 Reincarnated	28 Endless night	78 Rampant growth	28 Earth	78 Stars
29 Elem. body (p. 29)	79 Skin pattern	29 Fears iron	79 Rich	29 Endless rain	79 Rifts open	29 Emotions	79 Stasis
30 Elem. breath (p. 29)	80 Skin sags	30 Fears music	80 Says thoughts	30 Endless storm	80 Rivers move	30 Enchantment	80 Staves
31 Emits fumes	81 Skin shedding	31 Fears own hand	81 Secret monarch	31 Endless twilight	81 Rivers reverse	31 Evocation	81 Stealth
32 Excretes ooze	82 Smoke breath	32 Fears PC	82 Sees dead people	32 Endless winter	82 Roads move	32 Fear	82 Stones
33 Extra arms	83 Snake hair	33 Fears rain	83 Shapeshifter	33 Eruption	83 Shadows detach	33 Finding	83 Storms
34 Extra eyes	84 Sound (p. 66)	34 Fears rivers	84 Silent	34 Fae return	84 Shadows speak	34 Fire	84 Summoning
35 Extra fingers	85 Spines	35 Fears sleep	85 Skin texture (p. 36)	35 Famine	85 Smoke	35 Fish	85 Sun
36 Extra heads	86 Spinnerets	36 Fears sunlight	86 Sound (p. 66)	36 Fear epidemic	86 Space distorts	36 Flight	86 Swords
37 Extra legs	87 Suction cups	37 Fears symbol (p. 33)	87 Spy	37 Firestorm	87 Stone to flesh	37 Food	87 Telekinesis
38 Eye stalks	88 Sweats blood	38 Fears the moon	88 Super strength	38 Fish die	88 Stones speak	38 Force	88 Telepathy
39 Eyes grow	89 Tentacles	39 Flight	89 Talks to animals	39 Fish speak	89 Texture rain (p. 36)	39 Forest	89 Teleportation
40 Fangs	90 Texture body (p. 36)	40 Genius	90 Talks to plants	40 Flesh to stone	90 Time loop	40 Fungi	90 Theft
41 Feathers	91 Totally numb	41 Gets lost	91 Telekinetic	41 Flood	91 Time slows	41 Geometry	91 Time
42 Feet swell	92 Translucent skin	42 Goal (p. 57)	92 Telepathic	42 Forest appears	92 Time warp	42 Healing	92 Transmutation
43 Fins	93 Transparent skin	43 Gorgeous	93 Time traveler	43 Forgetfulness	93 Tornado	43 Ice	93 Trickery
44 Fly eyes	94 Tusks	44 Hates violence	94 Vampire	44 Giants march	94 Total silence	44 Ignorance	94 Vampirism
45 Fungal growth	95 Two faces	45 Healing touch	95 Weakness (p. 67)	45 Gold to tin	95 Tower appears	45 Illness	95 Walls
46 Gain d20 inches	96 Warts	46 Hideous	96 Weather control	46 Graves open	96 Trees march	46 Illumination	96 Water
47 Gills	97 Webbed hands	47 Illuminati	97 Werewolf	47 Gravity decreases	97 Voices of dead	47 Illusion	97 Weapons
48 Hair growth	98 Weight doubles	48 Immortal	98 Whispers	48 Gravity increases	98 Water to blood	48 Insects	98 Wild magic
49 Hair loss	99 Weight halves	49 In an RPG	99 Wiz. name (p. 27)	49 Hills move	99 Weapon rain (p. 43)	49 Invocation	99 Wind
50 Hands swell	00 Wooly	50 Infamous	00 X-ray vision	50 Iron to cloth	00 Windstorm	50 Knowledge	00 Witchery



Relic Magic

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

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

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

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

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

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

DOMAINS

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

SYMBOLS

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



Alchemy

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

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

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

POTIONS

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

TEXTURES		TASTES		COLORS		INGREDIENTS	
1 Aerated	51 Mashed	1 Absinthe	51 Licorice	1 Acid green	51 Lavender	1 <i>Animal</i> (p. 64)	51 Meadowsweet
2 Battery	52 Metallic	2 Allspice	52 Lime	2 Alabaster	52 Lilac	2 Antimony	52 <i>Misc. item</i> (p. 39)
3 Blended	53 Motes	3 Almond	53 Loam	3 Amber	53 Lime	3 Arsenic	53 Mistletoe
4 Boiling	54 Moving	4 Ammonia	54 Maple syrup	4 Amethyst	54 Magenta	4 Belladonna	54 Monk's vow
5 Brackish	55 Muddy	5 <i>Animal</i> (p. 64)	55 Mead	5 Apricot	55 Mahogany	5 Bitumen	55 <i>Monster</i> (p. 61)
6 Bubbling	56 Murky	6 Asparagus	56 Milk	6 Aquamarine	56 Maroon	6 Black pearl	56 Moonflower
7 Buttery	57 Mushy	7 Basil	57 Mineral	7 Asparagus	57 Mauve	7 Blind eye	57 Mugwort
8 Caramelized	58 Oily	8 Beer	58 Mint	8 Auburn	58 Milk white	8 <i>Book</i> (p. 40)	58 Natron
9 Chalky	59 Oozy	9 Berries	59 Mud	9 Aureolin	59 Moss green	9 Brimstone	59 Nectar
10 Chilled	60 Pasty	10 Black currant	60 Mustard	10 Avocado	60 Mustard	10 Camphor	60 Nettle
11 Chunky	61 Powdery	11 Blackberry	61 Nutmeg	11 Azure	61 Ochre	11 Celandine	61 Newborn's cry
12 Churning	62 Pudding	12 Blood	62 Oak	12 Baby blue	62 Olive	12 Chalk	62 Nickel
13 Clotted	63 Pulpy	13 Butter	63 Olive oil	13 Beige	63 Opalescent	13 <i>Clothing</i> (p. 40)	63 Nightshade
14 Coagulated	64 Pulsing	14 Camphor	64 Onion	14 Bone	64 Oxblood	14 Cobalt	64 <i>Organ</i> (p. 64)
15 Condensed	65 Pureed	15 Candy	65 Orange	15 Bottle green	65 Pea green	15 Cocklebur	65 Platinum
16 Congealed	66 Quicksilver	16 Caramel	66 Oregano	16 Bronze	66 Peach	16 Coffin nail	66 Poppy
17 Cool	67 Reflective	17 Cardamom	67 Peach	17 Bubblegum	67 Peacock blue	17 Columbine	67 <i>Potion</i> (p. 35)
18 Creamy	68 Rippling	18 Cherry	68 Pears	18 Carmine	68 Pearl	18 Copper	68 Pyre ember
19 Crystalized	69 Roiling	19 Chili pepper	69 Pepper	19 Carrot	69 Periwinkle	19 Corpse's hair	69 Queen bee
20 Curdled	70 Sandy	20 Chives	70 Phlegm	20 Celadon	70 Pine green	20 Crossroad dust	70 Queen's blood
21 Dregs	71 Sappy	21 Chocolate	71 Pickle juice	21 Cerise	71 Plum	21 Dandelion	71 Quicksilver
22 Effervescent	72 Scalding	22 Cinnamon	72 Pine	22 Cerulean	72 Primrose	22 Deathcap	72 Ragwort
23 Filmy	73 Scummy film	23 Cloves	73 Pistachios	23 Champagne	73 Pumpkin	23 Devil's trumpet	73 Resin
24 Fizzing	74 Sediment	24 Coconut	74 Plum	24 Charcoal	74 Rainbow	24 Element	74 Rosemary
25 Flakes	75 Shining	25 Coffee	75 Pumpkin	25 Chartreuse	75 Rose	25 <i>Fabric</i> (p. 41)	75 Sage
26 Foaming	76 Silty	26 Copper	76 Quince	26 Chestnut	76 Ruby	26 <i>Food</i> (p. 49)	76 Sea water
27 Foggy	77 Simmering	27 Cranberry	77 Rhubarb	27 Cinnamon	77 Russet	27 Foxglove	77 Ship's barnacle
28 Frigid	78 Sizzling	28 Crude oil	78 Roast duck	28 Colorless	78 Rusty	28 Funeral wine	78 Silver
29 Frosty	79 Slimy	29 Cucumber	79 Rose	29 Coppery	79 Saffron	29 Gold	79 Snakeweed
30 Frothy	80 Slushy	30 Cumin	80 Rosemary	30 Coral pink	80 Salmon	30 Grave dust	80 Soot
31 Gelatinous	81 Smoking	31 Curry	81 Rust	31 Creamy	81 Sapphire	31 Hellebore	81 Star-metal
32 Glimmering	82 Smoky	32 Dates	82 Saffron	32 Crimson	82 Scarlet	32 Hemlock	82 Stinkhorn
33 Gloppy	83 Soapy	33 Elderberry	83 Sage	33 Cyan	83 Sepia	33 Henbane	83 Sugar
34 Glowing	84 Sparkling	34 Figs	84 Salt water	34 Dove grey	84 Shocking pink	34 Holly	84 Thief's finger
35 Gluey	85 Steaming	35 Flowers	85 <i>Scent</i> (p. 66)	35 Dun	85 Silver	35 Honey	85 Thistle
36 Grainy	86 Sticky	36 <i>Food</i> (p. 49)	86 Soap	36 Eggshell	86 Slate blue	36 Hyssop	86 Tin
37 Greasy	87 Swirling	37 Garlic	87 Soursop	37 Electric blue	87 Smokey grey	37 Iron	87 Tomb flower
38 Gritty	88 Syrupy	38 Ginger	88 Spearmint	38 Emerald	88 Tangerine	38 Killer's hand	88 <i>Tool</i> (p. 39)
39 Grounds	89 Tarry	39 Gooseberry	89 Sulphur	39 Flesh	89 Teal	39 King's tooth	89 <i>Treasure</i> (p. 42)
40 Gummy	90 Thin	40 Grapefruit	90 Tamarind	40 Fuchsia	90 Terracotta	40 Larkspur	90 Valerian
41 Gunky	91 Throbbing	41 Grass	91 Tea	41 Fuligin	91 Titian red	41 Last breath	91 Verdigris
42 Gurgling	92 Trembling	42 Herbs	92 Tears	42 Golden	92 Tomato	42 Lead	92 Vinegar
43 Hissing	93 Turbulent	43 Honey	93 Thyme	43 Grape juice	93 Turquoise	43 Liar's tongue	93 Wax
44 Humming	94 Vibrating	44 Honeysuckle	94 Tobacco	44 Heliotrope	94 Tyrian	44 Lightning bolt	94 <i>Weapon</i> (p. 43)
45 Ichorous	95 Viscid	45 Horseradish	95 Vanilla	45 Ice blue	95 Ultramarine	45 Lime	95 Wedding ring
46 Icy	96 Viscous	46 Huckleberry	96 Walnuts	46 Indigo	96 Umber	46 Lodestone	96 Widow's tears
47 Jellyed	97 Warm	47 Hyacinth	97 Whiskey	47 Inky	97 Verdigris	47 Lotus	97 Witch hazel
48 Living	98 Watery	48 Leather	98 Wine	48 Invisible	98 Vermilion	48 Lye	98 Wizard's skull
49 Lukewarm	99 Whirling	49 Lemon	99 Wintergreen	49 Ivory	99 Violet	49 Mandrake	99 Wolfsbane
50 Lumpy	00 Whistling	50 Lemongrass	00 Wormwood	50 Kelly green	00 Viridian	50 <i>Material</i> (p. 42)	00 Wormwood



Equipment

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

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

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

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

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

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

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

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

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

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

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

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

COST OF LIVING (PER MONTH)

DESTITUTE: Beggars, Outlaws (90c).

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

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

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

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

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

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

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

TOOLS

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

MISCELLANEOUS ITEMS

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

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

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

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

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

TREASURES		MATERIALS		WEAPONS		ITEM TRAITS	
1 Alchemical device	51 Mural	1 Adamantine	51 Mammoth tusk	1 Arming sword	51 Longsword	1 Ancient	51 Indestructible
2 Amulet	52 Music box	2 Alabaster	52 Moonstone	2 Backsword	52 Lucerne hammer	2 Avant-garde	52 Infamous
3 Armor	53 Necklace	3 Amber	53 Morganite	3 Bardiche	53 Mace	3 Blessed	53 Intelligent
4 Arrows	54 <i>Organ (p. 64)</i>	4 Ambergris	54 Moss agate	4 Baton	54 Machete	4 Bloody	54 Kitchy
5 Astrolabe	55 Orrery	5 Aquamarine	55 Mother of pearl	5 Battleaxe	55 Man catcher	5 Brittle	55 Loud
6 Belt	56 Painting	6 Aventurine	56 Narwhal horn	6 Beheading sword	56 Maul	6 Broken	56 Lukewarm
7 Blackmail	57 Pen	7 Azurite	57 Nephrite	7 Bill hook	57 Messer	7 Bulky	57 Luxurious
8 Blueprints	58 Perfume	8 Beryl	58 Obsidian	8 Blowgun	58 Meteor hammer	8 Carved	58 Masterwork
9 <i>Book (p. 40)</i>	59 Pipe	9 Black alabaster	59 Onyx	9 Blowpipe	59 Military fork	9 Classy	59 Military value
10 Bow	60 Planar map	10 Black opal	60 Orichalcum	10 Boar spear	60 Morningstar	10 Cold	60 Miniature
11 Bowl	61 Porcelain figure	11 Black pearl	61 Palladium	11 Bolas	61 Nunchaku	11 Collectible	61 Minimalist
12 Bracelet	62 <i>Potion (p. 35)</i>	12 Bloodstone	62 Pearl	12 Boomerang	62 Pickaxe	12 <i>Color (p. 37)</i>	62 Modified
13 Business record	63 Prayer book	13 Bloodwood	63 Peridot	13 Brass knuckles	63 Pike	13 Compact	63 Mythic
14 Calligraphy	64 Printing block	14 Blue amber	64 Petrified wood	14 Bullet crossbow	64 Poleaxe	14 Crusty	64 Non-human
15 Candelabra	65 Rare coin	15 Blue jade	65 Pink sapphire	15 Butterfly sword	65 Push dagger	15 Cultural value	65 Organic
16 Carpet	66 Relic	16 Blue opal	66 Platinum	16 Censer flail	66 Ranseur	16 Cursed	66 Oversized
17 Celestial map	67 <i>Reward (p. 51)</i>	17 Bone china	67 Polyhedroid agate	17 Cestus	67 Rapier	17 Cutting edge	67 Owned
18 Chalice	68 Ring	18 Cairngorm	68 Porcelain	18 Chain whip	68 Recurve bow	18 Damaged	68 Padded
19 Chandelier	69 Royal robes	19 Carbuncle	69 Porcelain jasper	19 Chakram	69 Rondel dagger	19 Damp	69 Painted
20 Clock	70 Scabbard	20 Carnelian	70 Porphyry	20 Claymore	70 Rope dart	20 Defective	70 Partial
21 <i>Clothing (p. 40)</i>	71 Scientific device	21 Cat's-eye	71 Purpleheart wood	21 Club	71 Sabre	21 Detects foes	71 Perfumed
22 Codpiece	72 Scrimshaw	22 Chalcedony	72 Quartz	22 Crossbow	72 Sai	22 Disguised	72 <i>Personality (p. 56)</i>
23 Comb	73 Sextant	23 Cherry amber	73 Quetzal jade	23 Cutlass	73 Scimitar	23 Draws foes	73 Political value
24 Compass	74 Sheet music	24 Cinnabar	74 Rainbow agate	24 Dagger	74 Scourge	24 Dusty	74 Prickly
25 Contract	75 Shield	25 Citrine	75 Rainbow jasper	25 Dao	75 Shortbow	25 Edible	75 Pulsing
26 Couch	76 Shoes	26 Crystal	76 Rainbow obsidian	26 Deer horn knives	76 Shortsword	26 <i>Effect (p. 28)</i>	76 Reflective
27 Crown	77 Signet ring	27 Cyclops agate	77 Redheart wood	27 Dirk	77 Shuriken	27 <i>Element (p. 29)</i>	77 Refurbished
28 Crystal	78 Silk	28 Dendritic agate	78 Rose opal	28 Double flail	78 Sickle	28 Embellished	78 Religious value
29 Dagger	79 Silverware	29 Diamond	79 Rose quartz	29 Emeici	79 Side sword	29 Encoded	79 Repaired
30 Deed	80 Snuffbox	30 Dragon bone	80 Rosewood	30 Falchion	80 Sling	30 Eroded	80 Reviled
31 Doll	81 Spear	31 Ebony	81 Ruby	31 Flail	81 Slingshot	31 Expandable	81 Rotting
32 Dress	82 <i>Spell (pp. 22-25)</i>	32 Emerald	82 Sandalwood	32 Flambar	82 Spear	32 Extra-planar	82 <i>Scent (p. 66)</i>
33 Earrings	83 Spices	33 Fire agate	83 Sapphire	33 Flying claws	83 Staff	33 Famous	83 Sharp
34 Embroidery	84 Spyglass	34 Fire coral	84 Sard	34 Gauntlet sword	84 Stave sling	34 Fashionable	84 Shiny
35 Fine china	85 Stained glass	35 Fire jasper	85 Serpentine	35 Gladius	85 Stiletto	35 Filthy	85 Shoddy
36 Fine liquor	86 State secrets	36 Fire opal	86 Silver	36 Glaive	86 Swordstaff	36 Flaking	86 Silent
37 Furs	87 Stone statue	37 Garnet	87 Snakewood	37 Halberd	87 Tanto	37 Floppy	87 Slippery
38 Gaming set	88 Sword	38 Gold	88 Spinel	38 Hatchet	88 Three-part staff	38 Foldable	88 Smoke-stained
39 Gemstone	89 Table	39 Heliodor	89 Star Iron	39 Hook sword	89 Throwing axe	39 Forbidden	89 <i>Sound (p. 66)</i>
40 Helmet	90 Tapestry	40 Hematite	90 Star rose quartz	40 Horsebow	90 Throwing knife	40 Fragile	90 Spiky
41 <i>Ingredient (p. 37)</i>	91 Taxidermy	41 Horn	91 Star sapphire	41 Hunting knife	91 Tiger claws	41 Gaudy	91 Squishy
42 Instrument	92 Tea set	42 Ironwood	92 Sunstone	42 Ice pick	92 Tonfa	42 Glowing	92 Sticky
43 Ivory carving	93 Telescope	43 Jet	93 Tiger's eye	43 Javelin	93 Trident	43 Gold-plated	93 Stinky
44 Lamp	94 Throne	44 Kingfisher jade	94 Tigerwood	44 Katana	94 Triple flail	44 Goopy	94 Talking
45 Letter	95 Treasure map	45 Koa wood	95 Topaz	45 Katar	95 Wakizashi	45 Gorgeous	95 <i>Texture (p. 36)</i>
46 <i>Material (p. 42)</i>	96 Trophy	46 Lapis lazuli	96 Tourmaline	46 Khopesh	96 War scythe	46 Heavy	96 Toxic
47 Medal	97 Trunk	47 Lavender jade	97 Turquoise	47 Kukri	97 Warhammer	47 Hot	97 Twitching
48 Mirror	98 Vase	48 Lingum vitae	98 Turtle shell	48 Lance	98 Warpick	48 Icy	98 Ugly
49 <i>Monster skin (p. 61)</i>	99 Watch	49 Mahogany	99 Unicorn horn	49 Lasso	99 Whip	49 Immovable	99 Vulgar
50 Mosaic	00 <i>Weapon (p. 43)</i>	50 Malachite	00 Whale ivory	50 Longbow	00 Zweihander	50 Impractical	00 Whispering



Buildings

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

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

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

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

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

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

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

Warfare

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

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

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

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

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

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

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

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

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

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

CITY THEMES		CITY EVENTS		STREET DETAILS		BUILDINGS	
1 Alchemy	51 Inventions	1 Activity (p. 19)	51 Manhunt	1 Activity (p. 19)	51 Livestock	1 Academy	51 Locksmith
2 Animal (p. 64)	52 Leisure	2 Alcohol ban	52 Mass arrests	2 Animals (p. 64)	52 Long steps	2 Alchemist	52 Lounge
3 Aristocracy	53 Libraries	3 Art trend	53 Mass conversion	3 Aqueduct	53 Manure pile	3 Apothecary	53 Manor
4 Art	54 Livestock	4 Assassination	54 Mass execution	4 Arcade	54 Misc. items (p. 39)	4 Archive	54 Marketplace
5 Asylums	55 Magic school (p. 31)	5 Beggar crowds	55 Mass expulsion	5 Archway	55 Mud	5 Armorer	55 Mason
6 Activity (p. 19)	56 Marketplaces	6 Blessing	56 Mass pardon	6 Awnings	56 Narrow	6 Art dealer	56 Menagerie
7 Banking	57 Mausoleums	7 Building collapse	57 Meat shortage	7 Balconies	57 Nobility	7 Asylum	57 Monastery
8 Baths	58 Medicine	8 Carnival	58 Military parade	8 Barricades	58 Oil spill	8 Baker	58 Moneylender
9 Begging	59 Mercenaries	9 Conscription	59 Missionaries	9 Benches	59 Overgrown	9 Bank	59 Museum
10 Bells	60 Military	10 Consecration	60 Mourning	10 Bonfire	60 Palanquins	10 Barber	60 Observatory
11 Brewing	61 Monasteries	11 Construction	61 Mud	11 Bricklayers	61 Pickpockets	11 Bathhouse	61 Opera house
12 Bridges	62 Monuments	12 Coronation	62 Mutation (p. 30)	12 Bridge	62 Piles of rags	12 Blacksmith	62 Orphanage
13 Building (p. 47)	63 Museums	13 Coup	63 New invention	13 Broken glass	63 Place trait (p. 11)	13 Bookbinder	63 Outfitter
14 Bureaucracy	64 Music	14 Crime wave	64 Patrols	14 Building (p. 47)	64 Pollen clouds	14 Bookseller	64 Palace
15 Business	65 Mutation (p. 30)	15 Curfew	65 Peace talks	15 Canal	65 Pool	15 Boyer	65 Park
16 Canals	66 Opulence	16 Delegation	66 Pilgrims	16 Carpets	66 Posters	16 Brewery	66 Physician
17 Catacombs	67 Perfume	17 Delusion (p. 30)	67 Plague	17 Carriages	67 Profession (p. 57)	17 Butcher	67 Potter
18 Cats	68 Printing	18 Demolition	68 Political scandal	18 Carts	68 Roof access	18 Candlemaker	68 Printer
19 City event (p. 46)	69 Prisons	19 Disaster (p. 31)	69 Preaching	19 Catwalks	69 Room detail (p. 15)	19 Carpenter	69 Prison
20 Courts	70 Profession (p. 57)	20 Discovery	70 Procession	20 Checkpoint	70 Roots	20 Castle	70 Restaurant
21 Crime families	71 Punishment	21 Dueling trend	71 Proclamation	21 Children	71 Ropes	21 Catacombs	71 Rope maker
22 Cults	72 Rats	22 Earthquake	72 Protests	22 Chimneys	72 Roundabout	22 Chandler	72 Room (p. 14)
23 Dancing	73 Ravens	23 Election	73 Public debate	23 Clergy	73 Sand pile	23 Cheesemaker	73 Saddler
24 Delusion (p. 30)	74 Refuse	24 Excavation	74 Public games	24 Climbable walls	74 Scaffolding	24 Clockmaker	74 Sewers
25 Dining	75 Rituals	25 Execution	75 Public prayer	25 Clotheslines	75 Sewage	25 Clothier	75 Shipyards
26 Disaster (p. 31)	76 Room theme (p. 15)	26 Exodus	76 Refugees	26 Compost	76 Sewer access	26 Cobbler	76 Shrine
27 Domain (p. 33)	77 Ruins	27 Faction war (p. 50)	77 Religious council	27 Crates	77 Shrine	27 Courthouse	77 Slaughterhouse
28 Drinking	78 Sacrifices	28 Fashion ban	78 Religious scandal	28 Crowd	78 Sinkhole	28 Criminal den	78 Stables
29 Dueling	79 Science	29 Fashion trend	79 Religious war	29 Crumbling walls	79 Skybridge	29 Curiosity shop	79 Stockyard
30 Dungeon (p. 16)	80 Shipyards	30 Fasting	80 Rioting	30 Dead end	80 Smoke	30 Dock	80 Stonecarver
31 Element (p. 29)	81 Slavery	31 Feasting	81 Sacrifice	31 Dusty	81 Spilled fruit	31 Dungeon (p. 16)	81 Structure (p. 11)
32 Faction (p. 50)	82 Slums	32 Fire	82 Schism	32 Entertainers	82 Statues	32 Dyer	82 Tailor
33 Faction trait (p. 50)	83 Smithing	33 Flood	83 Serial killer	33 Fence	83 Steam	33 Fighting pit	83 Tannery
34 Fashion	84 Smoke	34 Funeral	84 Siege	34 Flooding	84 Steep roofs	34 Fletcher	84 Tattooist
35 Festivals	85 Song	35 Gambling ban	85 Sinkhole	35 Food stalls	85 Steep streets	35 Fortune teller	85 Taxidermist
36 Feuds	86 Spices	36 Gang war	86 Smoke	36 Fountain	86 Stepping stones	36 Furrier	86 Temple
37 Fishing	87 Spores	37 Grain shortage	87 Social scandal	37 Fresh paint	87 Street cleaners	37 Gallery	87 Theater
38 Flowers	88 Steam power	38 Heresy	88 Stench	38 Fungi	88 Street criers	38 Gambling hall	88 Tobacconist
39 Food (p. 49)	89 Structure (p. 11)	39 Holy day	89 Street racing	39 Gardens	89 Teens	39 Garden	89 Townhouse
40 Fortifications	90 Temples	40 House war	90 Summoning	40 Gas leak	90 Tents	40 Gatehouse	90 University
41 Fountains	91 Textiles	41 Hysteria	91 Surrender	41 Gates	91 Thugs	41 Glassworks	91 Veterinarian
42 Gambling	92 Theaters	42 Iconoclasm	92 Taxation	42 Graffiti	92 Torches	42 Goldsmith	92 Warehouse
43 Gangs	93 Thievery	43 Immigration	93 Textile shortage	43 Gravel	93 Torn up street	43 Guildhall	93 Watchtower
44 Gardens	94 Towers	44 Inquisition	94 Tournament	44 Guards	94 Trees	44 Haberdashery	94 Watermill
45 Government	95 Training	45 Insurrection	95 Travel shift (p. 9)	45 Hay bales	95 Tunnel	45 Hospital	95 Weapon smith
46 Guilds	96 Travel shift (p. 9)	46 Invasion	96 Trial	46 Hazard (p. 17)	96 Vermin swarms	46 Inn (p. 48)	96 Weaver
47 Hazard (p. 17)	97 Treasure (p. 42)	47 Jailbreak	97 Vandalism	47 Hot coals	97 Weapon stalls	47 Jeweler	97 Windmill
48 Horses	98 Trees	48 Kidnapping	98 Vermin	48 Ladders	98 Well	48 Law office	98 Winery
49 Hunger	99 Universities	49 Landslide	99 Weapons ban	49 Lampposts	99 Wet cement	49 Leatherworks	99 Wizard's tower
50 Industry	00 Wizardry	50 Magic ban	00 Wedding	50 Lanterns	00 Wine spill	50 Library	00 Workshop

INN NAME 1		INN NAME 2		FOOD TRAITS		FOOD	
1 Activity (p. 19)	51 Musical	1 Animal (p. 64)	51 Lantern	1 Aged	51 Marinated	1 Acorn	51 Kidney bean
2 Bellowing	52 Muttering	2 Ant	52 Lion	2 Bacon-wrapped	52 Mashed	2 Alligator	52 Lamb
3 Bitter	53 Mysterious	3 Axe	53 Lute	3 Baked	53 Melt	3 Almond	53 Leek
4 Black	54 Nervous	4 Barrel	54 Mackerel	4 Balls	54 Minced	4 Animal (p. 64)	54 Lemon
5 Blazing	55 Nimble	5 Bear	55 Maid	5 Barbecued	55 Moldy	5 Antelope	55 Lime
6 Bleak	56 Oozing	6 Beaver	56 Mermaid	6 Basted	56 Pan-fried	6 Apple	56 Lobster
7 Blessed	57 Petrified	7 Beetle	57 Misc. item (p. 39)	7 Battered	57 Pastry	7 Artichokes	57 Moose
8 Bloody	58 Place trait (p. 11)	8 Bell	58 Mole	8 Blackened	58 Patty	8 Asparagus	58 Monster (p. 61)
9 Blue	59 Prancing	9 Boar	59 Monk	9 Blanched	59 Peppered	9 Bass	59 Mushroom
10 Broken	60 Purple	10 Boot	60 Monster (p. 61)	10 Boiled	60 Pickled	10 Bear	60 Mussels
11 Bucking	61 Quality (p. 28)	11 Bowl	61 Moon	11 Braised	61 Pie	11 Beaver	61 Mutton
12 Busy	62 Reckless	12 Bucket	62 Mule	12 Breaded	62 Poached	12 Beef	62 Onion
13 Cacophonous	63 Righteous	13 Bull	63 Needle	13 Brined	63 Porridge	13 Beet	63 Orange
14 Color (p. 37)	64 Roaring	14 Candle	64 Noose	14 Broiled	64 Pudding	14 Bell pepper	64 Organ (p. 64)
15 Copper	65 Roasted	15 Cat	65 Orb	15 Broth	65 Quiche	15 Bison	65 Partridge
16 Courageous	66 Romantic	16 Claw	66 Pearl	16 Browned	66 Rancid	16 Blueberry	66 Pea
17 Crimson	67 Ruby	17 Cloak	67 Pig	17 Buttered	67 Raw	17 Broccoli	67 Pear
18 Cunning	68 Salty	18 Clothing (p. 40)	68 Pipe	18 Cake	68 Roasted	18 Brussels sprout	68 Perch
19 Dancing	69 Scented	19 Cock	69 Plow	19 Candied	69 Roll	19 Cabbage	69 Pheasant
20 Dead	70 Seven	20 Coin	70 Post	20 Canned	70 Salad	20 Carp	70 Pork
21 Disdainful	71 Shimmering	21 Comb	71 Prince	21 Caramelized	71 Salted	21 Carrot	71 Possum
22 Drunken	72 Shivering	22 Cow	72 Profession (p. 57)	22 Casserole	72 Sandwich	22 Catfish	72 Potato
23 Extravagant	73 Shrieking	23 Crow	73 Queen	23 Charred	73 Sausage	23 Cattail	73 Pumpkin
24 Floating	74 Sickly	24 Crown	74 Rat	24 Chilled	74 Sautéed	24 Cauliflower	74 Quail
25 Flying	75 Silent	25 Cup	75 Rose	25 Chowder	75 Seared	25 Caviar	75 Rabbit
26 Frosty	76 Silver	26 Door	76 Saint	26 Cobbler	76 Seasoned	26 Celery	76 Raccoon
27 Ghastly	77 Singing	27 Dragon	77 Serpent	27 Creamed	77 Shredded	27 Cheese	77 Radish
28 Ghostly	78 Sleeping	28 Eagle	78 Shoe	28 Crumble	78 Simmered	28 Cherry	78 Raspberry
29 Glittering	79 Smoking	29 Egg	79 Shovel	29 Cubed	79 Slow-cooked	29 Chestnut	79 Rat
30 Golden	80 Sound (p. 66)	30 Elephant	80 Skull	30 Cured	80 Smoked	30 Chicken	80 Reindeer
31 Graceful	81 Squeaky	31 Fish	81 Sow	31 Deep-fried	81 Soup	31 Clams	81 Rhubarb
32 Green	82 Stubborn	32 Flea	82 Spoon	32 Diced	82 Sour	32 Corn	82 Salmon
33 Grotesque	83 Tainted	33 Food (p. 49)	83 Staff	33 Drunk	83 Spiced	33 Crab	83 Shrimp
34 Harmless	84 Terrible	34 Fork	84 Star	34 Emulsified	84 Spit-roasted	34 Crayfish	84 Snails
35 Heartless	85 Thirsty	35 Giant	85 Stone	35 Fermented	85 Stale	35 Cucumber	85 Snake
36 Helpful	86 Thirteen	36 Griffin	86 Sun	36 Flambéd	86 Steamed	36 Dandelion	86 Spinach
37 Hideous	87 Three	37 Hare	87 Sword	37 Fondue	87 Stewed	37 Duck	87 Squash
38 Honeyed	88 Topsy	38 Hart	88 Thistle	38 Frozen	88 Stir-fried	38 Eel	88 Squirrel
39 Howling	89 Troublesome	39 Hawk	89 Thorn	39 Glazed	89 Strips	39 Egg	89 Strawberry
40 Hungry	90 Two	40 Hen	90 Torch	40 Grilled	90 Stuffed	40 Eggplant	90 Sturgeon
41 Jolly	91 Vexing	41 Hog	91 Tower	41 Gruel	91 Sugared	41 Elk	91 Tangerine
42 Kindly	92 Violet	42 Hole	92 Unicorn	42 Hash	92 Sun-dried	42 Goat	92 Tomato
43 Last	93 Wailing	43 Horse	93 Vulture	43 Hasty	93 Tenderized	43 Goose	93 Trout
44 Lazy	94 Wandering	44 Hound	94 Weapon (p. 43)	44 Honeyed	94 Texture (p. 36)	44 Grape	94 Turnip
45 Loathsome	95 Wanton	45 Jar	95 Weasel	45 Iced	95 Toasted	45 Green bean	95 Turtle
46 Lovesick	96 Whispering	46 Kettle	96 Whale	46 Inside-out	96 Turnover	46 Guinea pig	96 Veal
47 Loyal	97 Whistling	47 Key	97 Wheel	47 Jellyed	97 Undercooked	47 Ham	97 Venison
48 Melancholy	98 White	48 Knife	98 Whistle	48 Layered	98 Upside-down	48 Hare	98 Walnut
49 Merry	99 Wicked	49 Lamb	99 Wife	49 Live	99 Wind-dried	49 Hazelnut	99 Wild boar
50 Moldy	00 Yellow	50 Lamp	00 Worm	50 Loaf	00 Wrapped	50 Hot pepper	00 Yam

FACTIONS		FACTION TRAITS		MISSIONS		REWARDS	
1 Actors' guild	51 Merchant cartel	1 Activist	51 Law-abiding	1 Apprehend NPC	51 Infiltrate faction	1 A blind eye	51 Location (p. 10)
2 Angelic army	52 Midwife union	2 Activity (p. 19)	52 Learned	2 Arrange marriage	52 Investigate crime	2 Alcohol	52 Machine
3 Art movement	53 Militia	3 Aging	53 Magical	3 Awaken monster	53 Kidnap leader	3 Animal (p. 64)	53 Magic item
4 Art school	54 Mining company	4 Anarchic	54 Manipulative	4 Banish demon	54 Kidnap NPC	4 Armor	54 Magical ally
5 Assassins' guild	55 Monastery	5 Ancient	55 Martial	5 Befoul location	55 Kill leader	5 Army	55 Mansion
6 Bandit troop	56 Monster hunters	6 Athletic	56 Monarchist	6 Blackmail NPC	56 Kill NPC	6 Artwork	56 Material (p. 42)
7 Banking corp	57 Mothers	7 Avant-garde	57 Murderous	7 Bribe faction	57 Locate city	7 Asset (p. 58)	57 Meeting
8 Barbarian horde	58 Mutants	8 Backstabbing	58 Musical	8 Bribe NPC	58 Locate dungeon	8 Blackmail	58 Mercenaries
9 Bards' guild	59 National church	9 Bankrupt	59 Mutated	9 Burgle building	59 Locate faction	9 Blessing	59 Monster ally (p. 61)
10 Beggars' guild	60 Naval crew	10 Breakaway	60 National reach	10 Chart dungeon	60 Locate item	10 Blueprints	60 Noble clothing
11 Big game hunters	61 Necromancers	11 Bureaucratic	61 Obnoxious	11 Chart location	61 Locate landmark	11 Building (p. 47)	61 Noble title
12 Burgling crew	62 Noble house	12 Charitable	62 Ostentatious	12 Clear dungeon	62 Locate NPC	12 Business	62 Palace
13 Chimney sweeps	63 Officers' club	13 Code of conduct	63 Patriotic	13 Clear lair	63 Locate location	13 Caravel	63 Pardon
14 Circus troupe	64 Oracles' circle	14 Connected	64 Personality (p. 56)	14 Control building	64 Loot dungeon	14 Carriage	64 Planar portal
15 City council	65 Outlander clan	15 Contemptuous	65 Pious	15 Craft item	65 Overthrow NPC	15 Castle	65 Political clout
16 City guard	66 Peacekeepers	16 Corrupt	66 Popular	16 Cripple NPC	66 Patrol building	16 Chapel	66 Potion (p. 35)
17 Convent	67 Philosophy club	17 Crime-fighting	67 Predatory	17 Deceive faction	67 Patrol city	17 Charter	67 Printing press
18 Counterfeiters	68 Pirate crew	18 Decadent	68 Predictable	18 Deceive NPC	68 Persuade faction	18 Companion	68 Reduced sentence
19 Courtier faction	69 Poachers	19 Desperate	69 Proselytizing	19 Deface building	69 Persuade NPC	19 Contract	69 Location map
20 Crafting guild	70 Social movement	20 Discriminatory	70 Proud	20 Defraud NPC	70 Plant item	20 Cottage	70 Relic
21 Crime family	71 Political party	21 Disciplined	71 Respected	21 Destroy building	71 Poison NPC	21 Craftsmen	71 Religious clout
22 Cult fanatics	72 Ranger squad	22 Divided	72 Reunified	22 Destroy item	72 Prank NPC	22 Cypher	72 Renown
23 Debate society	73 Religious sect	23 Dwindling	73 Revered	23 Destroy monster	73 Protect building	23 Delivery	73 Revenge
24 Demonic army	74 Resistance	24 Egalitarian	74 Reviled	24 Destroy warband	74 Protect item	24 Dungeon (p. 16)	74 Rights
25 Deserter band	75 Royal army	25 Elite	75 Revolutionary	25 Discredit NPC	75 Protect NPC	25 Dungeon map	75 Royal clothing
26 Dragon cult	76 Royal house	26 Eloquent	76 Righteous	26 Drown NPC	76 Pursue NPC	26 Endorsement	76 Safe passage
27 Druid circle	77 Scholar's circle	27 Elusive	77 Rules-bound	27 Duplicate item	77 Raid building	27 Estate	77 Secret
28 Dungeoneer guild	78 School faculty	28 Erratic	78 Ruthless	28 Entertain NPC	78 Replace item	28 Expert	78 Servants
29 Elite warriors	79 Secret society	29 Exclusive	79 Scrappy	29 Entrap NPC	79 Replace NPC	29 Faction ally (p. 50)	79 Shortcut
30 Explorer's club	80 Sewer people	30 Expanding	80 Secretive	30 Escape building	80 Rescue family	30 Familiar	80 Sloop
31 Fencing school	81 Smuggling ring	31 Family	81 Single-minded	31 Escape city	81 Rescue leader	31 Farm	81 Social clout
32 Fight club	82 Sports league	32 Fanatical	82 Slandered	32 Escape dungeon	82 Rescue NPC	32 Favor	82 Spell (pp. 22-25)
33 Fraternity	83 Sports team	33 Feared	83 Snobby	33 Escape location	83 Resolve dispute	33 Fishing boat	83 Spices
34 Free company	84 Spy network	34 Fractious	84 Stealthy	34 Escort NPC	84 Retrieve item	34 Fleet	84 Structure (p. 11)
35 Gambling ring	85 Street artists	35 Genteel	85 Stodgy	35 Extort NPC	85 Rob faction	35 Forge	85 Temple
36 Ghost society	86 Street gang	36 Glamorous	86 Subversive	36 Follow NPC	86 Rob NPC	36 Formula	86 Theater
37 Gladiator league	87 Street musicians	37 Global reach	87 Suppressed	37 Forge weapon	87 Sabotage item	37 Galleon	87 Time extension
38 Gourmand club	88 Student union	38 Gullible	88 Thieving	38 Frame NPC	88 Sabotage treaty	38 Gold	88 Tower
39 Gravediggers	89 Terrorist cell	39 Heretical	89 Threatened	39 Frighten NPC	89 Sabotage wedding	39 Guide	89 Training
40 Healing order	90 Thieves' guild	40 Homeless	90 Thriving	40 Goal (p. 57)	90 Seduce NPC	40 Guildhall	90 Transformation
41 Heist crew	91 Trade company	41 Hunted	91 Traitorous	41 Haunt NPC	91 Smuggle item in	41 Healing	91 Transport
42 Heretical sect	92 Urchin swarm	42 Inbred	92 Undead	42 Hide item	92 Smuggle item out	42 Hideout	92 Treasure (p. 42)
43 High council	93 Vampire clan	43 Incompetent	93 Up-and-coming	43 Hide NPC	93 Spread rumor	43 Hirelings	93 Treasure map
44 Hired muscle	94 Veteran society	44 Incorruptible	94 Wealthy	44 Humiliate NPC	94 Spy on faction	44 Hounds	94 Vineyard
45 Illuminati	95 Vigilante league	45 Inquisitive	95 Welcoming	45 Impersonate NPC	95 Spy on NPC	45 House	95 Wagon
46 Inquisition	96 Warlock pact	46 Insane	96 Well-armed	46 Impress faction	96 Summon being	46 Influential ally	96 Warband
47 Knightly order	97 Werewolf pack	47 Insular	97 Well-provisioned	47 Impress NPC	97 Survive test	47 Inn (p. 48)	97 Warhorse
48 Living machines	98 Witch coven	48 Internecine	98 Wretched	48 Infiltrate building	98 Tame monster	48 Jewels	98 Wealthy clothing
49 Local watch	99 Wizard school	49 Intoxicated	99 Xenophobic	49 Infiltrate city	99 Transport item	49 Key	99 Weakness (p. 67)
50 Mad scientists	00 Zombie horde	50 Laid back	00 Youthful	50 Infiltrate dungeon	00 Transport NPC	50 Livestock	00 Weapon (p. 43)



Downtime

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

D20 CAROUSING MISHAPS

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

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

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

CAREER TYPES

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

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

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

Recruiting

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

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

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

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

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

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

COMPANIONS: Statistics vary.

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

ARCHETYPES

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

MALE NAMES

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

FEMALE NAMES

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

SURNAME 1

1 Adder-	51 Hart-
2 Apple-	52 Haver-
3 Ash-	53 Hedge-
4 Bab-	54 Hither-
5 Bag-	55 Holly-
6 Bar-	56 Honey-
7 Barrow-	57 Horn-
8 Basker-	58 Kettle-
9 Beau-	59 Kings-
10 Beetle-	60 Little-
11 Berry-	61 Long-
12 Bird-	62 Love-
13 Brandy-	63 Middle-
14 Bright-	64 Mug-
15 Brindle-	65 Nether-
16 Bull-	66 Never-
17 Bux-	67 Obling-
18 Caven-	68 Pember-
19 Cheltenham-	69 Penning-
20 Chester-	70 Pens-
21 Chuff-	71 Pinker-
22 Chum-	72 Porten-
23 Clod-	73 Quill-
24 Cobble-	74 Rath-
25 Cotten-	75 Sack-
26 Cress-	76 Sallow-
27 Crom-	77 Salt-
28 Cumber-	78 Scor-
29 Dela-	79 Sedge-
30 Dig-	80 Silver-
31 Draw-	81 Slither-
32 Dreg-	82 Smit-
33 Drol-	83 Snod-
34 Dun-	84 Souther-
35 Even-	85 Stew-
36 Ever-	86 Stir-
37 Fair-	87 Swine-
38 Fallow-	88 Tar-
39 Farthing-	89 Temple-
40 Feather-	90 Tide-
41 Ferns-	91 Tread-
42 Fox-	92 Under-
43 Gam-	93 Vander-
44 Gird-	94 Weather-
45 Gos-	95 Wester-
46 Grey-	96 Wex-
47 Grim-	97 Whit-
48 Half-	98 Wither-
49 Hard-	99 Withing-
50 Harrow-	00 Wy-

SURNAME 2

1 -bald	51 -ling
2 -barrow	52 -lish
3 -batch	53 -lock
4 -beck	54 -long
5 -blood	55 -low
6 -bold	56 -ly
7 -bone	57 -man
8 -bottle	58 -march
9 -bottom	59 -mark
10 -bridge	60 -marl
11 -buck	61 -marsh
12 -burn	62 -mass
13 -bury	63 -meer
14 -by	64 -mond
15 -caster	65 -mont
16 -castle	66 -mor
17 -chester	67 -morn
18 -child	68 -nick
19 -church	69 -ny
20 -cliff	70 -port
21 -cloth	71 -ridge
22 -coat	72 -row
23 -combe	73 -sea
24 -cott	74 -set
25 -dale	75 -shot
26 -dish	76 -sop
27 -ditch	77 -spoon
28 -down	78 -staff
29 -fax	79 -stoke
30 -feld	80 -stone
31 -fent	81 -ten
32 -fer	82 -thorn
33 -field	83 -thorpe
34 -foot	84 -thorp
35 -force	85 -ton
36 -fort	86 -tooth
37 -fry	87 -top
38 -gale	88 -vane
39 -grass	89 -ville
40 -grave	90 -wald
41 -green	91 -wark
42 -grove	92 -watch
43 -ham	93 -water
44 -hill	94 -well
45 -hope	95 -whistle
46 -lack	96 -wick
47 -lain	97 -wood
48 -land	98 -worm
49 -less	99 -worth
50 -lin	00 -worthy

PERSONALITIES		NPC DETAILS		PROFESSIONS		GOALS	
1 Always bored	51 Klutz	1 Acid scar	51 Missing finger	1 Abbot	51 Jailer	1 Achieve holiness	51 Enforce morality
2 Anxious	52 Know-it-all	2 Aquiline face	52 Missing foot	2 Acolyte	52 Jester	2 Acquire followers	52 Enlightenment
3 <i>Archetype (p. 53)</i>	53 Knows everybody	3 Arrow scar	53 Missing hand	3 Acrobat	53 Jeweler	3 Acquire land	53 Entertainment
4 Arrogant	54 Logical	4 Athletic	54 Missing leg	4 Adviser	54 Juggler	4 Acquire wealth	54 Fame and glory
5 Blunt	55 Love-struck	5 Bad eyesight	55 Missing teeth	5 Alchemist	55 Knight	5 Advise leader	55 Find justice
6 Bossy	56 Manic	6 Bald	56 <i>Mutation (p. 30)</i>	6 Apothecary	56 Lady	6 Amaze city	56 Find love
7 Braggart	57 Melancholic	7 Balding	57 Mute	7 Archer	57 Locksmith	7 Avoid detection	57 Frame faction
8 Bully	58 Misanthrope	8 Beautiful	58 No eyebrows	8 <i>Archetype (p. 53)</i>	58 Magician	8 Become free	58 Frighten city
9 Can-do attitude	59 Miserly	9 Birthmark	59 Noose scar	9 Artisan	59 Mariner	9 Become infamous	59 Frighten faction
10 Chatterbox	60 Morbid	10 Bite mark	60 Oily	10 Artist	60 Merchant	10 Become learned	60 Gain respect
11 Chipper	61 Naive	11 Blade scar	61 Pageboy hair	11 Baker	61 Minstrel	11 Clear region	61 Get revenge
12 Chummy	62 Narcissist	12 Blind	62 Perfect posture	12 Beggar	62 Monarch	12 Collect artifacts	62 Hear rumors
13 Competitive	63 Nerd	13 Blunt face	63 Perfumed	13 Blacksmith	63 Moneylender	13 Conquer city	63 Indulge tastes
14 Compulsive liar	64 Never gives up	14 Bony	64 Piercings	14 Bookbinder	64 Monk	14 Conquer region	64 Join faction
15 Condescending	65 Obsessive	15 Braided hair	65 Pointed face	15 Brewer	65 Musician	15 Control city	65 Join nobility
16 Conniving	66 Over-cautious	16 Brawny	66 Ponytail	16 Burglar	66 Orphan	16 Control faction	66 Lead faction
17 Courageous	67 Paranoid	17 Bristly hair	67 Pox scars	17 Circus performer	67 Outlander	17 Control magic	67 Map wild
18 Cowardly	68 Patriotic	18 Broken nose	68 Ripped	18 Carpenter	68 Outlaw	18 Control military	68 Master skill
19 Creep	69 Pedantic	19 Burn scar	69 Ritual scar	19 Composer	69 Page	19 Control politics	69 <i>Mission (p. 51)</i>
20 Cryptic	70 Perfect manners	20 Bushy brows	70 Rosy face	20 Cook	70 Peddler	20 Control religion	70 Overthrow ruler
21 Debonair	71 Perfectionist	21 Childish face	71 Rotten teeth	21 Count	71 Pilgrim	21 Control trade	71 Pacify faction
22 Decadent	72 Pious	22 Chiseled face	72 Round face	22 Courtier	72 Poacher	22 Create army	72 Protect artifacts
23 Ditz	73 Power-hungry	23 Claw scar	73 Rugged	23 Cutpurse	73 Poisoner	23 Create art	73 Protect borders
24 Dogmatic	74 Prejudiced	24 Coiffed	74 Scrawny	24 Doctor	74 Priest	24 Create base	74 Protect city
25 Droll	75 Prickly	25 Corpulent	75 Shaggy hair	25 Dogcatcher	75 Prince	25 Create city	75 Protect faction
26 Epicurean	76 Proselytizer	26 Craggy face	76 Sharp teeth	26 Dramaturge	76 Privateer	26 Create disease	76 Protect family
27 Fanatic	77 Righteous	27 Crooked teeth	77 Shriveled	27 Duke	77 Ratcatcher	27 Create dungeon	77 Protect history
28 Femme fatale	78 Rigid discipline	28 Cropped hair	78 Silky hair	28 Earl	78 Scholar	28 Create faction	78 Protect leader
29 Fiercely loyal	79 Ruthless	29 Curly hair	79 Sinewy	29 Eunuch	79 Scribe	29 Create family	79 Protect region
30 Flamboyant	80 Sadist	30 Deaf	80 Slender	30 Executioner	80 Sellsword	30 Create machine	80 Protect the weak
31 Flirt	81 Sarcastic	31 Delicate face	81 Slicked hair	31 Falconer	81 Ship's captain	31 Create monopoly	81 Publish works
32 Folksy	82 Self-pitying	32 Dreadlocks	82 Slouched	32 Farmer	82 Shopkeeper	32 Create monster	82 Purge traitors
33 Formal	83 Serene	33 Filthy hair	83 Smelly	33 Fence	83 Smuggler	33 Create portal	83 Raise the dead
34 Generous	84 Skeptical	34 Flabby	84 Square face	34 Fisherman	84 Soldier	34 Cripple faction	84 Restore faction
35 Germaphobe	85 Slacker	35 Flat face	85 Squint	35 Fishwife	85 Spy	35 Cure disease	85 Restore ruler
36 Glutton	86 Slovenly	36 Frail	86 Statuesque	36 Fortuneteller	86 Squire	36 Destroy army	86 Rule city
37 Gossip	87 Snitch	37 Freckles	87 Stout	37 Galley slave	87 Student	37 Destroy artifacts	87 Rule realm
38 Gullible	88 Snob	38 Furrowed face	88 Sweaty	38 Gambler	88 Swindler	38 Destroy city	88 Rule world
39 Hard-boiled	89 Sophist	39 Gaunt	89 Tattooed	39 Gardener	89 Tailor	39 Destroy faction	89 Sabotage faction
40 Holds a grudge	90 Spacey	40 Gold tooth	90 Tiny	40 General	90 Tavern wench	40 Destroy family	90 See the world
41 Honorable	91 Superstitious	41 Hard of hearing	91 Topknot	41 Gladiator	91 Thespian	41 Destroy magic	91 Serve a deity
42 Hothead	92 Terrible memory	42 Hulking	92 Towering	42 Governess	92 Tomb robber	42 Destroy nobility	92 Serve evil
43 Humorless	93 Thick	43 Lanky	93 Twisted lip	43 Gravedigger	93 Torturer	43 Destroy realm	93 Serve faction
44 Idealistic	94 Toady	44 Lantern jaw	94 Very long hair	44 Horse breeder	94 Trapper	44 Destroy religion	94 Serve leader
45 Imperious	95 Totally unreliable	45 Limp	95 Warts	45 Guard	95 Urchin	45 Destroy world	95 Serve the needy
46 Impulsive	96 Truthful	46 Lumpy face	96 Wavy hair	46 Herbalist	96 Vagrant	46 Discredit faction	96 Share knowledge
47 Insecure	97 Uptight	47 Luxurious hair	97 Weathered face	47 Hermit	97 Viscount	47 Distribute wealth	97 Slay monsters
48 Intense	98 Whiner	48 Missing arm	98 Willowy	48 Hunter	98 Vizier	48 End poverty	98 Sow chaos
49 Jealous	99 Windbag	49 Missing ear	99 Wiry	49 Innkeeper	99 Wigmaker	49 End war	99 Spread beliefs
50 Jerk	00 Wisecracking	50 Missing eye	00 Wispy hair	50 Interpreter	00 Young lady	50 Enforce law	00 Survive dangers

ASSETS		LIABILITIES		RELATIONSHIPS		MANNERISMS	
1 Agile	51 Natural leader	1 Alcoholic	51 Many exes	1 Acquaintance	51 Kidnapper	1 Anecdotes	51 Narrates
2 Assassin leader	52 Noble	2 Arthritis	52 Migraines	2 Admirer	52 Lover	2 Archetype (p. 53)	52 Nasal
3 Bodyguards	53 Nothing to lose	3 Bad leader	53 Military enemy	3 Adviser	53 Maid	3 Asides	53 Ominous
4 Book expert (p. 40)	54 Owed favors	4 Bad liar	54 Mind-controlled	4 Ally	54 Master	4 Authoritative	54 Overconfident
5 Building (p. 47)	55 Owed money	5 Bankrupt	55 Misinformed	5 Apprentice	55 Mentor	5 Booming	55 Overly casual
6 Building access	56 Owns armory	6 Beholden	56 Money trail	6 Assistant	56 Niece or nephew	6 Breathly	56 Pedantic
7 Card shark	57 Owns army	7 Blackmailed	57 Monster trait (p. 65)	7 Aunt or uncle	57 Nemesis	7 Brusque	57 Platitudinous
8 Charming	58 Owns castle	8 Blind	58 Mutation (p. 30)	8 Believer	58 Oppressor	8 Chatty	58 Ponderous
9 Contortionist	59 Owns factory	9 Cannot count	59 Narcissist	9 Beneficiary	59 Paid companion	9 Cheery	59 Pontificating
10 Cooks books	60 Owns fleet	10 Cannot read	60 Needs flattery	10 Best friend	60 Paramour	10 Chuckles	60 Precise
11 Cult leader	61 Owns library	11 Clumsy	61 Needs medicine	11 Blackmailer	61 Parent	11 Clipped	61 Prissy
12 Demigod	62 Owns manor	12 Condescending	62 No rights	12 Bodyguard	62 Patron	12 Cocky	62 Profane
13 Disciples	63 Owns press	13 Coward	63 Non-human	13 Business partner	63 Pen pal	13 Condescending	63 Professorial
14 Disguises	64 Owns relics	14 Crippled	64 Obese	14 Business rival	64 Political prisoner	14 Conspiratorial	64 Purring
15 Dungeon access	65 Owns ship	15 Cursed	65 Obnoxious	15 Buyer	65 Political rival	15 Crooning	65 Quaint sayings
16 Elite archer	66 Owns stables	16 Deaf	66 OCD	16 Captive	66 Predator	16 Cryptic	66 Quiet
17 Elite fighter	67 Owns the guards	17 Decadent	67 Outcast	17 Captor	67 Prey	17 Curt	67 Quivering
18 Erases evidence	68 Owns tower	18 Delusion (p. 30)	68 Paranoid	18 Champion	68 Prisoner	18 Deadpan	68 Quotations
19 Excellent liar	69 Owns warband	19 Disloyal followers	69 Pariah	19 Child	69 Protege	19 Deep voice	69 Rambling
20 Extremely rich	70 Political leader	20 Disobeys orders	70 Party animal	20 Client	70 Quarry	20 Dramatic	70 Random facts
21 Faction leader	71 Potion (p. 35)	21 Drug addict	71 Political enemy	21 Coach	71 Right hand	21 Drawl	71 Ranting
22 Faction member	72 Potion stockpile	22 Evil lineage	72 Poor equipment	22 Collaborator	72 Rival suitor	22 Droning	72 Rapid-fire
23 Famous actor	73 Power (p. 65)	23 Exiled	73 Prison record	23 Colleague	73 Servant	23 Effusive	73 Raspy
24 Famous artist	74 Powerful ex	24 Faction enemy	74 Reckless	24 Competitor	74 Sibling	24 Enunciates	74 Resonant
25 Famous cleric	75 Powerful friend	25 Faints	75 Religious enemy	25 Confessor	75 Snitch	25 Flowery	75 Rhyming
26 Famous composer	76 Powerful lover	26 Family enemy	76 Scandalous birth	26 Confidant	76 Social rival	26 Genteel	76 Rhythmic
27 Famous explorer	77 Powerful parent	27 Flirts constantly	77 Scent (p. 66)	27 Contact	77 Source	27 Grave	77 Robotic
28 Famous general	78 Powerful spouse	28 Food addict (p. 49)	78 Secret lover	28 Crush	78 Sponsor	28 Gravelly	78 Sarcastic
29 Famous poet	79 Procures gear	29 Fragile	79 Seizures	29 Customer	79 Spouse	29 Growling	79 Seductive
30 Fast	80 Profession (p. 57)	30 Gambling addict	80 Senile	30 Debtholder	80 Stalker	30 Halting	80 Shrill
31 Feared	81 Religious leader	31 Gets in fights	81 Softhearted	31 Debtor	81 Step-child	31 Hiccups	81 Sing-song
32 Fence	82 Respected	32 Glutton	82 Sound (p. 66)	32 Disciple	82 Step-parent	32 Highly formal	82 Slow speech
33 Forges papers	83 Saboteur	33 Greedy	83 Strict routines	33 Donor	83 Step-sibling	33 Histrionic	83 Slurring
34 Gorgeous	84 Secret base	34 Gullible	84 Stupid	34 Employee	84 Steward	34 Hoarse	84 Sneering
35 Hears rumors	85 Secret lab	35 Hemophilia	85 Superstitious	35 Employer	85 Student	35 Honeyed	85 Sonorous
36 Heir to a fortune	86 Secret weapon	36 Hideous	86 Surveilled	36 Ex-spouse	86 Suitor	36 Hushed	86 Soothing
37 Huge family	87 Sells contraband	37 Huge debts	87 Suspicious	37 Fan	87 Supplicant	37 Hyperbolic	87 Sound (p. 66)
38 Impersonator	88 Servants	38 Insurrectionist	88 Too generous	38 Fiance	88 Supplier	38 Hypnotic	88 Speechifying
39 Instructor	89 Shapeshifter	39 Jealous	89 Transformed	39 Frenemy	89 Sweetheart	39 Incoherent	89 Squeaky
40 Intimidating	90 Smuggles goods	40 Known con artist	90 Uncool	40 Grandchild	90 Teacher	40 Insistent	90 Street slang
41 Knows buyers	91 Spell (pp. 22-25)	41 Known murderer	91 Undead	41 Grandparent	91 Teammate	41 Interrupts	91 Stutters
42 Knows shortcut	92 Spy network	42 Known thief	92 Unpopular	42 Guardian	92 Thrall	42 Laconic	92 Talks to self
43 Launder money	93 Stage magician	43 Known traitor	93 Vampire	43 Guest	93 Tormentor	43 Languid	93 Trails off
44 Local knowledge	94 Stealthy	44 Known vandal	94 Very short	44 Half-sibling	94 Trainer	44 Liling	94 Upspoken
45 Loremaster	95 Strong	45 Laughingstock	95 Wanted	45 Harasser	95 Unrequited love	45 Long pauses	95 Vitriolic
46 Loyal henchmen	96 Structure (p. 11)	46 Lazy	96 War criminal	46 Henchman	96 Valet	46 Melodious	96 Voice breaks
47 Master mage	97 Trained animals	47 Leaves evidence	97 Weak-willed	47 Housekeeper	97 Vassal	47 Monosyllabic	97 Warm
48 Mechanical expert	98 Trained monsters	48 Loud	98 Weakness (p. 67)	48 Idol	98 Victim	48 Monotone	98 Whispers
49 Military leader	99 Unbreakable	49 Lowborn	99 Werewolf	49 Investor	99 War buddy	49 Mumbles	99 Wistful
50 Multilingual	00 War hero	50 Many enemies	00 Widely despised	50 Jilted lover	00 Ward	50 Name-drops	00 Wry



Monsters

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

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

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

MONSTERS

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

Bestiary

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

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

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

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

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

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

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

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

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

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

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

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

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

GHOUL: AC 13, HP 8, LVL 2, ATK 2 claws (d3) and 1 bite (d3), MOV 30', MRL 9, NA d6 (2d8). Hits paralyze targets who fail a STR check for 2d4 turns. Undead, silent, immune to mental spells.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

ANIMALS		ORGANS		MONSTER TRAITS		POWERS	
1 Ant	51 Jellyfish	1 Antennae	51 Long tongue	1 Acid blood	51 Many heads	1 Absorb abilities	51 Healing aura
2 Anteater	52 Leech	2 Antlers	52 Loose skin	2 Amphibious	52 Many legs	2 Acid aura	52 Hypnotism
3 Ape	53 Lion	3 Baleen	53 Mandibles	3 Ancient	53 Many mouths	3 Acid bolt	53 Ice aura
4 Badger	54 Locust	4 Bat wings	54 Mane	4 <i>Anim. form (p. 64)</i>	54 Mechanical	4 Acid breath	54 Ice bolt
5 Bat	55 Lynx	5 Beaver tail	55 Mantis arms	5 Animated	55 Metallic	5 Astral projection	55 Ice breath
6 Bear	56 Mantis	6 Blowhole	56 Monkey tail	6 Asymmetrical	56 Mismatched limbs	6 Attract	56 Ice wall
7 Beaver	57 Mastodon	7 Blubber	57 Mouse ears	7 Bloated	57 Molting	7 Beast control	57 Immovability
8 Bee	58 Mockingbird	8 Boar tusks	58 Mucus	8 Bloodless	58 Muscular	8 Bird control	58 Insect control
9 Beetle	59 Mole	9 Bushy tail	59 Otter tail	9 Brittle	59 <i>Mutation (p. 30)</i>	9 Blind	59 Iron wall
10 Boar	60 Monkey	10 Butterfly wings	60 Oyster shell	10 Burning	60 No neck	10 Blur	60 Laser eyes
11 Bulldog	61 Moose	11 Carapace	61 Pelican bill	11 Charged	61 One eye	11 Burrow	61 Levitation
12 Butterfly	62 Moth	12 Cat tail	62 Pig snout	12 Clay-like	62 Ooze-form	12 Chameleon skin	62 Lightning bolt
13 Camel	63 Mouse	13 Chameleon eyes	63 Pig tail	13 <i>Color (p. 37)</i>	63 <i>Organ (p. 64)</i>	13 Clairaudience	63 Lightning breath
14 Cat	64 Mule	14 Claws	64 Pincers	14 Colossal	64 <i>Personality (p. 56)</i>	14 Clairvoyance	64 Love aura
15 Centipede	65 Octopus	15 Cobra hood	65 Plates	15 Crystalline	65 Poisonous	15 Clone self	65 Magnetism
16 Chameleon	66 Otter	16 Comb	66 Plumage	16 Decaying	66 <i>Potion (p. 35)</i>	16 Create illusion	66 Memory control
17 Cobra	67 Owl	17 Compound eyes	67 Proboscis	17 <i>Delusion (p. 30)</i>	67 Powdery	17 Deafen	67 Mimic sounds
18 Cockroach	68 Ox	18 Crab shell	68 Pseudopod	18 <i>Element skin (p. 29)</i>	68 <i>Power (p. 65)</i>	18 Drain life	68 Mind control
19 Constrictor	69 Panther	19 Crane beak	69 Quills	19 Elongated	69 Pulsing	19 Dreamwalk	69 Mold flesh
20 Cougar	70 Pig	20 Crest	70 Rat tail	20 Ethereal	70 Radioactive	20 Earthquake	70 Mold metal
21 Cow	71 Pony	21 Cricket legs	71 Scales	21 Ever-young	71 Reflective	21 Echolocation	71 Mold stone
22 Coyote	72 Porcupine	22 Detachable tail	72 Scorpion tail	22 Eyeless	72 Rubbery	22 <i>Effect (p. 28)</i>	72 Paralyze
23 Crab	73 Possum	23 Digging claws	73 Segments	23 Faceless	73 <i>Scent (p. 66)</i>	23 <i>Effect aura (p. 28)</i>	73 Paranoia aura
24 Crane	74 Rabbit	24 Dragonfly wings	74 Shaggy hair	24 Flaking	74 Shadowy	24 <i>Effect blast (p. 28)</i>	74 Petrify
25 Cricket	75 Raccoon	25 Duck bill	75 Short fur	25 Flammable	75 Sharp	25 <i>Effect bolt (p. 28)</i>	75 Plane shift
26 Crocodile	76 Rat	26 Eagle wings	76 Siphon	26 Flexible	76 Short limbs	26 <i>Effect ray (p. 28)</i>	76 Plant control
27 Crow	77 Reindeer	27 Elephant tusks	77 Snail shell	27 Fluffy	77 Shriveled	27 Electric aura	77 Poison aura
28 Cuckoo	78 Rooster	28 Exoskeleton	78 Spikes	28 Foaming	78 Skeletal	28 <i>Element aura (p. 29)</i>	78 Poison breath
29 Donkey	79 Salamander	29 Eye stalks	79 Spines	29 Fungal	79 Skin shedding	29 <i>Element blast (p. 29)</i>	79 <i>Potion (p. 35)</i>
30 Dragonfly	80 Scorpion	30 Falcon beak	80 Spinnerets	30 Fuzzy	80 Slimy	30 <i>Element bolt (p. 29)</i>	80 Rage aura
31 Duck	81 Seal	31 Fangs	81 Spotted fur	31 Gaseous	81 Smoking	31 <i>Elem. breath (p. 29)</i>	81 Raise dead
32 Eagle	82 Shark	32 Feathers	82 Squid beak	32 Gelatinous	82 Soft	32 <i>Elem. control (p. 29)</i>	82 Remove curse
33 Eel	83 Sheep	33 Fins	83 Stinger	33 Geometric	83 Sooty	33 <i>Element ray (p. 29)</i>	83 Repulse
34 Elephant	84 Slug	34 Fly wings	84 Striped fur	34 Hair shedding	84 <i>Sound (p. 66)</i>	34 <i>Element wall (p. 29)</i>	84 Rot
35 Elk	85 Snail	35 Frog legs	85 Stubby tail	35 Hairless	85 Sparking	35 Entangle	85 Shockwave
36 Falcon	86 Sparrow	36 Gills	86 Suction cups	36 Hairy	86 Steaming	36 Entomb	86 Silence
37 Firefly	87 Spider	37 Gliding flaps	87 Talons	37 Hardened	87 Sticky	37 Explode	87 Sleep aura
38 Fox	88 Squid	38 Hooves	88 Tendrils	38 Headless	88 Stinking	38 Fear aura	88 Slow enemies
39 Frog	89 Squirrel	39 Horns	89 Tentacles	39 Ice-cold	89 Stone-like	39 Fire aura	89 <i>Spell (pp. 22-25)</i>
40 Goat	90 Tiger	40 Horse tail	90 Toucan beak	40 Illusory	90 Stretchy	40 Fire bolt	90 Spirit control
41 Goose	91 Toad	41 Humming wings	91 Trunk	41 Iridescent	91 <i>Tactic (p. 67)</i>	41 Fire breath	91 Stone wall
42 Hare	92 Turtle	42 Humps	92 Turtle shell	42 Large head	92 <i>Texture (p. 36)</i>	42 Fire control	92 Summon
43 Hart	93 Viper	43 Large ears	93 Udder	43 Legless	93 Tiny	43 Fire starting	93 Swallow whole
44 Hawk	94 Vulture	44 Large eyes	94 Walrus tusks	44 Liquid	94 Translucent	44 Fire wall	94 Swap minds
45 Hedgehog	95 Walrus	45 Large incisors	95 Warts	45 Luminous	95 Tree-like	45 Fog breath	95 Teleport
46 Hornet	96 Weasel	46 Long body	96 Wattle	46 Lumpy	96 Two-dimensional	46 Force wall	96 Time control
47 Horse	97 Whale	47 Long ears	97 Webbed feet	47 <i>Mannerism (p. 59)</i>	97 Venomous	47 Friendship aura	97 <i>Travel shift (p. 9)</i>
48 Hound	98 Wolf	48 Long legs	98 Webbed hands	48 Many arms	98 Vibrating	48 Gravity control	98 Undead control
49 Hummingbird	99 Wolverine	49 Long neck	99 Whiskers	49 Many eyes	99 Waxy	49 Grow plants	99 Wind control
50 Jackal	00 Worm	50 Long snout	00 Wool	50 Many faces	00 <i>Weakness (p. 67)</i>	50 Hate aura	00 Wind wall

SCENTS		SOUNDS		TACTICS		WEAKNESSES	
1 Acid	51 Licorice	1 Activity (p. 19)	51 Licking	1 Ambush	51 Merge	1 Acid	51 Location (p. 10)
2 Alcohol	52 Lysol	2 Animal (p. 64)	52 Mannerism (p. 59)	2 Annoy	52 Mire	2 Alcohol	52 Machines
3 Almond	53 Manure	3 Banging	53 Moaning	3 Bind	53 Monologue	3 Animal (p. 64)	53 Magic school (p. 31)
4 Ammonia	54 Medicinal	4 Barking	54 Muttering	4 Blind	54 Negotiate	4 Anti-magic	54 Material (p. 42)
5 Animal (p. 64)	55 Mildew	5 Bashing	55 Pattering	5 Body slam	55 Obscure	5 Arms	55 Mirrors
6 Baby	56 Mint	6 Beeping	56 Popping	6 Break armor	56 Order minion	6 Arrows	56 Misc. item (p. 39)
7 Balsamic	57 Mold	7 Bellowing	57 Pounding	7 Break terrain	57 Pincer maneuver	7 Birds	57 Mistletoe
8 Banana	58 Musk	8 Bleating	58 Puffing	8 Break weapons	58 Play dead	8 Blessings	58 Moonlight
9 Barnyard	59 Nutmeg	9 Breathing	59 Purring	9 Bulldoze	59 Poison	9 Blood	59 Mouth
10 Bitter	60 Old books	10 Buzzing	60 Rattling	10 Burrow	60 Power up	10 Blunt damage	60 Music
11 Blood	61 Old socks	11 Cackling	61 Ripping	11 Burst	61 Praise self	11 Chest	61 Neck
12 Bread dough	62 Olive oil	12 Cawing	62 Roaring	12 Cannibalize	62 Protect leader	12 Children	62 Noise
13 Brine	63 Onion	13 Chanting	63 Rumbling	13 Capture	63 Protect self	13 Church bells	63 Nose
14 Burnt hair	64 Orange	14 Chewing	64 Rustling	14 Challenge	64 Pull	14 Cold	64 Oil
15 Burnt plastic	65 Ozone	15 Chiming	65 Scrabbling	15 Chant	65 Push	15 Color (p. 37)	65 Phylactery
16 Burnt rubber	66 Paint	16 Chirping	66 Scraping	16 Charge	66 Roll	16 Competition	66 Piercing damage
17 Burnt sugar	67 Peanut butter	17 Chittering	67 Scratching	17 Cheat	67 Scatter foes	17 Conversation	67 Poison
18 Burnt toast	68 Peat moss	18 Choking	68 Screeching	18 Choke	68 Scream	18 Cutting damage	68 Profession (p. 57)
19 Caramel	69 Pine	19 Chomping	69 Shrieking	19 Climb	69 Shake	19 Darkness	69 Psychic damage
20 Cedarwood	70 Pineapple	20 Clacking	70 Shuffling	20 Confuse	70 Sicken	20 Dirt	70 Puzzles
21 Cherry	71 Popcorn	21 Clanging	71 Singing	21 Create barrier	71 Slam object	21 Disease	71 Rain
22 Chlorine	72 Rain	22 Clattering	72 Sizzling	22 Cripple	72 Spin	22 Domain (p. 33)	72 Relic
23 Chocolate	73 Resinous	23 Clicking	73 Skittering	23 Deafen	73 Split body	23 Ears	73 Riddles
24 Cigarette ash	74 Rose	24 Clinking	74 Slapping	24 Deceive	74 Squeeze	24 Element (p. 29)	74 Rituals
25 Coffee	75 Rotten eggs	25 Cracking	75 Slithering	25 Demand worship	75 Stalk	25 Eyes	75 Running water
26 Cologne	76 Rotten meat	26 Crackling	76 Slurping	26 Disarm	76 Stare down	26 Feet	76 Salt
27 Cookies	77 Rotting fruit	27 Crawling	77 Smacking	27 Disorient	77 Steal	27 Fingers	77 Scent (p. 66)
28 Coppery	78 Seaweed	28 Creaking	78 Snapping	28 Distract	78 Strategic retreat	28 Fire	78 Seawater
29 Cut grass	79 Sewer	29 Croaking	79 Snarling	29 Divide foes	79 Stun	29 Firelight	79 Silver
30 Damp	80 Skunk	30 Crunching	80 Sniffing	30 Dodge	80 Summon aid	30 Fish	80 Singing
31 Dog breath	81 Sour milk	31 Dripping	81 Snorting	31 Drop down	81 Swallow whole	31 Flattery	81 Skin
32 Dumpster	82 Spicy	32 Fizzing	82 Spitting	32 Effect (p. 28)	82 Swarm	32 Flowers	82 Soap
33 Earth	83 Spruce	33 Flapping	83 Splashing	33 Encircle	83 Sweep	33 Food (p. 49)	83 Sound (p. 66)
34 Element (p. 29)	84 Stagnant	34 Fluttering	84 Squawking	34 Entangle	84 Swing creature	34 Garlic	84 Spell (pp. 22-25)
35 Exhaust	85 Stale beer	35 Galloping	85 Squeaking	35 Evade	85 Swing object	35 Gifts	85 Spicy food
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Gameplay Example

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

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

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

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

BRIDGET: I try to lift up the portcullis.

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

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

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

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

ARTHUR: I want to take the bust with me.

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

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

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

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

GM: Which one?

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

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

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

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

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

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

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

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

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

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

ARTHUR: Nice. Let's go deeper!

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

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

ARTHUR: Yeah, I think that would be best.

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

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

ARTHUR: Agreed. Let's go east.

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

ARTHUR: Let's get closer.

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

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

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

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

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

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

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

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

GM: You hit, roll your damage.

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

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

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

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

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

GM: Stabbing a skeleton? Are you sure?

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

GM: Okay ...

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

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

ARTHUR: I knew that would come in handy.

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



Designer's Commentary

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

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

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

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

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

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

GAME MASTER AND PLAYER DUTIES:

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

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

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

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

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

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

- Inspiration: *Electric Bastionland* by Chris McDowall.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

MONEY AND GEAR: Originally *Knave* had much more detailed prices for items, but once PCs get their hands on a few piles of loot it ceases to matter very much. General categories for prices are more useful and let the GM ballpark the cost of large purchases. A good way to figure out the price for expensive items is to use the baseline of 10c for a day of unskilled labor. How many days of work is the object worth? I've removed the Copper/Silver/Electrum/Gold/Platinum system that many old-school RPGs use since that requires the GM to do math. Instead, everything is just coin.

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

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

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

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

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

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

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

• Inspiration: *Errant* by Ava Islam.

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

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

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

Knave

Second Edition

○

STRENGTH
Melee attacks, lifting, climbing, breaking free

○

DEXTERITY
Dodging, sneaking, sleight of hand

○

CONSTITUTION
Physical resistance, item slots, wounds

○

INTELLIGENCE
Lockpicking, alchemy, spells per day

○

WISDOM
Ranged attacks, foraging, navigation, spell resistance

○

CHARISMA
Initiative, persuasion, companions, blessings

NAME.....

CAREERS.....

AC

AP

LEVEL

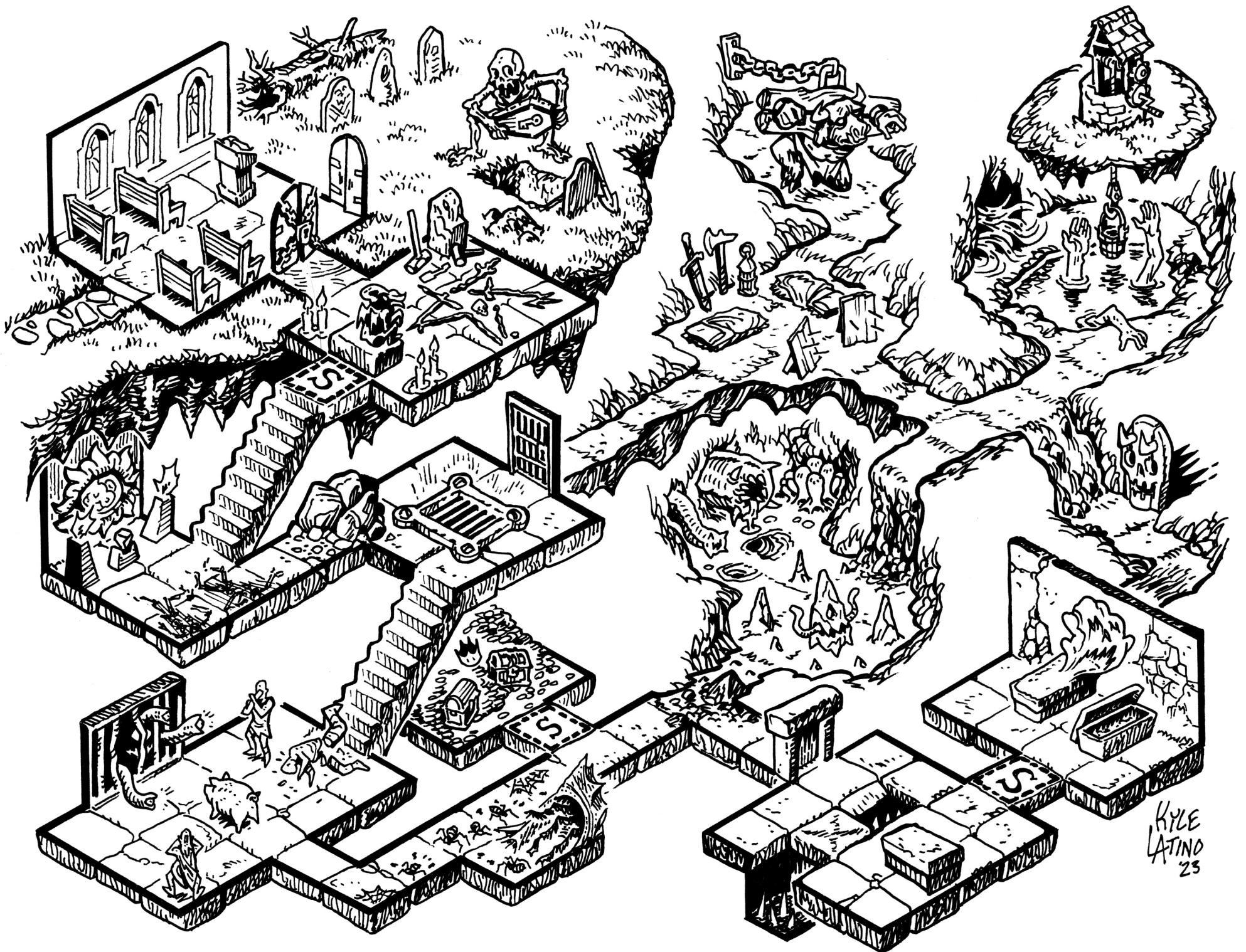
XP

MAX HP

HP

PORTRAIT

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



Traveling (p. 8)

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

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

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

EXPLORING: Spend a watch exploring a hex to reveal secret features.

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

D6 TRAVEL HAZARD DIE RESULTS

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

2D6 WEATHER

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

Delving (p. 13)

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

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

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

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

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

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

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

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

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

D6 DUNGEON HAZARD DIE RESULTS

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

Encounters (p. 19)

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

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

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

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

2D6 NPC REACTION

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

Alchemy (p. 35)

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

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

Downtime (p. 52)

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

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

Recruiting (p. 53)

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

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

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

COMPANIONS: Statistics vary.

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



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