Land of Eem
CORE RULEBOOK

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Land of Eem

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It is an age of ashes.

The gleaming empires of old
have faded into obscurity, leaving a tired world
riddled with dungeons and ruled by fiends.

They say that the world has no heroes . . .

. . . but clearly, they've never met you.

CHAPTER 1

THE BASICS

What This Game is About

Land of Eem is a tabletop fantasy roleplaying game (RPG) about adventurers exploring and discovering the remnants of a forgotten age. Players portray colorful, often whimsical, characters set against a backdrop of perilous fantasy. As lore-seeking wanderers, fortune-seeking pioneers and adventure-seeking do-gooders, these characters travel the Land of Eem during a time devoid of heroes.

Land of Eem is designed to value creativity, roleplaying and exploration. Here are a few of the game's core principles:

- Character abilities allow players to invent and shape the world around them, and the game's dice mechanic encourages collaborative storytelling.
- Characters earn XP not by slaying monsters but by roleplaying, exploring, and engaging with the narrative and game world.
- While getting into fights is part of the game, players almost always have opportunities to talk their way out of conflict. Almost every creature or "monster" encountered in the Land of Eem is a person. They speak a language, have thoughts, feelings, desires and motivations, and players should be willing to parley before running headlong into a slugfest. In *Land of Eem*, it would be wrong to assume every manticore wants to eat you, just as it would be foolish to think every human you meet wants to kill you.
- *Land of Eem* is all about player-driven exploration. Random encounters are a core part of the game as characters travel across huge hex maps.

THE SETTING

Eem is a land of color and wonder: a world with many storied regions and realms teeming with diverse cultures, characters and creatures.

Eem is also a land in decay, for the great civilizations of the past crumbled long ago at the hands of the mysterious **GLOOM KING**. Ever since, the world has declined into an untamed, unchecked land filled with all manner of monsters and fiends, fearsome warlords and, most recently, greedy tycoons...ushering in an unruly industrial age called the **DUNGEON ERA**. A time chaotically run by rival corporations locked in a never-ending quest to outdo one another in business and expansion. All the while, average folk toil away in mines, factories, and dungeons, eking out a meager existence.

The southern realm of Eem and seat of corporate power, known as the **MUCKLANDS**, is broken into six distinct regions.

THE DRIPPY DOWNS

One of the few bastions of the old magical world, the Drippy Downs is a land of rolling green hills, home to trolls, faeries, dweorgs and other uncommon species—many doing their best to preserve the heritage of Eem's magical past.

FLEABAG COUNTY

The bustling region of Fleabag County is home to the Mucklands' biggest cities. Corrupt politicians and underworld criminals thrive like weeds as average folk toil away in factories and farms.

QUAGMASH

A wild region of swamps and bogs where pioneers, adventurers and big game hunters flock to either make names for themselves or succumb to the perilous wilderness full of gators, muckmen, and orches.

RIVER COUNTRY

A beautiful green country full of rushing waterways, River Country is not only home to peaceful quortles and peasant folk, but to wily rascals and obscenely wealthy river barons who endlessly duke it out for supremacy on extravagant riverboats.

SCALAWAG STRAND

The infamous coastline of the Mucklands, brimming with pirates out to rob seafarers blind—or worse. And if the pirates aren't enough to deter you from the open seas—beware! For upon the peaks of Terror Island, and in the unknowable depths of the ocean, there be monsters!

THE USED T'BE FOREST

Home to the tycoons and corporations that fuel the Dungeon Era, the Used T'Be Forest is a barren landscape of cracked earth and felled trees. A true testament to what happens when big business and small moral fiber make a mess of the natural world.

THE TONE

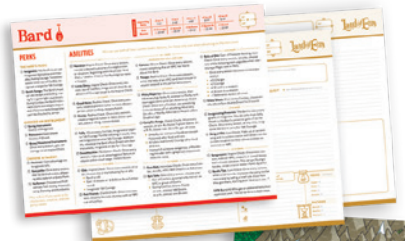
For all its post-apocalyptic doom and gloom, the Land of Eem is tonally quite lighthearted and droll. Based on our fantasy book series *Rickety Stitch and the Gelatinous Goo* and *Dungeoneer Adventures*, it combines *Lord of the Rings* high fantasy epicness with a heavy dose of *Muppets*-like whimsy and a dash of *Mad Max* dystopia.

WHAT YOU NEED TO PLAY

Land of Eem requires 2–7 players. One person is the Gamemaster (**GM**), who runs the game world. The rest are players who create and roleplay Player Characters (**PCs**). Over the course of a session (typically about 2–4 hours), the GM describes the imaginary game world to the players, presenting problems and situations to overcome, all while playing the roles of the Non-Player Characters (**NPCs**) inhabiting the world. The players explore the imaginary world, describing what their PCs say and do, ideally pursuing their own goals and desires. Sometimes the players and GM need to roll dice to determine what happens.

In *Land of Eem*, all types of people and characters are welcome from every walk of life, with different backgrounds, creeds and credos. Besides the available Classes and Folk, there are no limitations on player identity and creativity. The only requirement is being *respectful* of fellow players.

You'll need character sheets and a full set of polyhedral dice to play. You'll also need the Mucklands realm **HEX MAP** because overland travel is an important part of gameplay. This is best paired with *The Mucklands Sandbox Campaign Setting* book, but GMs can certainly fill in the map with their own locations and creations.



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The Dice Mechanics

Whenever a PC does something where the outcome is uncertain they should make a **CHECK** to find out what happens. Checks can happen proactively (initiated by a player using a PC Ability) and reactively (called for by the GM). To make a Check, roll 1d12 adding or subtracting the relevant **SKILL** modifier. The result determines the success or failure that occurs.

ROLL 1D12 + SKILL	
1–2	Complete Failure
3–5	Failure with a Plus
6–8	Success with a Twist
9–11	Success
12	Complete Success

INTERPRETING THE RESULTS

As you can see, there are 5 types of Check results. It's generally up to the GM to interpret these situational results, but the other players' input should be welcomed and encouraged. After all, interpreting results in the moment often requires creative thinking and improvisation, and in those situations, multiple heads are better than one!

1-2 COMPLETE FAILURE

The attempt fails and something else goes wrong in the process.

Examples

- Picking a Locked Door: A PC fails to pick the lock, and makes a lot of noise doing so, alerting the guards.
- Tricking Some Guards: A PC fails to trick the guards who then move to take the PC into custody.
- Escaping The Guards: A PC is caught by the guards and winds up in custody.

3–5 FAILURE WITH A PLUS

The attempt fails but with a benefit or silver lining.

Examples

- Picking a Locked Door: A PC fails to pick the lock, but notices another (more perilous) way inside.
- Tricking Some Guards: A PC fails to fast-talk the guards, but has a chance to swipe their key.
- Escaping The Guards: A PC is caught by the guards, but encounters an old friend in prison.

6–8 SUCCESS WITH A TWIST

The attempt succeeds—with a complication.

Examples

- Picking a Locked Door: A PC picks the lock but does so noisily, attracting unwanted attention.
- Tricking Some Guards: A PC fast-talks the guards to let them in, but now they're suspicious.
- Escaping The Guards: A PC escapes but accidentally leaves an important item behind.

9-11 SUCCESS

The attempt succeeds!

Examples

- Picking a Locked Door: A PC picks the lock with ease!
- Tricking Some Guards: A PC outwits the guards!
- Escaping The Guards: A PC escapes!

12+ COMPLETE SUCCESS

The attempt succeeds and something great happens!

Examples

- Picking a Locked Door: A PC picks the lock quickly, giving them extra time to search the room.
- Tricking Some Guards: A PC sweet-talks the guards, who are now completely trusting.
- Escaping The Guards: A PC loses the guards and leaves a false trail right to a rival gang's doorstep!

MOVE THE STORY FORWARD

It's important to remember that every Check should move the story forward, ideally in a dramatic fashion. Interesting things should happen as a result of a Check. The negative or positive consequences of failed actions should always prevent the narrative from stalling.

As such, players can't repeat failed Checks. It's assumed that the PC tried their best, and the situation has now moved forward in another direction. Out of the frying pan and into the fire!

MODIFIERS

The GM may grant a bonus to a Check for favorable circumstances or impose a penalty for difficult circumstances. Other factors such as Abilities, Perks, and items may also modify a Check, but a Check can never have more than a cumulative **+3 BONUS** or **-3 PENALTY**. A Quest Point, however, can always add 1 to the result of a Check after the roll (p13).

Example
Nerman the Gnome wants to try and track down the clunch dragon. He has a +3 Wilderness Skill, but suffers a -1 penalty for the dense terrain, bringing the Check bonus down to +2. However, Epoli the Knight-Errant successfully uses her Inspiring Orders Ability to increase Nerman's Check by +2. Mathematically, that would be a +4 bonus but it's instead capped at +3, the max cumulative bonus for a Check. When Nerman gets a result of 8, he can still use a Quest Point to make it a 9.

ADVANTAGE AND DISADVANTAGE

When a Check has **ADVANTAGE**, whether through Proficiencies, Abilities, Perks or GM-determined narrative circumstances, roll twice and take the better result. Conversely, with **DISADVANTAGE**, roll twice and take the worse result. If a Check has both Advantage and Disadvantage, they cancel each other out.

PROFICIENCIES AND DEFICIENCIES

Proficiencies are **PERMANENT ADVANTAGES** for a type of Check or circumstance. Most often, they represent specific expertise within a Skill's larger purview. For instance, Hiding Proficiency is just one aspect of the Sneak Skill; a PC would gain Advantage only when doing something that involved hiding—not when moving around quietly.

Deficiencies are **PERMANENT DISADVANTAGES** for a type of Check or circumstance. Heavy Armor, for example, imposes a Deficiency in Sneak.

TARGET NUMBERS

Some Abilities and situations might call for Checks that use a target number and a simple pass/fail mechanic. This is usually described as "on a 6+", meaning if the result is 6 or greater, the Check succeeds. On the flip side, "on a 5-" means that if the result is 5 or less, the Check fails.

HELPING AN ALLY

A PC can help another PC who is making a Skill Check, but only if the helping PC valuably contributes to the effort. The helping PC must make a 6+ Skill Check, granting a +1 bonus to the acting PC's Check (only before it is rolled). Depending on the result, the helping PC's Check might complicate the situation!

WHO MAKES THE CHECK?

Sometimes it makes sense for each PC in a party to make a Check to determine their individual outcomes in the face of danger. For instance, how does each PC fare when sneaking by guards, jumping over a chasm, or dodging falling rocks?

However, when it comes to things like searching a room, recalling lore, fixing broken machinery, or even persuading a guard, only one Check should generally be allowed. Why? Because dice rolls should move the story forward, and each Check should resolve fully, leading the narrative in a new direction.

LIMITED OUTCOMES

Because dice results follow a chart, sometimes it is useful for the GM to define the limits of success before players make the Check. Doing so helps the GM interpret the result and keeps the game fair. This is particularly useful if a PC's attempted course of action just logically wouldn't turn out the way they hope from the GM's perspective.

For example, a PC tries to intimidate a hostile orch king into relinquishing his crown, without reason or cleverness. Wild, right? Even if a player rolls a Success, the GM might tell them the attempt has a **LIMITED OUTCOME**—the narrative circumstances simply don't support the player's intended outcome. Instead, the GM might decide a Success means the orch king respects the PC's gumption and is more amenable to negotiation.

MAKING A CHECK STEP BY STEP

1. The player describes what their PC is attempting to do and the desired goal of the action (if it's not obvious). Defining the goal helps interpret the results.
2. The GM decides if a Check is necessary or if the action just works. Many Abilities require a Check.
3. The GM and player determine the total modifier to the Check from any circumstantial bonuses, penalties, Advantage or Disadvantage. The GM decides if there will be a Limited Outcome.
4. The player makes the Check.
5. Reference the results chart. The GM (often with player input) interprets the result. Some Abilities and game procedures, like Traveling and Crafting, have defined results charts.

CHECK OF FATE

When the outcome of an event or story thread is in question and the GM must decide what happens next, they can instead let the dice decide with a Check of Fate. The GM rolls 1d12 (with any relevant circumstantial modifiers) and interprets the results!

Playing the Game

THE PLAYER'S ROLE

Roleplay Your Character

- Don't rely on dice rolls to speak for you: say what your character says.
- Your character can try anything! Do what you think they would do in the moment, even if it's not an "optimal" choice. Embracing failure and complications makes for a better, more interesting story.
- Build on your **RELATIONSHIPS** each session (p79).
- Demonstrate your **IDEAL** and **FLAW** (p76).
- Pursue your **PERSONAL QUEST** (p78) over many sessions.

Explore the Land of Eem

- Direct your own gameplay. Your PC should have desires. Where do you want to go? What do you want to do? Don't be afraid to suggest new and creative ways for the GM to help you realize your objectives.
- Look at the map and decide what looks interesting. What's in that cave over there? Where can we find more trombones for our goblin ska band?
- Seek out **RUMORS** to pursue. Where is that Knight-Errant off to in such a hurry?

Be Cooperative

- Collaborate on interesting outcomes for dice results if the GM is struggling.
- Share the spotlight with other players.
- Support your fellow player's creativity. "Yes, and...!"

THE "YES, AND..." PRINCIPLE

A key tenet of improv. Cooperate with your fellow players and support their ideas! Build on what they say instead of refuting or ignoring it.

THE GM'S ROLE

Make the Land of Eem Feel Alive and Real and Weird

- Strive to make every NPC and creature **A PERSON.**
- Use random tables to generate the setting.
- Reveal as much information and lore as possible without spoiling mystery—nobody wants to know the ending at the beginning!
- The world exists beyond the PCs' adventures. NPCs and factions' plots and plans progress even if the PCs ignore them.

Offer the PCs Interesting and Difficult Choices

- Make them weigh their options.
- Throw rocks at them. Put them in peril. Make them use resources.
- Move the story forward. If things stall, have them meet a new NPC or wandering creature.

Challenge the Players, but also Be Their Biggest Fan

- Reward creativity.
- Allow multiple solutions to problems.
- Work with the players' ideas. You don't have to say yes to everything, but always try to find a nugget to work with.
- Be fair and consistent with rulings.

Attributes and Stats

ATTRIBUTES

PCs have four core Attributes that broadly define their capabilities: Vim, Vigor, Knack, and Knowhow. The modifiers of Attributes (+2, +1, +0, -1) directly influence **SKILLS** and derived **STATS**.

VIM

- Represents a PC's charisma, inner spirit and intuition.
- Modifies the Courage Stat.
- Corresponding Skills: Charm, Inspire, Mettle and Perception.

VIGOR

- Represents a PC's physical presence, prowess, and fortitude.
- Modifies the Attack Stat.
- Corresponding Skills: Athletics, Intimidate, Might and Vitality.

KNACK

- Represents a PC's cunning, dexterity, and stealthiness.
- Modifies the Defense Stat.
- Corresponding Skills: Nimbleness, Search, Sneak and Trickery

KNOWHOW

- Represents a PC's knowledge, wisdom, and resourcefulness.
- Modifies the Quest Points Stat.
- Corresponding Skills: Lore, Realms, Tinker and Wilderness

STATS

There are five Stats: Courage, Attack, Defense, Quest Points, and Inventory Slots. They are directly influenced by Attribute modifiers.

COURAGE

- Determines how much Dread a PC can withstand before being Defeated (p135).
- Measures a PC's bravery, will, tenacity and determination while adventuring.
- Determined by Class.
- Modified by Vim.

ATTACK

- Measures a PC's Combat prowess when striking foes (p134).
- Equal to Vigor modifier.

DEFENSE

- Determines how difficult it is for Adversaries to harm a PC in Combat.
- Modifies Attacks targeting a PC.
- Derived by inverting a PC's Knack modifier (eg +1 Knack = -1 Defense). A negative Defense is better.

QUEST POINTS

- Represent a PC's adventuring savvy, will to succeed and, perhaps, a bit of luck.
- Equal to Knowhow +3.
- Replenished at the start of each session.
- Spend to use a "Once every Session" Ability or Perk an additional time in a session, or grant +1 to the result of a Check after rolling.

INVENTORY SLOTS

- Represent how much a PC can carry before becoming Overburdened (p137).
- Equal to 20 + Might Skill + Vitality Skill.

Skills

Skills represent a specific focus or aspect of an Attribute. PCs can use any Skill, but how a player decides to increase their character's Skills has a significant effect. After all, using a Skill is often required to use a Class Ability as well.

Skills are improved individually with XP (as detailed on p22), and they can never have more than a +3 bonus or -3 penalty.

Some Skills are grouped together thematically outside of their respective Attributes. Rules in the game sometimes refer to Social, Movement, Physical and Mental Checks or Skills.

To use a Social Skill, players must roleplay or describe what their PC is saying before any Check is made. Players can never just make a Check in lieu of roleplaying and engaging with the fiction.

PRIMARY SKILL CATEGORIES	
Vim Skills	Charm, Inspire, Mettle, Perception
Vigor Skills	Athletics, Intimidate, Might, Vitality
Knack Skills	Nimbleness, Search, Sneak, Trickery
Knowhow Skills	Lore, Realms, Tinker, Wilderness

THEMATIC SKILL CATEGORIES	
Social Skills	Charm, Inspire, Intimidate, Trickery
Movement Skills	Athletics, Nimbleness, Sneak
Physical Skills	Might, Vitality, Athletics, Nimbleness, Sneak, Search
Mental Skills	Mettle, Perception, Lore, Wilderness, Realms, Tinker

VIM SKILLS

CHARM

A PC's natural likability and "aura," which defines how the Land of Eem's inhabitants react to them. Used for captivating listeners with speech and song.

Example
A PC sings a traditional goblin punk song, attempting to win over a surly goblin guard who bars entry to town after sunset.

- Complete Failure: The PC's voice cracks and the goblin never wants to see their ugly mug again.
- Failure with a Plus: The goblin likes the song—but rules are rules: "No entry!"
- Success with a Twist: The goblin lets the PC in just to get them to shut up, and tells everyone in town they're a terrible musician.
- Success: The goblin likes the PC's song and lets them in, just this once.
- Complete Success: The goblin loves the PC's song! And don't sweat it, they're allowed in whenever they want.

METTLE

A PC's inner fortitude and willpower which defines how well they withstand facing danger. Used in resisting fear or pushing one's self beyond their limits.

Example
The PCs steel themselves as a shambling skeleton army approaches from the gloom.

- Complete Failure: The PC panics, then flees and trips, their weapon tumbling from their hands.
- Failure with a Plus: The PC panics and flees, cowering behind cover to watch events unfold.
- Success with a Twist: The PC stands their ground but their shaking hands inflict Disadvantage on their next Check.
- Success: The PC bravely stands tall.
- Complete Success: The PC's confident bravery inspires their allies, granting Advantage to their next Checks.

INSPIRE

Used to convince others of the PC's sincere words and actions. Along with Charm, it defines how the Land of Eem's inhabitants might react to PCs—but especially in serious situations.

Example
A peaceful boggart village is threatened by bandits, but they are too fearful to fight back, so the PC attempts to inspire them to stand up for themselves.

- Complete Failure: The PC's speech is so thoroughly ignored no one will listen to them anymore!
- Failure with a Plus: The boggarts yawn, but a tough one looks like they might agree.
- Success with a Twist: The boggarts agree to fight the bandits, but they lack weapons.
- Success: The boggarts cheer and start preparing weapons and basic defenses.
- Complete Success: The boggarts cheer and crack open a hidden cache of *Magnificent* weapons!

PERCEPTION

A PC's insight, intuition, and ability to observe the world around them.

Example
The dungeon is pitch black, full of spider webs, and no one brought a torch.

- Complete Failure: The PC can't see anything, and entangles themself in thick cobwebs.
- Failure with a Plus: The PC becomes completely stuck, but sees the faint outline of a shortcut up ahead.
- Success with a Twist: The PC avoids the webs but a menacing inkpot spider spots them.
- Success: The PC completely avoids the webs altogether, steering clear of any spiders.
- Complete Success: Easily avoiding the webs and spiders, the PC even notices a bright jewel caught in the webs.

VIGOR SKILLS

ATHLETICS

Determines a PC's athletic prowess for running long distances, jumping, climbing and swimming, etc. Differs from Nimbleness in that Athletic actions emphasize physical fitness over dexterity.

Example
A thief is trying to escape the PC's hot pursuit, scampering across the rooftops.

- Complete Failure: The PC slips and falls to the ground as they attempt to clamber onto the rooftops. The thief successfully evades the PC!
- Failure with a Plus: The thief escapes, but they leave behind a clue—a poker chip from Baron Corsgo's gambling barge.
- Success with a Twist: The PC catches the thief but they become entangled, and both fall to the ground.
- Success: The PC vaults up, leaps across the rooftops, and catches the thief.
- Complete Success: The PC corners the thief in a dead end, leaving nowhere to run.

MIGHT

A PC's physical strength, used in lifting heavy objects, breaking someone's grapple, or winning an arm wrestling contest.

Example
The iron gate before the PCs is quickly closing, as they flee from pursuers.

- Complete Failure: The PC tries to hold the gate up, but it crashes down and locks—everyone is trapped!
- Failure with a Plus: The gate slams shut, but not before a companion slips through at the last moment.
- Success with a Twist: The PC holds the gate for their companions, but can't make it through themself.
- Success: Everyone makes it through the gate.
- Complete Success: With desperate might, the PC tears the gate from its hinges, intimidating their pursuers to a halt!

INTIMIDATE

Used to threaten or frighten someone. For example, coercing a guard to give the PC a key or frightening away a bandit.

Example
A PC tries to scare a gaggle of boggle bandits away before they skewer the PC with their spears!

- Complete Failure: The PC's blustering attempt at intimidation further enrages the boggles, and they attack without delay.
- Failure with a Plus: The boggles hesitate for a moment before attacking, giving the PC a bonus to initiative.
- Success with a Twist: The boggles think better of attacking, but still insist the toll be paid.
- Success: The boggles bolt, gripped by fear.
- Complete Success: The boggles scatter while absconding, dropping their spears and a pouch of Copper Coins!

VITALITY

A PC's physical fortitude, stamina, health and constitution. Used to endure harsh conditions, resist poisons, and to keep moving when the going gets tough.

Example
The only way to escape from the dungeon is a tight squeeze through a long dark, underwater tunnel—the PC must hold their breath.

- Complete Failure: The PC's breath gives out and they hit their head on the rocks!
- Failure with a Plus: The PC can't hold their breath, but notices an air pocket in the rocks above.
- Success with a Twist: The PC holds their breath, but their boot is caught by rocks.
- Success: The PC easily holds their breath and swims through the tunnels.
- Complete Success: The PC easily holds their breath, and helps an ally who failed.

KNACK SKILLS

NIMBLENESS

A PC's agility and dexterity, determining how quick and graceful they are with their feet and hands. Used in dodging hazards, picking locks, piloting vehicles, and performing acrobatic maneuvers or sleights of hand.

Example
Three merga toads are half submerged in a bog's narrowest crossing, so a PC tries to hop across their backs.

- Complete Failure: The PC's attempt ends with them slipping into the water with the merga toads!
- Failure with a Plus: The PC slips on the first merga toad's back, but it simply stirs in the water.
- Success with a Twist: The PC scrambles across but enrages the merga toads!
- Success: The PC safely hops across the merga toads.
- Complete Success: The PC safely hops across the merga toads and can also help a companion across.

SNEAK

Used to hide or move stealthily, unnoticed or unseen. Determines how adept a PC is at slinking by a gang of watchful bandits or hiding from a hungry gwarglebeast. Also determines how well a PC can conceal or smuggle objects.

Example
There is a sleeping weorg between the PC and the door to the next room.

- Complete Failure: Oops! Stepped on the weorg's tail and now it's growling ferociously!
- Failure with a Plus: Oops! The weorg stirs but merely stares at the PC in confused stupor, giving them an opportunity to react.
- Success with a Twist: The PC sneaks past the weorg, but it wakes up as they open the door.
- Success: The PC sneaks past and opens the door.
- Complete Success: The PC sneaks past, finding a leash to chain the weorg to the wall so it won't be a problem on the way out.

SEARCH

Used to find hidden things. Encompasses everything from scouring a room for clues to looking behind a painting for a secret safe or hidden door.

Example
The hallway is a dead end, but signs seem to suggest a secret door nearby.

- Complete Failure: Nope! Dead end for sure and—oops!—the PC awoke a slumbering ghost.
- Failure with a Plus: The PC can't find the door, but hears muffled voices on the other side.
- Success with a Twist: The PC finds the secret door—but it's locked.
- Success: The PC finds the secret door!
- Complete Success: Behind the secret door is also a treasure hoard!

TRICKERY

Used for deceiving with lies or falsehoods, duping others, and making disguises. It also determines how crafty the PC is with unscrupulous tasks like pickpocketing, misdirection, and cheating at cards.

Example
Everyone in the tavern knows the PC is a rapscallion, so they disguise themselves as the Queen of Welkin.

- Complete Failure: This is a tavern, the PC is a boggle, and no one believes they're the Queen of the Welkin. No entry!
- Failure with a Plus: No one believes the PC, but they're amused and want them to perform for the night.
- Success with a Twist: Please Enter! Everyone believes the PC except the welkin waiter.
- Success: Please enter! The PC is the Queen of the Welkin.
- Complete Success: The PC truly is the Queen of the Welkin and deserves the tavern's best room for themself and their royal entourage.

KNOWHOW SKILLS

LORE

Used for knowing Eem's history and trivia. It is a PC's memory for legends and stories, as well as knowledge not covered by another Skill. Determines how well a PC can recall rumors about a strange place, know facts about an obscure creature, and identify *Magic* items (p97).

Example
This labyrinth is dangerous—or so the PC remembers from old stories.

- Complete Failure: The PC recalls that the labyrinth is actually safe, which is completely false.
- Failure with a Plus: The PC can't recall any rumors, but is pretty sure the labyrinth is booby-trapped.
- Success with a Twist: The labyrinth is guarded by ettins, and has two types of booby traps: false floors and something else the PC can't remember.
- Success: The labyrinth was built long ago by a witch hiding her treasure, is guarded by ettins, and booby trapped with false floors and bursts of flame.
- Complete Success: Long ago, a witch created the labyrinth, guarded to this day by ettins protecting her magical treasure: the Wayward Wand of Trickery. It is also booby-trapped with false floors and flame bursts, but there are magic words to disable the traps: "Grumble, fumble, flame and tumble, off you go and never stumble!"

REALMS

A PC's knowledge of locations and cultures, how well-traveled they are, and how well they speak various languages. Used for things like identifying who runs a frontier town or understanding the cultural habits of feral boggles in the Quagmash. It's also the main Skill used for traveling across the Hex map (p126).

LANGUAGES IN EEM

All playable Folk (except gelatinous goos) speak the common language, known simply as Folk or Folk Tongue. But a multitude of other languages exist and are spoken and written by the many cultures and creatures of Eem. Language as a hurdle to overcome in communication can be interesting. But language is often most compelling when used as a reward, revealing information, secrets, lost knowledge, and even friendship!

Example
The PC comes to an odd, coastal village with coral houses. A krabrak with junk on its back bows before them, sporadically pinching its claws, seemingly expecting something.

- Complete Failure: With a few snaps of their fingers in reply, the PC manages to insult the angry giant crab!
- Failure with a Plus: The krabrak misunderstands the PC but believes they proposed marriage, carrying them into the village.
- Success with a Twist: The krabrak understands, but requires payment to pass.
- Success: The krabrak understands the PC perfectly and welcomes them into the village.
- Complete Success: The krabrak understands the PC perfectly, welcoming them into the village and handing them a large, crab-shaped medallion. The PC believes it is a giant krabrak friendship badge!

TINKER

Represents how handy the PC is at crafting and making things, as well as their general cleverness as a worker. It also defines their aptitude for comprehending the science and mechanics of things. Used for fixing broken machinery, rigging a pulley system, or figuring out the most efficient way to complete a job.

Example
The PC has been in the desert for days and needs water. What luck that they've found a broken down sputter-horse that could carry them faster than walking!

- Complete Failure: The PC accidentally leaves the sputter-horse in worse shape than when they started.
- Failure with a Plus: The sputter-horse is broken beyond repair, but the PC did find a shrym flare shooter!
- Success with a Twist: The sputter-horse is running, but will only take the PC halfway out of the desert before breaking down for good.
- Success: The sputter-horse is fully operational.
- Complete Success: The sputter-horse is fully operational and working at 200% efficiency! The PC covers twice the distance!

WILDERNESS

Used for surviving and navigating the perils of the wild. It also represents a PC's botanical and animal knowledge, and covers things like identifying plants, wrangling critters, riding animals or tending a snake bite.

Example
A companion accidentally ingested a poisonous mushroom and the PC must find some healing herbs!

- Complete Failure: The PC's gathered herbs quicken the companion's poisoning!
- Failure with a Plus: While the herbs don't cure the poison, the PC's companion will develop a temporary resistance to this poison should they survive.
- Success with a Twist: The herbs are an effective antidote, but the patient is allergic to fungus for a month.
- Success: The PC procures an effective antidote.
- Complete Success: The gathered herbs not only cure the poison, but provide resistance to poisonous fungus!

Abilities

ABILITIES are what make a PC truly unique and powerful, often allowing them to be creative. PCs gain Abilities several ways:

- Class Abilities and Perks
- Folk Perks
- *Magic* items and *Relics*
- Heroic Titles (found in the *Land of Eem* sandbox settings like *The Mucklands*)

Oftentimes, using Abilities requires a Skill Check. However, Abilities bend the game's normal rules, expanding the capabilities of what regular Skill Checks can accomplish. If an Ability seems like it achieves the same thing as a regular Skill, assume the Ability grants the PC increased capability, potency and/or convenience.

STATE YOUR INTENTIONS

When making a Skill Check or using an Ability, players should first state what they are proposing to happen or become true before rolling the dice. In the case of Social Checks, they must describe or say what their character says before rolling. The player's intention is essential in interpreting the die result.

GAINING CLASS ABILITIES

At Level 1, a PC starts with both of the Level 1 **CLASS ABILITIES**. When a PC reaches Level 2 or subsequent Levels, they choose which Ability they want to learn permanently. This is called **MASTERING** an Ability. When a PC levels up, they may also choose to master any Ability from an earlier Level.

Example
Kiri the Bard advances to Level 4 granting her access to both of the Level 4 Abilities: Ode and Fast Friends. She has already mastered **NARRATOR** (Level 1) and **GOOD NEWS** (Level 2). Horatio, Kiri's Player, must now choose which Ability to master. Horatio decides that they don't want either Level 3 Ability right now, and instead masters **HEARSAY** (Level 2) to keep for the rest of Kiri's career.

ABILITY TERMINOLOGY

Once Every Session
After use, the Ability is exhausted until the next game session. You may spend a Quest Point to use a "Once Every Session" Ability again.

Once Every Combat
After use, the Ability is exhausted until the next Combat. Quest Points **cannot** be spent to use them again before the next Combat.

Each Session
As "Once Every Session" but Quest Points **cannot** be spent to use them again.

On a 6+
Sometimes Abilities only trigger their effects if a target number is rolled. Most often, this is **ON A 6+**, but some Abilities trigger **ON A 9+** or **ON A 5-** and so on.

Hit
A Hit always inflicts Dread in addition to any other described effects.

Instant Action
An Instant Action does not count as the PC's Action during a Conflict round (p132). It happens in the blink of an eye and is often an Ability that allows the player to create something in the setting.

NPCs
A Non-Player Character (whether creature, critter or creeper) played by the GM.

Adversaries
An NPC in a **CONFLICT** with the PCs (p144).

Adversary Classes
Some Abilities only affect certain classes of Adversaries, specifying either Goons, Bruisers or Champions (p144).

Hex Cluster
A few Abilities affect an area called a Hex Cluster, which is a hex on the map and all its surrounding hexes.

The Classes

THE BARD

Sweet-voiced musicians, silver tongued storytellers and healers of hearts, Bards are more at home talking, tricking and inspiring than clashing steel with Adversaries.

Bards are charismatic, creative, and capable healers.

THE KNIGHT-ERRANT

Strong and swift and courageous, a Knight-Errant is a wayfaring warrior lending their sword to a cause. Chivalry and romanticism may have withered and died for most in the Land of Eem but not these heroic knights whose bravery inspires all they encounter.

Knights-Errant are skilled fighters who ride steeds and lead others.

THE DUNGEONEER

An enterprising adventure seeker, daring to venture into old tombs and abandoned ruins in search of lost things. Armed with the knowhow and most useful gear to succeed in the wild, Dungeoneers are smart enough to realize Eem is dangerous, so it's best to travel in numbers.

Dungeoneers are daring treasure hunters with tons of resources and an NPC crew.

THE LOYAL CHUM

Reliable and true, a Loyal Chum is the quintessential ally and travel companion. Their contributions may sometimes go unnoticed but they're the backbone of any adventuring party, always there to lend a hand or helpful advice.

Loyal Chums are the party's "glue," boosting their allies and always useful in a pinch.

THE GNOME

In the Land of Eem, Gnomes may appear cute and harmless but they are, in fact, some of the most powerful beings in existence. Protectors of nature and chroniclers of the old ways, Gnomes are the only Class also doubling as the character's Folk.

Gnomes wield magic, know about the world and are in tune with nature.

THE RASCAL

A Rascal is a roguish scamp, the kind found in a band of brigands or toiling away at the worst jobs in any dungeon. They do what they must in order to survive in a world ruled by the bad guys, learning a few tricks of the trade along the way.

Rascals are sneaky rogues who easily get into (and out of) trouble.

XP

Experience Points **(XP)** are used to Level Up and improve Skills and Stats. PCs gain XP in numerous ways, and there are two types: **QUESTING XP** and **ROLEPLAYING XP.** At the end of each session, the GM awards XP by reflecting on the session's events with the players and tallying up the number of achievements the PCs triggered during gameplay.

QUESTING XP

When a Questing XP achievement is triggered, every PC present gains 1 XP. Each of the following achievements can only be triggered once every session:

- Complete a quest.
- Encounter a new creature, critter or creeper.
- Have a significant NPC encounter.
- Solve a problem in a creative way.
- Get into peril or hijinks.
- Travel 10 or more Hexes.
- Explore a new location or point of interest.
- Find a *Magic* item or *Relic*.
- Craft an item.

ROLEPLAYING XP

Roleplaying XP stems from **CHARACTER STORIES** (p72) and is only awarded to the PC or PCs who triggered it. A PC can only trigger each of the following achievements once every session:

- Build on a Relationship.
- Pursue their Personal Quest.
- Demonstrate their Ideal.
- Demonstrate their Flaw.
- Their Folk Quirk causes trouble.
- Tell an important story or reveal a significant truth about their past.

SPENDING XP

There are a few ways to spend XP, which is typically done between sessions or during Downtime.

- **Leveling Up:** Each Level must be bought individually. Level 2 costs 4 XP, and Level 3 costs another 8 XP, and so on. When a PC gains a new Level, choose which Ability from any previous Level they will master (p20). The PC gets to use both Abilities from their current Level.
- **Improving Skills:** Each Skill rank must be bought individually. Increasing from +0 to +1 costs 4 XP, and +1 to +2 costs another 8 XP, and so on.
- **Stat Boosts:** Each Stat Boost can only be taken one time.
- **Level 10 Characters:** After reaching Level 10, PCs can spend 40 XP to gain an additional Ability from a previous Level. This can be done multiple times.

LEVELING UP

LEVEL	XP COST
2	4 XP
3	8 XP
4	12 XP
5	16 XP
6	20 XP
7	25 XP
8	35 XP
9	45 XP
10	60 XP

IMPROVING SKILLS

SKILL RANK	XP COST
-2 to -1	1 XP
-1 to +0	2 XP
+0 to +1	4 XP
+1 to +2	8 XP
+2 to +3	12 XP

STAT BOOSTS

BOOST	XP COST
+5 Courage	20 XP
+1 Attack	25 XP
-1 Defense	25 XP
+1 Quest Point	20 XP
+1 Dread	20 XP

OPTIONAL RULE: SLOWER PROGRESSION

Larger parties (4+ PCs) will likely gain experience at a faster rate than smaller parties, due to the increased number of interactions between PCs potentially generating more Roleplaying XP. If your group prefers a slower Level progression for any reason, use the following table:

LEVEL	XP COST
2	6 XP
3	12 XP
4	18 XP
5	24 XP
6	30 XP
7	40 XP
8	55 XP
9	70 XP
10	90 XP

CHAPTER 2

CHARACTER CREATION

Character Creation Steps

1 Think About a Character Concept
- Browse the Classes (p19)
- Browse the Folk (p52)
- Download the **CHARACTER SHEETS** (p25).

2 Select a Class (p26)
- Choose starting **CLASS PERKS.**
- Record *both* Level 1 **CLASS ABILITIES.**

3 Assign Modifiers to Attributes (p13)
- Assign +2, +1, +0, and -1 to the **ATTRIBUTES** of your choice.
- The corresponding **SKILLS** of an Attribute also get its modifier, e.g. if Vigor is +2, then Athletics, Intimidate, Might, and Vitality are also +2.

4 Tweak Skills (p14)
- Subtract -1 from a +2 Skill.
- Subtract -1 from a +1 Skill.
- Add +1 to a +0 Skill.
- Add +1 to a -1 Skill.

5 Determine Stats (p13)
- **COURAGE** and **DREAD** are determined by Class.
- **ATTACK** is equal to **VIGOR** modifier.
- **DEFENSE** is the *inverse* of **KNACK** modifier, e.g. +2 Knack is -2 Defense.
- **QUEST POINTS** equal 3+**KNOWHOW.**
- **INVENTORY SLOTS** equal 20+**MIGHT**+**VITALITY.**

6 Select a Folk (p52)
- Choose one Skill **BONUS** and one Skill **PENALTY**.
- Choose one **FOLK PERK** OR choose two **FOLK PERKS** and a **FOLK QUIRK**.

7 Select a Homeland (p69)
- Pick two **PROFICIENCIES.**
- Record all the listed **EQUIPMENT.**
- Roll 2 random *Mundane* items (p88).

8 Develop Character Story (p72)
- Create a **NAME** and choose **PRONOUNS.**
- Choose or create a **BACKSTORY.**
- Pick an **IDEAL** and **FLAW.**
- During Session Zero, develop a **PERSONAL QUEST.**
- During Session Zero, establish **RELATIONSHIPS** with other PCs.

SESSION ZERO
Session Zero (p72) is the first time the group gathers to create/complete their characters and set expectations.

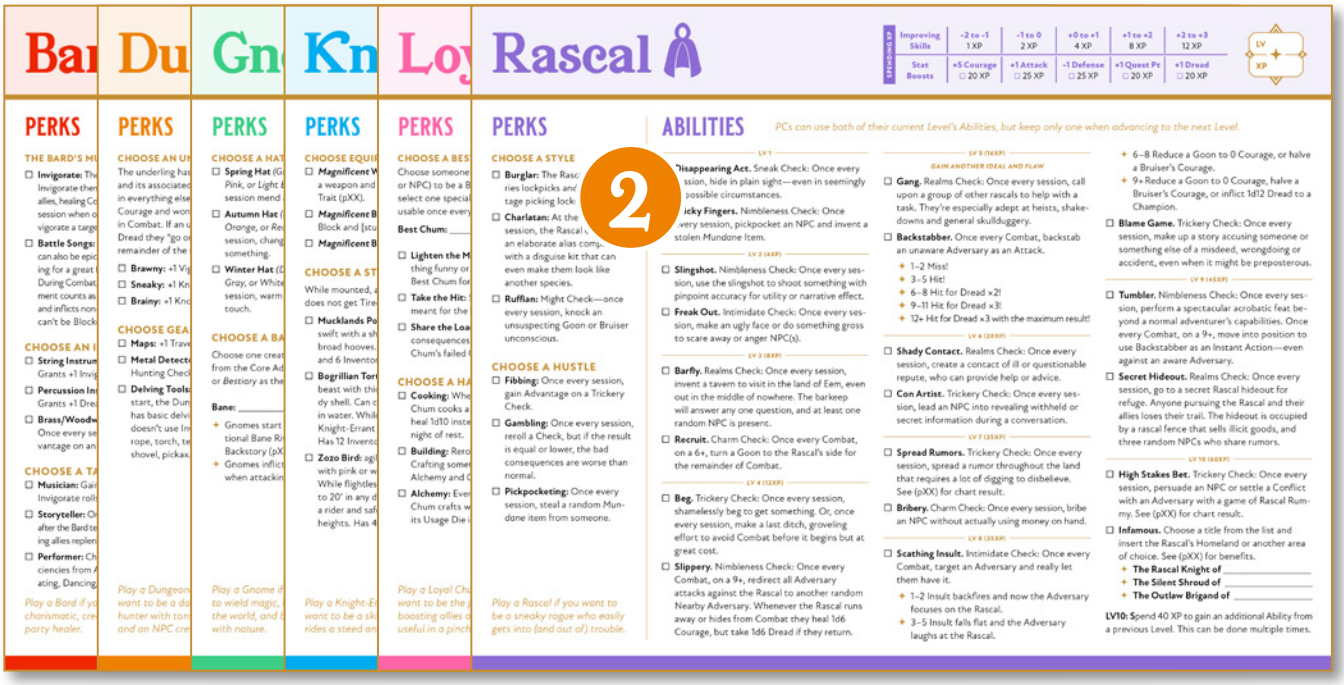
This is a great time to discuss things like group etiquette, off-limits or sensitive content and to just make sure everyone is generally on the same page. The **TTRPG Safety Toolkit** by Kienna Shaw and Lauren Bryant-Monk is a great free resource for this.

Character Sheets

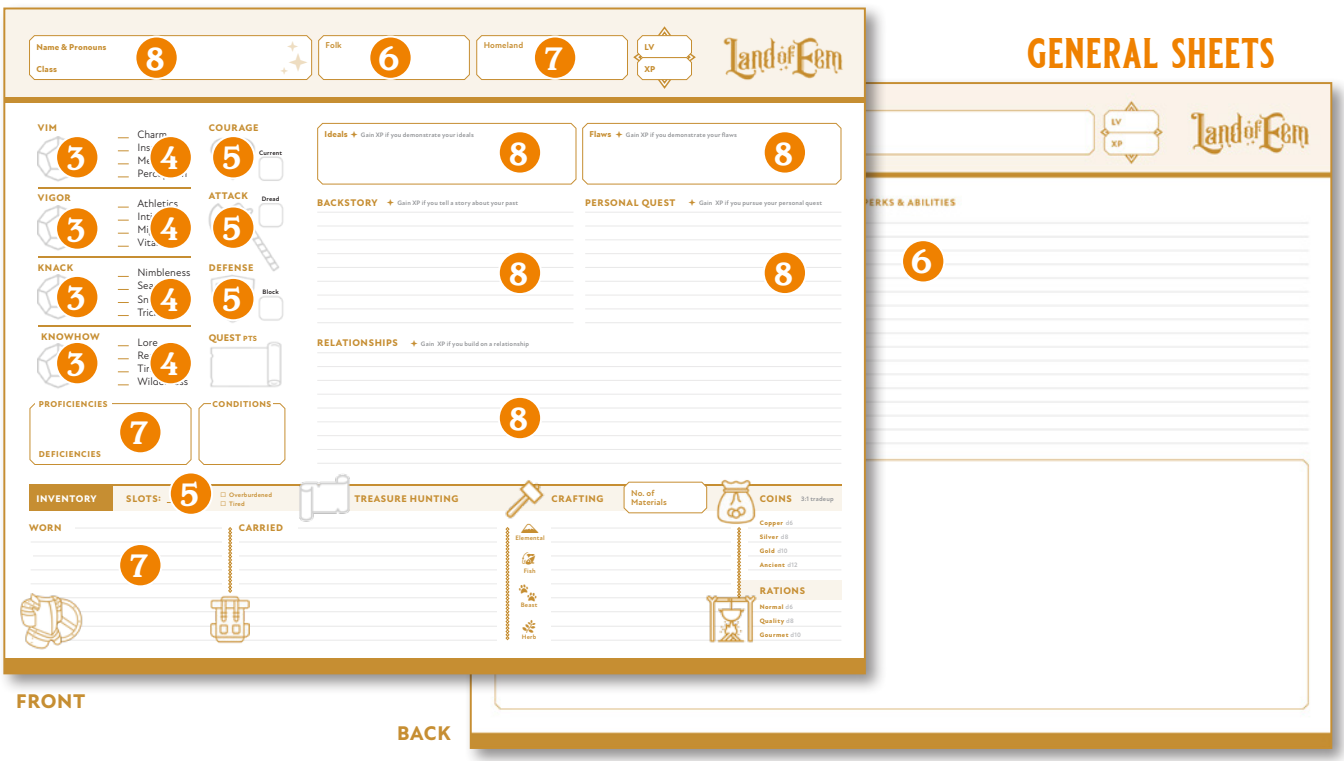
Download

landofeem.com

CLASS SHEETS



GENERAL SHEETS



FRONT

BACK

THE BARD

Sweet-voiced musicians, silver tongued storytellers and healers of hearts, Bards are more at home talking, tricking and inspiring than clashing steel with Adversaries.

	Courage	Dread
Play a Bard if you want to be charismatic, creative, and the party healer.	12+Vim	1d4

BARD PERKS

THE BARD'S MUSIC

Every Bard shares the following two Perks:

- **Invigorate:** Invigorate is the Bard's term for healing Courage with their music. Twice every session, when out of Conflict, the Bard can Invigorate a target for 1d6 Courage.
- **Battle Songs:** The Bard's music can also be epic and thrilling, making for a great fight soundtrack. During Combat, the Bard's instrument counts as a ranged weapon and inflicts non-lethal Dread that can't be Blocked by armor.

CHOOSE AN INSTRUMENT

Bards can use any instrument but begin play and are exceptional with one type.

- **String Instrument:** Invigorate heals +1 Courage.
- **Percussion Instrument:** Grants +1 Dread.
- **Brass/Woodwind Instrument:** Once every session, gain Advantage on an Inspire Check.

CHOOSE A TALENT

All Bards excel at one facet of performing arts.

- **Musician:** Gain Advantage on Invigorate rolls.
- **Storyteller:** Once every session, after the Bard tells a story, all listening allies replenish a Quest Point.
- **Performer:** Choose two Proficiencies from Acting, Impersonating, Dancing, and Acrobatics.

BARD ABILITIES

LV 1

NARRATOR

Bards tend to sing about the action surrounding them. Inspire Check: Once every session, narrate a desired outcome of a single action or situation, beginning with the phrase "And then..." (with a +1 bonus for rhyming), to make it happen. This Ability can't affect Combat or instantly solve something very complicated; the GM should apply the Limited Outcome rule if used too broadly.

Example Scenario
A companion is trapped across a deep chasm.

PC's Solution
"And then... Morty bounded like a deer. In a moment he was there, and now he's over here!"

LITTLE DITTY

Sing a little song to lift everyone's spirits. Inspire Check: Once every session, out of Conflict, Invigorate all allies for an amount of Courage equal to the Inspire Check.

Example Scenario
Kiri rolls an 7 (+1 Inspire and +1 from her string instrument Perk), so her friends heal 9 Courage.

LV 2

GOOD NEWS

The Bard always knows the latest, greatest news from around the land. Realms Check: Once every session, create a positive rumor or news about a person, place or thing. *Instant Action*

Example Scenario
The Bard is told to seek out the cantankerous old hermit at Trollridge who'll aid in their quest—if he can be persuaded.
PC's Solution
"I heard the hermit is a sucker for boffleberry pie!"

GOSSIP

A Bard's fingers are on the pulse of the juiciest gossip and rumors. Realms Check: Once every session, create a negative rumor or news about a person, place or thing. *Instant Action*

Example Scenario
The mayor of Rascalton reneged on paying the party as agreed.

PC's Solution
"You know, I heard Rascalton's mayor rigged the election! Would be too bad if everyone found out."

LV 3

RALLY

Sing a song of hope and bravery, encouraging someone in battle. Once every Combat, Invigorate a target for 1d6 Courage. For the following 2 rounds, they are Invigorated another 1d6 Courage. Additionally, whenever the Bard inflicts Dread with their instrument, Invigorate an ally for 1 Courage.

SWASHBUCKLER

The Bard has an eye for adventure. Perception Check: Once every session, make up an advantageous feature or object within visual range. *Instant Action*

Example Scenario
The Bard is cornered by castle guards on a high balcony.

PC's Solution
Instead of asking the GM "Is there a chandelier I can swing from?" a player instead says "I'm going to swing from that chandelier!"

LV 4

ODE

Sing an ally's praises. Inspire Check: Twice every session, on a 6+, choose one of the following for an ally:

- Reroll a roll.
- Gain +1 Attack or -2 Defense for a Combat round.
- Invigorate 1d6 Courage.

FAST FRIENDS

Bards have a way about them that others gravitate towards. Charm Check: Once every session, instantly become chummy with an NPC out of Conflict.

Example Scenario
It would really be handy for the grumpy magistrate to side with the PCs.

PC's Solution
"Say, that sure is a big, beautiful hat! Really frames your striking features."

LV 5

FAMOUS

Bards are known far and wide throughout the land. Charm Check: Once every session, invent something that an NPC has heard about the Bard.

Example Scenario
The Taskmaster is unimpressed, refusing to hire the Bard for a quest.

PC's Solution
"Oh yeah? Well I did win the Fleabag County annual pie eating contest—twice!"

TROUPE

The Bard has performed across the land establishing a network of fellow performers. Realms Check: Once every session, enlist the help of an NPC bard, bard troupe or anyone related to the performance scene.

LV 6

WITTY REPARTEE

The Bard has a way with words that often gives them second chances. Once every session, if an Adversary has Parley 0, attempt to Parley with them again (limit once per Adversary). Charm Check: Once every Combat, say something funny to throw off an attacking Adversary within Faraway range. On a 6+, the Adversary's Attack suffers Disadvantage.

Example Scenario
The bridge troll is sufficiently enraged and attacking imminently!

PC's Solution
"I'm sorry to interrupt, but that tie is just awful..."

CAMPFIRE SONGS

The Bard's music livens any camp, brightening the mood of everyone around. Charm Check: Once every session, on a 6–8, choose 1 option below. On a 9–11, choose two. On a 12+, get all three:

- One ally can remove a Condition (except Poisoned or Wounded) after food and rest.
- All allies heal [Level] Courage after food and rest.
- Instead of someone dangerous, a Wandering Intruder with a gregarious disposition visits the camp.

LV 7

FACE MELT

The power of intense, virtuosic chops is not to be trifled with. Intimidate Check: Once every Combat, on a 6+, inflict 4d4 Dread to an Adversary.

EPIC SOLO

The Bard's musicianship attracts quite a crowd. Once every session, choose one of the following:

- Out of Conflict, automatically distract an NPC or a group of Goons.
- During Conflict, Charm Check:
  - on a 6+, distract 1d6 Goons.
  - on a 9+, distract one Bruiser.

The audience remains distracted by the Bard's mad chops provided they are not disturbed, attacked or suffering Dread, and the Bard is uninterrupted. The Bard must spend each round continuing their Epic Solo for the effects to last.

LV 8

RELIC OF OLD

The Bard is a lover of history and old artifacts. Gain +1 Treasure Hunting. Lore Check: Once every session, on a 6+, choose one of the following item upgrades when identifying a *Magic* item or *Relic*:

- Once every session becomes twice every session.
- +10 Charges
- +2 Courage
- +2 Dread to a weapon.
- +1 Attack to a weapon.
- -1 Defense to a piece of armor.

GLORY SHOUT

Sing of the glory and valor of a comrade in battle. Once every Combat, choose an ally who inflicts double Dread for 2 rounds.

LV 9

INVIGORATING PRESENCE

The Bard's very presence is inspiring and comforting. Invigorate heals +1 Courage. Any ally who must Defy Death in the Bard's presence gains +1 to the Check. Each session, Invigorate the entire party for 2d6 Courage.

SONG OF OLD

The Bard's brain is a catalog of old songs and ballads. Lore Check: Make up an ancient song and its subject matter, and relate it to the current situation to help solve a problem or convince an NPC.

Example Scenario
The Bard encounters a maze with no idea where to go next.

PC's Solution
"This reminds me of the golden oldie, Randor and the Maze, where Dandor Randor navigates an impossible maze by following the mushrooms!"

LV 10

SONGWEAVER

Listeners of the Bard's songs feel them deeply. Inspire Check: Once every session, make an NPC, creature or crowd deeply feel a chosen emotion. This can pacify angry hordes, incite a riot or make a fiend regretful.

Example Scenario
A disgruntled dragon refuses to leave its cave and help scare away the sarapthi menace. The world is doomed anyhow, it says.

PC's Solution
"I play a song that speaks of bygone days and lost hope. I want the dragon to feel guilt."

BARD'S TALE

The Bard's stories wrap everything up neat and tidy, making events seem like they were easy. Lore Check: Once every session, when a scene ends, transport the party to the next scene by telling a brief tale about how they got there, starting with "And so it was...". This cannot be used to travel very far or to skip important gameplay, but frames the next scene by hand-waving details and logistics.

Example Scenario
The PCs discover the princess will attend the masquerade ball—the perfect opportunity to get in her good graces.

PC's Solution
"And so it was that we snuck into the ball in masks and costumes and schmoozed with nobles, until I found myself dancing with the princess herself!"

THE DUNGEONEER

An enterprising adventure seeker, daring to venture into old tombs and abandoned ruins in search of lost things. Armed with the knowhow and most useful gear to succeed in the wild, Dungeoneers are smart enough to realize Eem is dangerous, so it's best to travel in numbers.

	Courage	Dread
Play a Dungeoneer if you want to be a daring treasure hunter with tons of resources and an NPC crew.	13+Vim	1d8

DUNGEONEER PERKS

CHOOSE AN UNDERLING

Dungeoneers have a named NPC underling (also known as an intern or rookie). The underling follows the Dungeoneer around and (perhaps begrudgingly) follows orders. They have +1 in one Attribute and its associated Skills but -3 in everything else. They have 1 Courage and won't participate in Combat. If an underling suffers Dread they "go on break" for the remainder of the session.

- **Brawny:** +1 Vigor
- **Sneaky:** +1 Knack
- **Brainy:** +1 Knowhow

CHOOSE GEAR

Every Dungeoneer packs the proper gear for adventuring and exploration.

- **Maps:** Grants +1 Travel Checks.
- **Metal Detector:** Grants +1 Treasure Hunting.
- **Delving Tools:** At session start, the Dungeoneer always has basic delving gear that doesn't take up Inventory Slots: rope, torch, ten-foot pole, shovel, pickaxe.

DUNGEONEER ABILITIES

LV 1

DUNGEON CREW

A crew of plucky boggles (or tiny gelatinous goos, or mushrums) accompanies the Dungeoneer on expeditions. Even when thrust into danger, they comically never perish. Inspire or Intimidate Check: Once every session, make the crew do something useful. They are especially good for distractions, menial labor and triggering traps.

Example Scenario
The hallway ahead is clearly full of traps but disarming them will be dangerous.

PC's Solution
"Hey, crew! Time to make yourselves useful. Run down that hallway for me, won't you?"

RECONNOITER

The Dungeoneer is a canny scout and up to date on the latest intel. Realms Check: Once every session, make up a fact or rumor about a place or a group located there. *Instant Action*

Example Scenario
As the Dungeoneer approaches the outpost they're stopped by two menacing people in robes; clearly Eyes of Ehk cultists.

PC's Solution
"These Eyes of Ehk cultists have a secret handshake, believe it or not. Just like this!"

LV 2

BULLWHIP

The Dungeoneer wields a bullwhip with great gusto and skill. Nimbleness Check: Once every session, use the bullwhip to do an extraordinary feat of wrapping, grabbing, or swinging. The whip can hit a target at Nearby range.

HIRE

The Dungeoneer understands the value of good help. Charm Check: Once every session, hire an NPC to do a job, even when the NPC would not normally be inclined to assist. The Dungeoneer need not pay money, but sweetening the deal helps.

Example Scenario
Exploring dark caverns, the Dungeoneer comes upon a wary inkpot spider lurking in the shadows, hungry for a meal.

PC's Solution
"Say, how would you like to guide us through these caverns? Anything we encounter is your free meat!"

LV 3

GUIDE

Dungeoneers know the best way to go. Perception Check: Once every session, to bypass an area or location, invent an alternate route with a built in obstacle.

Example Scenario
The PCs are faced with a locked door and the Rascal's lockpick just broke off in the knob.

PC's Solution
"We can bypass this locked door by crawling through the Inkpot Spider den over here!"

RIGHT TOOL FOR THE JOB

Never go into the field unprepared! Tinker Check: Once every session, create a *Mundane* item which was conceivably and conveniently brought along. This item is usable for the remainder of the session. *Instant Action*

1–2	It's lost!
3–5	It's lost, but there's something in its place!
6–8	The item is on hand but is limited or defective.
9–11	The item is on hand!
12+	The item is on hand and grants +1 to relevant Checks!

LV 4

DUNGEONEER MAGAZINE

The Dungeoneer carries a backlog of old *Dungeoneer Magazine* issues, chock full of tips and tricks. Lore Check: Once every session, invent a fact about dungeons or the Underlands in general: how they operate, their customs, and all associated bureaucratic nonsense.

Example Scenario
The PCs just broke out of prison and need weapons to aid in their escape.

PC's Solution
"Every dungeon has a breakroom with snacks, drinks and a weapons hoard."

LOOTER

The Dungeoneer knows where to look for treasure. Gain +1 Treasure Hunting. Treasure Hunting Check: Each session, after a Combat or while exploring a dungeon, the Dungeoneer can look for sweet loot:

1–2	Encounter a hostile Wandering Intruder!
3–5	Find a *Mundane* item.
6–8	Find two *Mundane* items.
9–11	Find a pouch of Silver Coins.
12+	Find a *Magnificent* item.

LV 5

COMPANY COIN

Tax write-offs and petty cash. Charm Check: Once every session, pay for an item or service without actually using money on hand:

1–5	Sorry, just a bunch of lint.
6–8	Pay for something that costs Copper Coins.
9–11	Pay for something that costs Silver Coins.
12+	Pay for something that costs Gold Coins.

LACKEY

A named lackey (also known as a henchman or butler) joins the Dungeoneer's crew. The lackey has +0 in every Attribute and their associated Skills. The lackey participates in Combat, has +0 Attack and Defense, 10 Courage, and inflicts 1d6 Dread. When the Dungeoneer is Hit, the lackey can suffer the Dread if Nearby. If reduced to 0 Courage they are replaced next session with a new lackey.

LV 6

BOOBY TRAPS

To avoid traps, a Dungeoneer must really know them from the inside out. Tinker Check: Once every session, set a snare or booby trap without the requisite materials. The Dungeoneer only suffers half Dread from traps.

FIRE

The Dungeoneer is a very convincing boss. Intimidate or Trickery Check: Once every session, dismiss NPC(s) from their job or post. In Combat, dismiss a Goon who promptly mopes away. The Dungeoneer can also fire their Underling (who leaves for the remainder of the session) to heal 1d6 Courage.

Example Scenario
The PCs need to get past the front gate of a tower, but two guards block the way.

PC's Solution
"That's it! You're fired, the both of you. I'm sick of these long lunch breaks! Now gimme your spears and start walking. Checks are in the mail!"

LV 7

MONSTER BUDDY

It pays to be friends with monsters in the dungeoneering business. Realms Check: Once every session, create a creature or critter contact who can be called upon for help or advice.

Example Scenario
The PCs have learned that the cave they are venturing into to find the lost treasure is crawling with wyverns.

PC's Solution
"I know a manticore named Eddie who lives around here. Maybe he can give us some tips on how to deal with pesky wyverns."

GEARHEAD

The Dungeoneer has all the cutting-edge technology. Tinker Check: Once every session, create an amazing item of Shrym technology (think steampunk) which was conveniently brought along, usable for the remainder of the session:

1–2	It's lost!
3–5	It's lost, but there's something in its place!
6–8	The item is on hand but is limited or defective.
9–11	The item is on hand!
12+	The item is on hand and grants +1 to relevant Checks!

LV 8

DEMOLITIONIST

A little explosives can go a long way. Tinker Check: Once every session, rig explosives to destroy or harm a structure or object (without explosives on hand). The GM should impose penalties on particularly hardy targets and the action's consequences vary wildly by environment.

WORKFORCE

Big jobs require extra muscle and expertise. Inspire Check: Once every session, call in a large workforce to build, dig or otherwise complete a big task.

LV 9

MAGIC ITEM

The Dungeoneer is often busy between adventures acquiring new toys. Each session, roll a random Magic item (p210) only usable for this session.

HEALTH INSURANCE

Congratulations! The Dungeoneer can now afford health insurance! Vitality Check: Each session, if the Dungeoneer is Defeated they are:

1–2	Defeated as normal.
3–5	Defeated, but not Wounded.
6–8	Not Defeated and retain 1 Courage.
9+	Not Defeated and recover 1d12+Level Courage.

LV 10

APPRENTICE DUNGEONEER

The Dungeoneer's exploits have attracted a full-fledged NPC to join the crew. The apprentice is a Level 1 Dungeoneer (except without an Underling). The Dungeoneer may spend their own XP to increase the apprentice's Level and Skills.

DUNGEON

The Dungeoneer owns a small dungeon somewhere on the map that acts as their regional base of operations. The dungeon can house 5 NPCs that the Dungeoneer befriended over their career. The Dungeoneer can also choose one critter to live there. Pick 3 rooms from the following list:

- **Armory:** Knight-Errants and Dungeoneers gain a previous Level's Ability. The Dungeoneer can arm a small army and anyone can stock up on *Mundane* weapons and armor (that cost Copper or Silver Coins)—which can't be sold.
- **Library:** Gnomes and Bards gain a previous Level's Ability. Once every session, roll a random book here. Lore Checks to research anything here gain Advantage.
- **Tavern:** Loyal Chums and Rascals gain a previous Level's Ability. PCs can restock up to 6 Normal Rations here for free.
- **Trophy Room:** Each session, the Dungeoneer can make a Treasure Hunting Check here:

1–2	Zilch.
3–5	*Mundane* item of choice.
6–8	*Magnificent* item of choice.
9–11	Random *Magic* item.

- **Apothecary:** At the start of a session, roll 3 random Herb Components (p114) stockpiled here. The PCs have access to all Rare alchemy recipes here.
- **The Clink:** The Dungeoneer can securely jail an Adversary or provide a needed safehouse.

THE GNOME

In the Land of Eem, Gnomes may appear to be cute and harmless, but they are, in fact, some of the most powerful beings in existence. Protectors of nature and chroniclers of the old ways, Gnomes are the only Class also doubling as the character's Folk.

	Courage	Dread
Play a Gnome if you want to wield magic, know about the world, and be in tune with nature.	14+Vim	1d8

GNOME PERKS

CHOOSE A HAT

A Gnome's hat is one of the most important identifiers in Gnome society. The hat's color is closely linked with how Gnomes view themselves.

- **Spring Hat (Green, Yellow, Pink, or Light Blue):** Once every session, mend a *Mundane* item.
- **Autumn Hat (Brown, Gold, Orange, or Red):** Once every session, change the color of something.
- **Winter Hat (Dark Blue, Purple, Grey, or White):** Once every session, warm something by touch.

CHOOSE A BANE

Every Gnome adventurer has earned a special title referencing their greatest victory against a particular Adversary. However, the title is only displayed as a capitalized letter. For example, L. Nerman Fuddle stands for Lich-bane Nerman Fuddle. The titles are a badge of honor and, because Gnomes are so modest, rarely shared with others. Gnomes inflict 1d12 Dread against their Bane, and they start with an additional Bane Rival from their Backstory (p74). Choose one creature or critter from the Adversaries (p148) or the *Bestiary Vol. 1* to be the Gnome's Bane.

Example Scenario
The Gnome finds themself imprisoned in old ruins by an ettin—who wants to eat them for lunch!

PC's Solution
"These ancient ruins are from the forgotten nation of Zym, famed for their vegetarian recipes. Have you ever tried one, Mr. Ettin?"

GNOME ABILITIES

LV 1

CHRONICLER

Gnomes live a long time and take it upon themselves to chronicle the surrounding world. Lore Check: Once every session, create a historical fact, bit of ancient knowledge, or trivia. *Instant Action*

MAGIC FEET

Gnomes are spry, always one step ahead of their foes. Nimbleness Check: Once every session, perform a spectacular acrobatic feat beyond a normal creature's capabilities. Or, once every session, reroll a Nimbleness Check.

LV 2

FOREST FRIENDS
Gnomes can speak to all animals, counting them among their closest friends. Wilderness Check: Once every session, call upon wild animals for aid.

RANGER
Gnomes know the wilderness of Eem like the back of their hats. Wilderness Check: Once every session, make up the special property of a plant, creature, critter, or creeper in Eem. *Instant Action*

Example Scenario
A Loyal Chum was bitten by a singe viper.

PC's Solution
"This wriggle-root is a great cure for singe viper venom!"

LV 3

STOUTHEART
The stoutest of hearts stand tall in the face of danger. Mettle Check: Once every Combat, on a 6+, suffer half Dread from an attack or Ability.

GNOMISH FABLE
There's an old gnomish saying: "The fable reveals the foible." Lore Check: Once every session, create a moral fable or story to convince someone.

Example Scenario
A stubborn boggart mayor refuses to assist the neighboring town after a bandit attack.

PC's Solution
"I tell the mayor an old Gnomish fable about the duck who didn't help the worm. The moral of the story being that the duck winds up worm food in the end."

LV 4

FRIENDSHIP PUFF
The Gnome knows the foolproof, ancient Gnomish custom of making friends: by blowing a dandelion in someone's face. Lore Check: Once every session, out of Conflict, make an NPC friendly.

LOG TRICK
Become one with the trees. Trickery Check: Once every session, turn a target into a small log for 5 minutes per Level. The target can see and hear but can't talk. In Combat, this lasts 1d4 rounds and the affected target cannot attack or be attacked.

LV 5

DWIMMERCRAFTY
Gnomes are naturally magical beings and can cast small dwimmers (spells). Mettle Check: Once every session, cast a cantrip or prestidigitation (for example: levitate something, snuff out a torch or untie a knot).

Example Scenario
The PCs are hidden in a dark cave when a patrolling guard holding a torch suddenly approaches.

PC's Solution
The Gnome promptly snaps their fingers to snuff out the guard's torch, darkening the cave enough for the PCs to escape without being noticed.

FIE!
Exclaim the power of magic and repel the forces of evil! Attack: Once every Combat, inflict 3d6 Dread to an Adversary. On 13+ Dread, the Adversary suffers -1 to Attack and Dread for the remainder of Combat.

LV 6

ILLUSION
A tricky illusion can be more powerful than a sharp-edged sword. Trickery Check: Once every session, create a simple auditory and visual illusion that lasts for 1 minute per Level. Being incorporeal, the illusion can only inflict non-lethal Dread and will poof out of existence after being Hit.

Example Scenario
The PCs hide behind a tree but it's only a matter of time before the band of orch marauders finds them.

PC's Solution
The gnome creates an illusion of a roaring troll lumbering through the woods in hopes of scaring off the approaching orches.

ARCH RIVALS
As time goes on, the arch rivalry grows. Choose two added benefits for the Gnome's Bane.

- Intimidate Check: On a 9+, any minions of the Bane flee at the sight of the Gnome.
- A chosen ally also inflicts 1d12 Dread to the Bane.
- The Gnome and their allies gain -1 Defense against the Bane.

LV 7

FRIEND WHISTLE
Powerful forest friends heed the Gnome's whistle. Wilderness Check: Once every session, summon the nearest magical friend to help:

1–2	A hostile Wandering Intruder!
3–5	No one responds.
6–8	A distressed Unicorn, who only helps after the Gnome completes a task or Random Encounter.
9–11	A sparrow-sprite who provides help or advice.
12+	A mighty unicorn, who helps the Gnome with any task or carries them to any region location in the same region.

GNOMISH INTUITION
Gnomes are very perceptive and often know what makes people tick. Perception Check: Once every session, invent a motive or desire within a present NPC. *Instant Action*

Example Scenario
A grumpy troll won't let the party cross a bridge.

PC's Solution
"It seems like the troll is grumpy because no one ever really asks him how he's doing. He just wants to really be seen."

LV 8

ANIMATE
With a sprinkle of magic the Gnome can make objects come alive. Mettle Check: Once every session, animate an inanimate object, which grows cartoonish limbs to ambulate and hold things. It cannot speak or fight in Combat, but follows the Gnome's commands for the remainder of the session.

REJUVENATE
The Gnome's very touch is life-restoring. Once every session, out of Conflict, touch someone to heal 1d12+Level Courage.

LV 9

TAME CRITTER

Even the most ornery critters can warm up to a Gnome. Wilderness Check (Disadvantage in a Conflict): Once every session, the Gnome can tame a critter they encounter to accompany them for the remainder of the session:

1–2	Critter attacks!
3–5	Critter becomes wary and defensive.
6–8	Tame a Goon.
9–11	Tame a Bruiser or Goon.
12+	Tame a Champion, Bruiser, or Goon.

MAGICIAN

The Gnome can cast powerful dwimmers like the wizards of old. Mettle Check: Once every session, cast a spell to do things like call forth a bolt of lightning, turn invisible, fly, and similarly potent effects. Spells are limited only by imagination, but the intent of the spell must be clearly stated. The spells never inflict Dread to Adversaries but can cause damage narratively.

LV 10

RAINBOW BRIGADE

The Gnome becomes a member of the Rainbow Brigade, the famed Gnomish defense force, and wields a *Magic* shield. Once every session, choose to do one of the following:

- A magical stag emerges from the shield. It can carry up to five PCs. Once every Combat it can trample, inflicting 1d10 Dread to 1d6 Adversaries.
- A powerful blast of rainbow energy pacifies all Nearby hostile critters and creatures (except *undead*) for 10 minutes.
- When Hit, suffer no Dread, and the shield reflects the Dread back to the attacker.

MAGIC FORGE

The Gnome has learned to imbue items with magic. Tinker Check: Forge a *Magic* item (p100), and work with the GM to bring the idea to life.

THE KNIGHT-ERRANT

Strong and swift and courageous, the Knight-Errant is a wayfaring warrior who lends their sword to a cause. Chivalry and romanticism may have withered away and died for most folks in the Land of Eem, but not for these heroic knights whose bravery is an inspiration to all they meet.

	Courage	Dread
Play a Knight-Errant if you want to be a skilled fighter who rides a steed and leads others.	15+Vim	1d10

KNIGHT-ERRANT PERKS

CHOOSE EQUIPMENT

Knight-Errants begin play with one *Magnificent* item (p82).

- ***Magnificent* Weapon:** Choose a weapon and roll a random Trait
- ***Magnificent* Breastplate:** +1 Block and [sturdy].
- ***Magnificent* Banner:** [lucky].

CHOOSE A STEED

Every Knight-Errant has a steed to ride the open road and carry them into battle. While mounted, a Knight-Errant does not get Tired from traveling.

Outside of special Abilities, steeds don't attack in Combat, and nothing harms them except in extreme narrative circumstances (GM discretion). Due to the cramped nature of dungeons and the like, steeds will usually not enter and must be left outside.

- **Mucklands Pony:** Stout and swift with a shaggy mane and broad hooves. Has 2 Speed and 6 Inventory Slots.
- **Bogrillian Tortoise:** Plodding beast with thick skin and sturdy shell. Can comfortably float in water. While mounted the Knight-Errant gains +1 Block. Has 12 Inventory Slots.
- **Zozo Bird:** Agile, slender bird with pink or white plumage. While flightless, it can leap up to 20' in any direction with a rider and safely glide from heights. Has 4 Inventory Slots.

KNIGHT-ERRANT ABILITIES

LV 1

WAYFARER

The Knight-Errant has been around Eem and back.
Realms Check: Once every session, invent something about a place, landmark, or point of interest.
Instant Action

Example Scenario
As night draws near, the PCs must camp but lost all their supplies crossing the fetid marsh.

PC's Solution
"The bogril Bulwarks used to dwell here and keep watch. We might find some old supplies."

INSPIRING ORDERS

Allies look to the Knight-Errant for guidance and leadership. Inspire Check: Twice every session, on a 6+, choose one of the following:

- Grant +1 to all allies' rolls during one phase of a Conflict.
- Grant +2 to an ally's Check before rolling.
- Heal an ally for 1d6 Courage.

LV 2

TACTICAL COMBAT

Sound battle tactics can elevate a motley crew to a well-oiled squad. Once every Combat, choose an Adversary. If the Knight-Errant and an ally are flanking that Adversary, they both get +1 Attack and the target can't Counterattack the ally.

FEAT OF STRENGTH

Sometimes the best solution is more muscle. Might Check: Once every session, perform an act of heroic strength beyond a normal adventurer's capabilities.

Example Scenario
An old tree has fallen onto a farmer's home trapping her husband inside.

PC's Solution
"Stand back!" the Knight-Errant proclaims. "I'll lift the trunk just long enough for your husband to escape!"

LV 3

DISCERNING EYE

Brute force doesn't always find cracks in the armor, but a discerning eye does. Perception Check: Once every session, create a narrative weakness or vulnerability in someone or something within visual range. *Instant Action*

Example Scenario
Shagra the Bandit Mistress of the Moat Gang says she's never heard of the boggart they're looking for.

PC's Solution
"Shagra might be a mighty warrior but you can always tell when she's lying: her eye twitches!"

SWORN PROTECTOR

The Knight-Errant would lay down their life for their friends. Intimidate Check: Once every Combat, on a 6+, redirect a Close or Nearby Adversary's attack against an ally to the Knight-Errant.

LV 4

MARTIAL PROWESS

The Knight Errant is a force to be reckoned with. Increase Dread to 1d12. If mastered, this ability grants +1d6 Courage.

FAITHFUL STEED

The bond between a Knight-Errant and their steed is deep. Wilderness Check: The steed can follow complicated orders. The Knight-Errant gains Advantage when performing stunts or tricky maneuvers. Gain the following mount-specific benefit.

- **Mucklands Pony:** Once every Combat, the Knight-Errant can charge and attack a Distant or Faraway target inflicting +1 Dread per Level.
- **Bogrillian Tortoise:** Once every session, the tortoise can ram a structure, knock down a door or inflict 1d10 Dread (as an Attack) to an Adversary, knocking them Prone.
- **Zozo Bird:** The zozo bird comfortably enters dungeons and other cramped locations.

LV 5

WORLDWISE

The Knight-Errant is familiar with the customs of all manner of folk. Realms Check: Once every session, invent a fact about a culture, faction or group of people. *Instant Action*

Example Scenario
While pursuing a notorious thief, the trail goes cold since entering the River Country region.

PC's Solution
"The River Watch keeps impeccable records. If the thief passed through a checkpoint, we'd be able to tell when and where... as long as we could get those records."

SWEEPING STRIKES

Lash out with a whirling assault. Once every Combat, attack 1d4+1 Close and Nearby targets (one Attack roll against multiple Defenses). On a 6–8, the targets can still Counterattack.

LV 6

SHRUG IT OFF

Roll with the punches and look fear in the eyes. Once every session, Block 1d8 Dread from any source.

WAR STORIES

The adventurer's life is hard, but it makes for great stories. Lore Check: Once every session, tell a story about a past adventure or historical war to help the situation or convince an NPC.

Example Scenario
Traveling through the mountains, two ettins catch wind of the PCs and give chase.

PC's Solution
"I'll try to draw them into a cave. A long time ago I battled an ettin in an old cave. I learned that they can be quite claustrophobic!"

LV 7

DUEL

Clash with a foe mano a mano. Once every Combat, initiate a duel with a Goon or Bruiser; or make a 6+ Intimidate Check to initiate a duel with a Champion. For 1d4 rounds, the Knight-Errant and the Adversary can only use Actions to attack each other. All Attack results of 3–8 count as Hit with a Counterattack for both combatants.

OATHBEARER

The Knight-Errant's word is their bond. Charm Check: Once every session, make a promise to an NPC which, under normal circumstances, they would not accept (the GM shouldn't use Limited Outcomes). If the Knight-Errant fails to uphold their end of the bargain the GM should impose significant narrative consequences.

Example Scenario
A troll has captured a wealthy tycoon's daughter and won't release her until the industrialists leave his swamp.

PC's Solution
"Release the girl, and I give you my word the tycoon *will* leave your swamp."

LV 8

MIGHTY BLOW

Wind up and deal a devastating strike. Once every Combat, declare a Mighty Blow before attacking:

1–2	Miss!
3–5	Hit with a Counterattack!
6–8	Hit and inflict +1d6 Dread!
9–11	Hit and inflict +2d6 Dread!
12+	Critical Hit and inflict +3d6 Dread!

COMMANDING PRESENCE

It only takes a single look from the Knight-Errant to leave an impression. Intimidate Check: Once every session, wordlessly impress or frighten an NPC (out of Conflict) or multiple Goons (in or out of Conflict). Success generally means the NPC is respectful and amenable, perhaps begrudgingly so. Goons keep their distance or flee from Combat.

Example Scenario
The magistrate's advisor threatens to call security if the PCs don't leave the castle at once.

PC's Solution
"I give one grim look and loom over the advisor as if to indicate that's a bad idea, and we need to see the magistrate now."

LV 9

SECOND SKIN

Wearing armor is practically like wearing a leotard. Any armor the Knight-Errant wears grants an additional -1 Defense, +1 Block, and inflicts no Disadvantage to Movement Checks.

HERO OF THE PEOPLE

The Knight-Errant is renowned as a hero among the common folk. Inspire Check: Once every session, rouse and embolden any number of common folk to help the Knight-Errant's cause to the best of their ability. Additionally, common folk always offer shelter, food and basic supplies.

Example Scenario
A village near a castle occupied by bandits has been living in fear for months, and the PCs have come to put an end to the torment.

PC's Solution
The Knight-Errant offers her sword, inspiring the villagers to band together to form a militia and help drive out the bandits.

LV 10

LEGENDARY ITEM

A legendary item from the Knight-Errant's ancestors comes into their possession. Roll three times on the *Relics* table and choose one to keep (p225).

CALLED SHOT

Aim for a weak point and make a precise strike. Attack: Once every Combat, target a specific location on an Adversary, object, or structure and describe the Called Shot's narrative effect. This cannot outright defeat Champion Adversaries but the GM describes how it weakens them.

Example Scenario
A haywire sputter-guard is destroying its creator's lab, smashing everything in sight with six mechanical limbs.

PC's Solution
The Knight-Errant bounds forward and strikes the sputter-guard right in its mechanical control box, causing it to freeze in place.

THE LOYAL CHUM

Reliable and true, the Loyal Chum is the quintessential ally and travel companion. Their contributions may sometimes go unnoticed, but they're the backbone of any adventuring party, always there to lend a hand or helpful advice.

	Courage	Dread
Play a Loyal Chum if you want to be the party's "glue," boosting allies and always useful in a pinch.	13+Vim	1d6

LOYAL CHUM PERKS

CHOOSE A BEST CHUM

Choose someone in the party (PC or NPC) to be a Best Chum and select one special Best Chum Perk usable once every session. If for whatever reason the Best Chum leaves the adventuring party permanently, select a new Best Chum.

- **Lighten the Mood:** Say something funny or kind to heal the Best Chum for 1d12.
- **Take the Hit:** Suffer Dread meant for the Best Chum.
- **Share the Load:** Suffer the consequences of the Best Chum's failed Check.

CHOOSE A HANDICRAFT

Loyal Chums are adept at a particular handicraft honed throughout their lives.

- **Cooking:** When the Loyal Chum cooks a meal, all eaters heal 1d10 instead of 1d6 after a night of rest.
- **Building:** Reroll a Check when Crafting something (except for Alchemy and Cooking).
- **Alchemy:** Everything the Loyal Chum crafts with Alchemy has its Usage Die increased a step.

LOYAL CHUM ABILITIES

LV 1

OLD CHUMS

The Loyal Chum has friends all over the place. Charm Check: Once every session, invent an old friend the Loyal Chum has run into who can help or give advice.

Example Scenario
The PCs come upon a small town, at a loss for how to find the sunken ruins of Glip.

PC's Solution
"You know, my old friend Gragnak lives around here. She was a Dungeoneer! Maybe she'd know where we could find a map!"

LEND A HAND

The Loyal Chum is always there to catch someone's fall. Once every session, if an ally fails a Check, the Loyal Chum can make the Check instead, replacing the ally's result. Additionally, gain Advantage when catching someone's fall, pulling them from danger, or similar.

LV 2

EYE FOR CLUES

Sometimes the answers are right under the Loyal Chum's nose. Search Check: Once every session, create a found clue to help solve a problem or discover something.
Instant Action

Example Scenario
The PCs explore a collapsed mine, searching for a lost miner.

PC's Solution
"Look, this is the miner's hardhat. They must have been down this way!"

FOLKLORE

All the old legends and spooky stories have some truth to them. Lore Check: Once every session, make up an old superstition or legend about a creature, critter, custom or concept. *Instant Action*

Example Scenario
The dastardly prince is set to marry the princess tomorrow, but the PCs need more time to set their plan to save her into motion.

PC's Solution
The Loyal Chum speaks with the king and says, "You can't hold the wedding tomorrow! Every boggart knows it's bad luck to get married on the day before a full moon."

LV 3

WELL-ROUNDED

Hard-earned experience has led to broadened horizons. Choose another Class's Level 3 Class Ability.

IMPROVISE

Count on the Loyal Chum to jury rig something useful in the clutch. Tinker Check: Once every session, quickly craft, engineer or repair something, making use of whatever resources are at hand. At least one item must be sacrificed to make it work—sometimes more (GM's judgment) depending on complexity. The crafted item only lasts for the remainder of the encounter.

Example Scenario
Traversing the mountain pass will take much too long and the PCs will never catch up to the rival dungeoneer absconding with the precious jewel.

PC's Solution
"Using our cloaks, tree branches, rope, and harness, I'm going to fashion a makeshift hang glider to get down the mountain faster. I'll try to cut them off."

LV 4

JACK OF ALL TRADES

Master of none, but well-versed in many disciplines. Twice every session, name a specific activity or Proficiency. For the remainder of the session gain Advantage when performing a relevant Check.

Example Scenario
There are deadly scorpions crawling all over the dungeon floor.

PC's Solution
"Luckily I'm an expert scorpion tamer!"

LOCAL HISTORY

History isn't always learned in books and old tombs. Realms Check: Once every session, make up a rumor about the recent history or events of a place within the current Hex Cluster. *Instant Action*

Example Scenario
An ally needs the services of a witch to remove a curse before it takes effect forever!

PC's Solution
"I seem to recall there used to be an old witch that lived around these parts and the local townsfolk chased her off into the swamp."

LV 5

UNSUNG HERO
The Loyal Chum's contributions often go unnoticed—but they make a difference. Each session, for one encounter, all allies' Check results of 5 instead count as 6.

PEP TALK
The words of a Loyal Chum can light a spark of hope. Inspire Check: Twice every session, on a 6+, choose one of the following:
- Grant an ally a free Quest Point for immediate use.
- Grant an ally Advantage before a Check.
- Heal an ally for 1d6.

LV 6

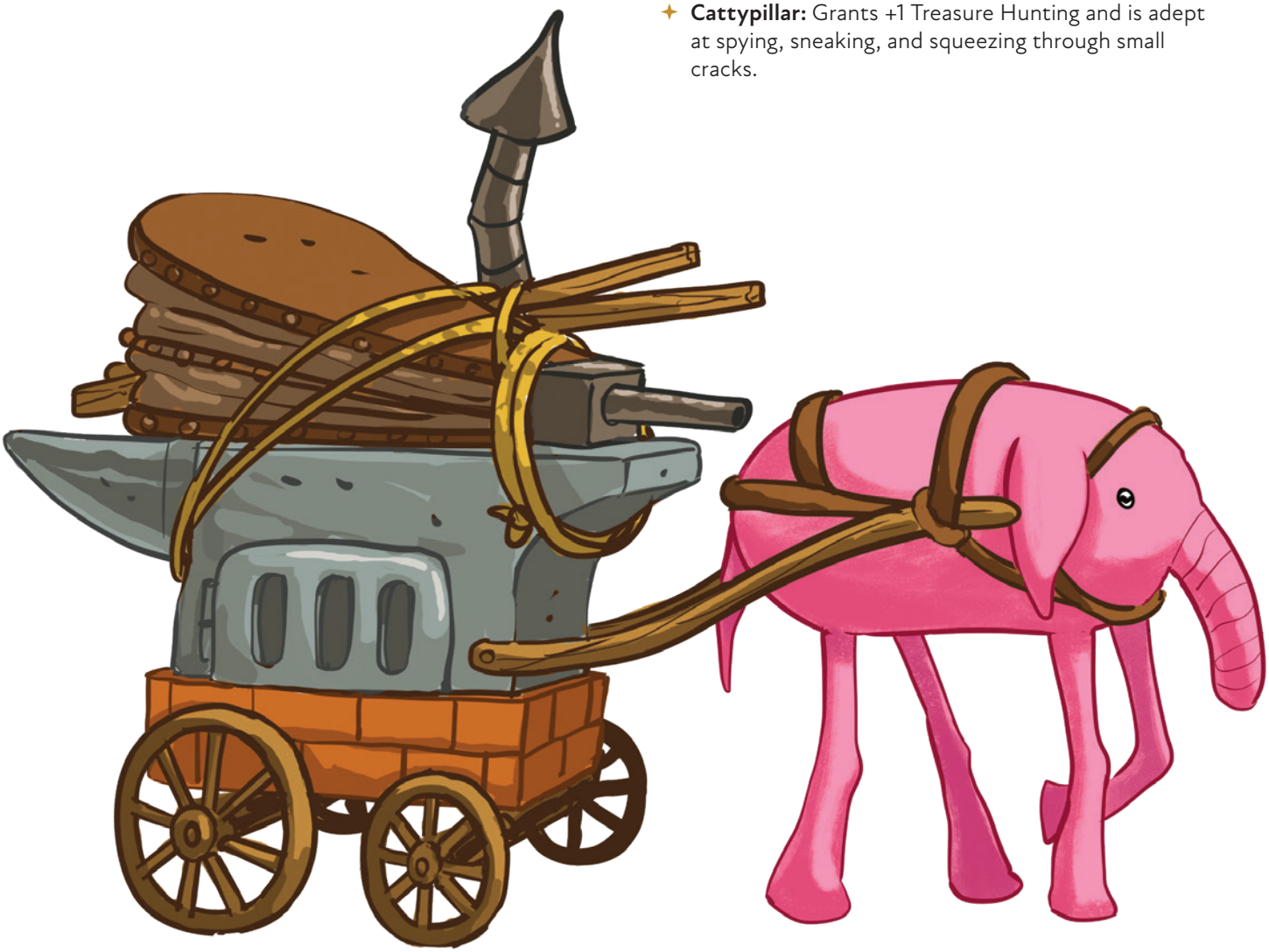
MOBILE FORGE
The Loyal Chum has a rootersnoop that pulls a cart with a forge built into it. The rootersnoop has 10 Inventory Slots exclusively for Materials. The forge can be used while adventuring, but the Loyal Chum can't move and travel while crafting.

PICK UP THE SLACK
The Loyal Chum keeps things running smoothly when things go sideways. Once every session, when multiple allies must make the same Skill Check, instead make a single Skill Check for everyone.

LV 7

PICK ON SOMEONE YOUR OWN SIZE
What the Loyal Chum may lack in martial prowess, they make up for with bravery. Once every Combat, taunt an Adversary to attack the Loyal Chum instead of any allies for 2 rounds (and gain -2 Defense for the duration).

LOYAL PET
The Loyal Chum has a loyal pet of their choice accompanying them wherever they go.
- **Doggart:** Rideable by Small PCs and has 5 Inventory Slots. Can fetch and swim. Wilderness Check: Once every Combat, the doggart can disarm a Goon or Bruiser.
- **Owligator:** Can take to the skies, and answers yes or no questions. Once every Combat, the owligator may attack a target, inflicting 1d10 Dread; the Loyal Chum can also attack that round.
- **Cattypillar:** Grants +1 Treasure Hunting and is adept at spying, sneaking, and squeezing through small cracks.



LV 8

HOME AND HEARTH

The Loyal Chum can make any camp feel like a warm and cozy hearth, no matter where they are. Charm Check: Once every session, on a 6–8, choose 1 option below. On a 9–11, choose two. On a 12+, get all three. In addition, the Loyal Chum gains access to a home in a chosen settlement where a friendly NPC lives (perhaps a family member or significant other).

- When the party eats and rests here, recover 2d6 Courage (or 2d10 if the Loyal Chum uses the Cooking Perk).
- The location is hidden from Wandering Intruders and unfriendly NPCs.
- Tinker Checks gain Advantage here.

TO ARMS!

Bolster allies with a fiery call to action. Once every Combat, all allies inflict +1d6 Dread for 2 rounds.

LV 9

FRIENDSHIP BRACELETS

All other PCs are considered the Loyal Chum's Best Chums. Choose an additional Best Chum Perk. When building on a Relationship with a PC or allied NPC, PCs gain 2 XP instead of 1.

ACCORDING TO PLAN

Loyal Chums lay the groundwork for plans well in advance. Tinker Check: Once every session, flashback to a past action the Loyal Chum recently performed "offscreen" to help their current situation. The flashback can only happen if the Loyal Chum could have recently been present at the location of the past action.

Example Scenario
The PCs have to sneak into the town museum and steal back a finfolk relic, but the building is crawling with guards.

PC's Solution
"I visited the museum earlier today and unlocked the window from inside. All we have to do is wait until the guards pass and hop right in."

LV 10

HEROIC SURGE

The Loyal Chum digs deep and finds the strength within. Each session, automatically succeed on any Check.

MUSTER COURAGE

Bolster allies with words of encouragement. Each session, heal all allies for 3d6 Courage.

THE RASCAL

A Rascal is a roguish scamp, the kind you might find in a band of brigands, or toiling away at the worst jobs in any dungeon. They do what they have to do in order to survive in a world ruled by the bad guys, and they've learned a few tricks of the trade along the way.

	Courage	Dread
Play a Rascal if you want to be a sneaky rogue who easily gets into (and out of) trouble.	12+Vim	1d6

RASCAL PERKS

CHOOSE A STYLE

Outsiders often lump all ne'er-do-wells together but Rascals understand the true nuance of the profession.

- **Burglar:** The Rascal always carries lockpicks and has Advantage when picking locks.
- **Charlatan:** At the start of a session, the Rascal can create an elaborate alias complete with a disguise kit that can even make them look like another Folk.
- **Ruffian:** Might Check: Once every session, knock an unsuspecting Goon or Bruiser unconscious.

CHOOSE A HUSTLE

It's a tough world, and all Rascals hone a particular hustle to get by.

- **Fibbing:** Once every session, gain Advantage on a Trickery Check.
- **Gambling:** Once every session, reroll a Check, but if the result is equal or lower, the bad consequences are worse than normal.
- **Pickpocketing:** Once every session, steal an item from an unsuspecting target. Roll on the *Mundane* Items table (p88) and get the nearest (0) or (1) Slot item.

RASCAL ABILITIES

LV 1

DISAPPEARING ACT

The Rascal has the uncanny ability to disappear from view. Sneak Check: Once every session, hide in plain sight—even in seemingly impossible circumstances.

STICKY FINGERS

The Rascal's fingers always find what they need. Nimbleness Check: Once every session, pickpocket an NPC and invent a stolen *Mundane* Item.

Example Scenario
Walking through the dungeon, a hapless miner passes by, barely noting the Rascal.

PC's Solution
"I'm going to pickpocket the key to that locked door we passed earlier."

LV 2

SLINGSHOT

The slingshot is a Rascal's best friend is always handy. Nimbleness Check: Once every session, use the slingshot to shoot something with pinpoint accuracy for utility or narrative effect.

Example Scenario
Arriving too late, the Rascal sees the executioner raising his axe above their captured friend's head as the crowd watches in horror.

PC's Solution
"I shoot the switch to a trap door beneath my friend to make them fall through just as the axe swings down!"

FREAK OUT

The Rascal knows how to push people's buttons. Intimidate Check: Once every session, out of Conflict, make an ugly face or do something gross to scare away or anger multiple Goons, a Bruiser, or a Champion.

LV 3

BARFLY

Taverns all over the land are like second homes to the Rascal. Realms Check: Once every session, invent a tavern to visit in the Land of Eem, even out in the middle of nowhere. The barkeep will answer any one question, and at least one random NPC is present.

Example Scenario
In the remote bogs of the Quagmash, the PCs become lost while seeking a local witch.

PC's Solution
"I think the Floating Barrel is around here! Maybe the barkeep knows something about the witch?"

RECRUIT

The grass is greener on the good guys' side—still no dental insurance though. Charm Check: Once every Combat, on a 6+, turn a Goon to the Rascal's side for the remainder of Combat.

LV 4

BEG

The Rascal will stoop to the lowest lows. Trickery Check: Once every session, shamelessly beg to get something. Or, once every session, make a last ditch, groveling effort to avoid Combat before it begins but at great cost.

Example Scenario
The Gnome won't budge—there's no way they'll allow the party to use their powerful artifact to aid the quest. It's too dangerous!

PC's Solution
"Pleeeeeeeeaaase?! Just this one time? It will help us so much! Please, Mr. Gnome? Pleeeeeeeeasssssse?!!"

SLIPPERY

It's always better to run than stay and die! Nimbleness Check: Once every Combat, on a 9+, redirect all Adversary attacks against the Rascal in a round to another random Nearby Adversary. Additionally, whenever the Rascal runs away or hides from Combat they heal 1d6 Courage, but suffer 1d6 Dread if they return.

LV 5

GANG

The Rascal can muster a gang of fellow ne'er-do-wells. Realms Check: Once every session, call upon a group of other rascals to help with a task. They're especially adept at heists, shakedowns and general skullduggery.

Example Scenario
The PCs need to infiltrate a gambling den, but rolling in with a Gnome and a Loyal Chum isn't going to cut it.

PC's Solution
"Listen, this is Purple Dragoon turf, and they owe me a favor. With them on our side, no one will bat an eye."

BACKSTABBER

Never stand toe to toe with an enemy! Attack: Once every Combat, backstab an unaware Adversary:

1–2	Miss!
3–5	Hit!
6–8	Hit for Dread ×2!
9–11	Hit for Dread ×3!
12+	Hit for Dread ×3 with the maximum result!

LV 6

SHADY CONTACT

The Rascal has connections to criminals and fiends. Realms Check: Once every session, create a contact of ill or questionable repute, who can provide help or advice.

Example Scenario
The PCs run afoul of the local gang boss and need an in with a rival faction.

PC's Solution
"I know a guy who can get us a meeting. His name is Skrag Mungtooth. He's something of a fixer around here.

CON ARTIST

The Rascal's obsequious ways dupe others into letting their guard down. Trickery Check: Once every session, lead an NPC into revealing withheld or secret information during a conversation.

Example Scenario
The PCs must get to the bottom of a murder case, and the Rascal is schmoozing with the advisor of a diplomat (the number one suspect).

PC's Solution
"As we're talking, I ask about what they were doing the other night...hoping the advisor slips up and disproves the diplomat's alibi."

LV 7

SPREAD RUMORS

Sometimes it's easier to make dirt than to dig it up. Trickery Check: Once every session, spread a rumor throughout the land that requires a lot of digging to disprove:

1–2	Rumor doesn't spread and everyone thinks the Rascal is a liar.
3–5	Rumor doesn't spread.
6–8	Rumor spreads throughout the Rascal's current Hex Cluster in 1 day.
9–11	Rumor spreads throughout the whole region in 2 days.
12+	Rumor spreads throughout the entire realm in 4 days.

Example Scenario
Kurdok the Bounty Hunter has been chasing the PCs for weeks, trying to arrest them for a crime they didn't commit!

PC's Solution
"Rumor has it, Kurdok has a pretty hefty bounty out on him, himself. Anyone looking to make some serious coin should arrest Kurdok instead!"

BRIBERY

The Rascal knows how to grease the wheels. Charm Check: Once every session, bribe an NPC without actually using Coins on hand.

Example Scenario
A pair of guards bar the PC's entry from an exclusive party hosted by a River Baron.

PC's Solution
"Hey, how's about you twos lets us in and I'll make it worth your while."

LV 8

SCATHING INSULT

The Rascal has a knack for chewing people out. Intimidate Check: Once every Combat, target an Adversary and really let them have it:

1–2	Insult backfires and now the Adversary focuses on the Rascal.
3–5	Insult falls flat and the Adversary laughs at the Rascal.
6–8	Reduce a Goon to 0 Courage, or halve a Bruiser's Courage.
9+	Reduce a Goon to 0 Courage, halve a Bruiser's Courage, or inflict 1d12 Dread to a Champion.

BLAME GAME

If the Rascal believes it, well, it's still a lie—but it just might work. Trickery Check: Once every session, make up a story accusing someone (or something) else of a misdeed, wrongdoing or accident, even when it might be preposterous.

Example Scenario
After sneaking into a dragon's den to steal a treasure hoard, the Rascal is discovered by the angry dragon.

PC's Solution
"Hey, don't look at me! I heard a rumor that the Tricky Toe Gang was planning a heist. I'm just here to warn you of the real thieves!"

LV 9

TUMBLER

The Rascal is an incredible acrobat. Nimbleness Check: Once every session, perform a spectacular acrobatic feat beyond a normal adventurer's capabilities. Once every Combat, on a 9+, move into position to use Backstabber against a Nearby aware Adversary.

SECRET HIDEOUT

The Rascal has access to hideouts across the realms. Realms Check: Once every session, go to a secret rascal hideout for refuge. Anyone pursuing the Rascal and their allies loses their trail. The hideout is occupied by a rascal fence selling illicit goods, and three random NPCs who share rumors.

LV 10

HIGH STAKES BET

Sometimes the Rascal would rather settle things with cards than fisticuffs. Trickery Check: Once every session, persuade an NPC, or settle a Conflict with an Adversary, with a game of chance:

1–2	Lose and accept the terms.
3–5	Accept the Adversary's terms but the Rascal an add a benefit.
6–8	Reach a compromise with the Adversary.
9–11	Dictate favorable terms.
12+	Dictate heavily favorable terms.

INFAMOUS

For better or worse, the Rascal is known far and wide as a scalawag and rapscallion. Choose a Heroic Title from the list and insert the Rascal's Homeland or another area of choice.

- **The Rascal Knight of** _____
  Regular folk revere the Rascal but the rich and powerful fear them. Peasants always offer shelter, food and basic supplies—even covering for the Rascal and risking their lives to help.
- **The Silent Shroud of** _____
  Fellow rascals and thieves greatly respect the Rascal but law enforcement despises them. Realms Check: Once every session, pull a favor from any criminal faction. Law enforcement everywhere suspects the Rascal but understands they can't be touched without proof.
- **The Outlaw Brigand of** _____
  The mere mention or sighting of the Rascal strikes fear in everyone. Each session, make all present Goon and Bruiser NPCs and creatures flee at the sight of the Rascal.

BOGGART

BOGGLE

BOGRIL

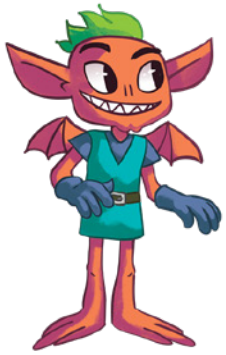
BUGBEAR

GELATINOUS GOO

GNOME

GOBLIN

HUMAN



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MUSHRUM

QUORTLE

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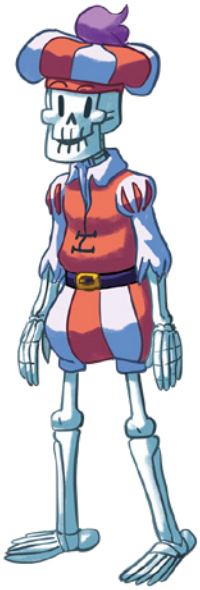


SKELETON

WELKIN

WHALEN

WUG

Folk

The Land of Eem is filled with a plethora of diverse Folk, each with unique cultures and capabilities. A Folk's description tells you about the physical characteristics its members have in common with one another. Because members of the same Folk often live in similar regions and environments with each other, each Folk has developed its own set of common cultural traits.

Just like in the real world, cultural traits aren't inherent to a Folk. An individual's own personality and backstory often takes them in other directions—especially when they spend time around other cultures. As the Dungeon Era goes on, the relationship between Folk and culture has only gotten more complex, making the Land of Eem an ever-changing mix of people and customs!

BE WHO YOU WANT TO BE

When you pick a Folk, you can choose to mix and match the Skill Modifiers as well as Culture Perks and Quirks from one other Folk.

STEPS

1. Select Folk.
2. Choose one Skill bonus and one penalty.
3. Choose one Perk OR Choose two Perks and a Quirk.
4. Note Folk size.
5. Choose a Homeland.

SKILL MODIFIERS

Skill modifier options represent a mix of a Folk's common cultural proclivities as well as physical capabilities and qualities.

PERKS AND QUIRKS

Folk Perks and Quirks are divided into two types: Culture Perks and Quirks represent cultural practices or backgrounds, while Ancestry Perks and Quirks represent unique qualities and physical capabilities.

FOLK SIZE

Small, Medium, or Big—the size of a PC is primarily for narrative effect. For example, a bugbear, being Big, can't fit into a tiny sewer grate, but a Small boggle can! Among the shorter Folk in the Land of Eem, height is often measured in apples.

- **Small:** Roughly up to 4'0" (or 3 to 16 apples) tall
- **Medium:** Roughly 4'0" to 6'0" tall
- **Big:** Roughly taller than 6'0"

HOMELANDS

Each Folk's available Homeland options are listed. Homelands further define a Folk's cultural background by virtue of their chosen Proficiencies and equipment.

BOGGARTS

Boggarts are the most ubiquitous people in all of Eem, and the original inhabitants of the Mucklands. They come in many shapes, sizes, and colors. While technically the same species as goblins, they lack the signature sharp teeth and pointy noses. Boggarts have a storied history in the Mucklands, famous for their craftsmanship with wood and stone. The realm is rich with boggart customs, traditions, and holidays that are celebrated by many other folk.

EXAMPLE NAMES

Peachie, Danno, Skobert, Wiler,
Busky, Gilda, Maud, Dazmina

SIZE

Small, Medium or Big

SKILLS

- +1 Realms, +1 Tinker, or +1 Charm
- -1 Lore, -1 Wilderness, or -1 Trickery

HOMELANDS

The Used T'Be Forest, The Drippy Downs,
The Quagmash, River Country, Fleabag County,
The Underlands, Scalawag Strand

PERKS

- **Crafty (Culture):** Boggarts have a long tradition of crafting and building. When the PC crafts, reduce Materials cost by 2.
- **Haggler (Culture):** It's easy to get swindled on the city streets unless you know how to haggle. Once every session, on a Usage Die roll of 1–2, PC doesn't spend an entire pouch of Coins.
- **Ubiquitous (Ancestry):** Boggarts are everywhere and intermingle with many Folk, adopting their customs. You can choose to mix and match the Skill Modifiers as well as Culture Perks and Quirks from two other Folk instead of just one. Ubiquitous does not count toward the maximum of two Perks.

QUIRKS

- **Commoner (Culture):** Most regular folk view high-class nobles and tycoons as stuffy and out of touch. PC suffers -1 when Parleying with nobles and high-class NPCs.
- **Bog Folk (Culture):** Unlike goblins, boggarts never left the bog for the Underlands. PC suffers -1 to Travel and Exploration Checks underground.

BOGGLES

Boggles are the diminutive cousins of goblins, sharing features like pointy noses and ears. Boggles have a tendency to be carefree, rambunctious fun-lovers that delight in mischief, which they attribute to living near faeries when they once dwelled in the old forests of Eem. Now, many boggles live in the big cities, with large families crammed into tiny apartments. Due to their short stature, they are often employed as workers in dungeons and mines, doing the least glamorous work available, like crawling into tight fissures, and sneaking past dangerous beasts.

EXAMPLE NAMES

Hooch, Fidget, Runner, Bip,
Bop, Malk, Ewika, Zooty

SIZE

Small

SKILLS

- +1 Charm, +1 Nimbleness, or +1 Sneak
- -1 Might, -1 Intimidate, or -1 Mettle

HOMELANDS

The Used T'Be Forest, The Drippy Downs,
The Quagmash, River Country, Fleabag County,
The Underlands, Scalawag Strand

PERKS

- **Boggle Solidarity (Culture):** As the goblin world's runts, boggles share a special bond and tend to stick together. When Parleying with a boggle, PC gains Advantage.
- **Escape Artist (Ancestry):** Boggles are often quick runners and slippery too. PC has Proficiency in Running Away and Escaping Bonds.
- **Tiny (Ancestry):** Boggles can fit into amazingly small spaces. PC has Proficiency in Hiding.

QUIRKS

- **Pipsqueak (Culture):** Some boggles prefer to avoid physical confrontation. PC has -2 Courage.
- **Small-boned (Ancestry):** Little frames carry less items. PC has -5 Inventory Slots.

BOGRILS

Bogrils are round, spindly-legged frog people who are as comfortable in rivers as they are on land. Long ago, bogrils were known for their association with the famed Bulwarks, a faction of protectors dispensing law and order in the Mucklands, but whose numbers have dwindled. Nowadays many bogrils are wanderers who prefer the open road to cramped city living and the hustle and bustle of the modern Dungeon Era.

EXAMPLE NAMES

Dook, Mildy, Gordimus, Tad, Lila, Bolin, Gogamee, Yorpa

SIZE

Medium or Big

SKILLS

- +1 Realms, +1 Athletics, or +1 Vitality
- -1 Sneak, -1 Nimbleness, or -1 Tinker

HOMELANDS

The Used T'Be Forest, The Drippy Downs, The Quagmash, River Country, Fleabag County, Scalawag Strand

PERKS

- **Wanderer (Culture):** Cities are far too cramped for many bogrils. Once every session, if PC rolls a Dangerous Encounter, they can reroll the Travel Check.
- **Deep Breath (Ancestry):** Bogrils are historically swamp and river folk. PC can hold their breath for 30 minutes.
- **Long Leaper (Ancestry):** Able to leap like a frog. PC has Proficiency in Jumping Over Chasms.

QUIRKS

- **Clammy Handshake (Ancestry):** Off-putting for less amphibious folk. PC suffers -1 Charm when meeting someone new.
- **Involuntary Ribbit (Ancestry):** Sure way to disrupt a silence. Ribbit loudly during an inopportune, quiet moment.

BUGBEARS

Bugbears are sturdy, shaggy ursine folk who hail from the foothills and mountains. Generally known to be strong of body and will, they often pursue adventure to test themselves. Culturally bugbears tend to be down to earth people who work the land as farmers and hunters, and enjoy nothing more than a good rasslin' match and a nice tall glass of rascal cider. Just don't get on their bad side—bugbear tempers are legendary.

EXAMPLE NAMES

Sorn, Barquin, Deldrum, Henna, Oggram, Virna, Mags, Hinch

SIZE

Big

SKILLS

- +1 Might, +1 Wilderness, or +1 Intimidate
- -1 Sneak, -1 Perception, or -1 Inspire

HOMELANDS

The Used T'Be Forest, The Drippy Downs, The Quagmash, River Country, Fleabag County

PERKS

- **No Hesitation (Culture):** Many bugbears consider it unwise to think too long. Once every Combat, attack first in the round.
- **Rassling (Culture):** A favorite sport among bugbears. PC has Proficiency in all forms of Wrestling.
- **Tanky (Ancestry):** Few folk are as hearty as bugbears. PC gains +1 Courage.

QUIRKS

- **Big Temper (Culture):** Bugbears have a reputation for short fuses. When insulted, humiliated or threatened, Mettle Check or start a fight.
- **Big Eater (Ancestry):** Bugbears have insatiable appetites. PC eats an entire Ration on a Usage Die roll of 1–4, instead of 1–2.

GELATINOUS GOOS

Gelatinous goos are jelly creatures native to Eem's core and come in many sizes and colors—though blue is most common. They are highly malleable, able to flatten and squeeze through cracks, and they can withstand incredible temperatures. They have no eyes or mouth, but they can perceive and emote nonetheless, and they eat by absorbing food within their translucent jelly bodies, breaking down soft organic matter. Goos speak their own unique language—Gelatinous Gooese—and can understand Folk Tongue but cannot speak it. Since they are few and far between, there is no strong gelatinous goo culture to speak of in the Mucklands.

EXAMPLE NAMES

Gooey, Squish, Squoop, Florp,
Bloog, Gummy, Spunky, Wriggle

SIZE

Small or Medium

SKILLS

- +1 Search, +1 Perception, or +1 Nimbleness
- -1 Tinker, -1 Inspire, or -1 Mettle

HOMELANDS

The Underlands

PERKS

- **Gem Sniffing (Ancestry):** In the wild, gelatinous goos forage for gems and ores to eat, so they make excellent treasure hunters. PC gains +1 Treasure Hunting.
- **Heat Resistant (Ancestry):** Goos are no strangers to the heat of molten magma. Vitality Check: Once every session, Block that much Dread from fire or heat.
- **Jelly Body (Ancestry):** The bodies of gelatinous goos are highly malleable and slick. Vitality Check: Squish and squeeze through tight cracks and openings. Gelatinous goos can also secrete a slippery goop that lasts for several minutes.

QUIRKS

- **Language Barrier (Ancestry):** Some Gelatinous Goos find it particularly hard to get by without friends. When the PC is alone, they suffer Disadvantage communicating with NPCs.
- **Legless (Ancestry):** While the bottom of a goo is called the "foot", they don't have legs. PC gains no benefit from any legwear and footwear.

GNOMES

Gnomes are little magical beings that protect nature from harm, often dwelling in trees and giant toadstools. Most gnomes come from the Dingledell, the lush forest south of Grimly Wood, but many venture into the world and dedicate their long lives to watching over the land. They tend to have good hearts and a deep appreciation for nature, people, and the comforts of home. Rare is the bitter gnome who holds contempt for a broken world. Gnomes can only be the Gnome Class.

EXAMPLE NAMES

Linus, Leopold, Nerman, Gandy,
Whillamina, Dorotheen, Inga, Charlotte

SIZE

Small

SKILLS

- +1 Lore, +1 Wilderness, or +1 Inspire
- -1 Might, -1 Intimidate, or -1 Trickery

HOMELANDS

The Drippy Downs, The Quagmash,
River Country, The Dingledell

PERKS

- **Animal Companion (Culture):** Gnomes keep many animal companions over their lifetimes. PC has a tiny animal friend, like a songbird, chipmunk, or bunny. The animal is ordinary, but can follow simple commands.
- **Critterspeak (Ancestry):** Gnomes have a magical connection to nature. PC can converse and Parley with critters, animals, and insects.
- **Great Resolve (Ancestry):** The will of a gnome is a powerful thing. Once every session, spend a Quest Point to gain Advantage.

QUIRKS

- **Brave to a Fault (Culture):** A gnome's courage can sometimes be their downfall. PC will never run from a Conflict before others.
- **Painfully Honest (Culture):** Many gnomes feel physically ill when they fib. PC takes 1d4 Dread when they lie.

GOBLINS

Goblins are pointy-nosed, sharp-toothed people with shades of green skin who once looked like boggarts long ago before they moved underground. Goblins are credited as the primary architects of the Dungeon Era, which has shaped the modern world for better or worse. Many tend to be industrious and enterprising, seeing opportunity for adventure around every corner. They often value education and learning, getting a good job, and spending their hard earned cash on the finer things in life (like fancy clothes, gourmet food and prop comedy shows.)

EXAMPLE NAMES

Rog, Keef, Frowna, Marj, Skampy, Lloyd, Broomhilda, Blanch

SIZE

Small, Medium or Big

SKILLS

- +1 Perception, +1 Tinker, or +1 Trickery
- -1 Lore, -1 Wilderness, or -1 Inspire

HOMELANDS

The Used T'Be Forest, The Drippy Downs, The Quagmash, River Country, Fleabag County, The Underlands, Scalawag Strand

PERKS

- **Industrious (Culture):** Goblins often study architecture and construction. PC has Proficiency in Building and Repairing Structures.
- **Trade School (Culture):** Most goblins enroll in a trade school at a young age. PC can choose 3 Proficiencies from their Homeland instead of 2.
- **Undersight (Ancestry):** Living underground for ages has improved goblin eyesight. PC can clearly see Close and Nearby things in the dark.

QUIRKS

- **Fancy (Culture):** Goblins often like to show off their success. PC always wants the best clothes and the best food. When it comes to items, PC often chooses style over substance.
- **Old Grudges (Culture):** The path to a good school and good job is cutthroat in the Dungeon Era. PC has two Rivals from their Backstory and no Ally.

HUMANS

In a world of boggarts, boggles, goblins and wugs, a human sometimes sticks out like a sore thumb. There just aren't many of them in the Mucklands. Aside from the Felmog Outriders who originally hail from the far north, most dwell in remote communities and pursue modest lives as farmers and hunters. Though many folk in Eem regard humans as unremarkable, legends tell a different story—one of golden kingdoms, gallant heroes, and a lost age of wonder and achievement. But even most humans have forgotten this ancient history.

EXAMPLE NAMES

Coop, Shuke, Percival, Knol,
Canta, Gwendolyn, Lyra, Lionen

SIZE

Small, Medium or Big

SKILLS

- +1 Wilderness, +1 Vitality, or +1 Sneak
- -1 Sneak, -1 Mettle, or -1 Realms

HOMELANDS

The Used T'Be Forest, The Drippy Downs,
The Quagmash, River Country, Fleabag County,
Scalawag Strand

PERKS

- **Self-Taught (Culture):** Often hailing from remote places, humans must be well-rounded to survive. Make two -1 Skills +0.
- **Stories of Old (Culture):** Some humans hold the old stories of heroes in high regard and look to them for inspiration in desperate moments. Once every session, when PC suffers Disadvantage on a Skill Check, gain +1.
- **True Grit (Culture):** Humans have endured much hardship since the golden days of yore. PC reduces Dread by 1 from fear, mental harm and exhaustion.

QUIRKS

- **Conspicuous (Ancestry):** Humans are a relatively rare sight these days. PC has Deficiency in Sneaking in Settlements.
- **Lost History (Ancestry):** Human history is lost to time and veiled in legend. PC has -1 Lore.

IMPS

Imps are little winged creatures who have been summoned and hatched into existence by magic. These days, most individuals who wield powerful magic are nefarious sorcerers and witches, and imps often find themselves escaping the clutches of such fiends. Imps vary widely in disposition, but many are clever folk, if not knavish, who value freedom and excitement. They share distinctly large toothy grins, bright leathery skin, small bat-like wings and dangly lizardy feet. All imps can hover with their wings, but flying is difficult and tiring, and they can't carry their inventory while doing so.

EXAMPLE NAMES

Zigglidorglmorkin (or Ziggy), Mindisnarglfarfen (or Mindy), Jibblfragldak (or Jibb), Wendimablcrabbi (or Wendy), Tigglimurflbeefer (or Tigg), Bellawistlwisker (or Bella), Toddermuhjamblewip (or Todd), Pendltoonhamperwish (or Penny)

SIZE

Small

SKILLS

- +1 Trickery, +1 Nimbleness, or +1 Sneak
- -1 Charm, -1 Might, or -1 Athletics

HOMELANDS

The Used T'Be Forest, The Drippy Downs, The Quagmash, The Underlands

PERKS

- **Imp Speed (Ancestry):** Imps can be quick. Once every Conflict, PC can Move with 2 Speed.
- **Imp Tricks (Ancestry):** Imps have magic tricks. Trickery Check: Once every session, the PC can create a disguise for themself or an ally. While the disguise is magical, it is also completely tangible and its believability varies by the Check result. Curiously, if the PC sneezes the disguise is undone.
- **Imp Wings (Ancestry):** Some imps are stronger flyers than others. PC can carry half their max Inventory while flying.

QUIRKS

- **Bad Reputation (Culture):** Because they are often the familiars of witches and fiends, imps are sometimes mistrusted by common folk and have Deficiency in Seeming Trustworthy.
- **Obsequious (Culture):** Imps sometimes lose their nerve in the shadow of fiends. Mettle Checks suffer Disadvantage against Champions and *Huge* Adversaries.

MUSHRUMS

Mushrums are fungal folk with mushroom cap heads that vary in size, shape, and color, but are usually shorter than humans. Hailing from tight knit colonies where individuals can telepathically share thoughts with each other, they often speak in a high-pitched, lilting monotone. Since they are rarely integrated into society at large, some mushrums have trouble understanding the social cues and humor of other folk, tending to take things very literally.

EXAMPLE NAMES

Tymbo'zama'gowadax (or Tymbo), Zona'imbok (or Zona), Ooda'wunga (or Ooda), Leeloo'weebaway (or Leeloo), Myko'morga'megolomungus (or Myko), Jera'moona (or Jera), Babo'jeejo (or Babo), Gabba'zorn (or Gabba)

SIZE

Small or Medium

SKILLS

- +1 Wilderness, +1 Vitality, or +1 Sneak
- -1 Realms, -1 Charm, or -1 Trickery

HOMELANDS

The Underlands, The Quagmash

PERKS

- **Multiply (Ancestry):** Mushrooms don't perish by normal means. When PC dies the first time, they live instead, splitting into two mushrums that share the same personality, thoughts, and motivations. Mechanically, the PC functions the same as before: they share Courage and one Action in a Conflict.
- **Telepathy (Ancestry):** Mushrums share a connectivity with fungi. PC can speak telepathically with all fungi and fungal beings.
- **Undersight (Ancestry):** Mushrum eyes are suited to the dark. PC can see Close and Nearby things clearly in the dark.

QUIRKS

- **Bad With Money (Culture):** Mushrum colonies don't use money and aren't accustomed to frugality. On a Usage Die result of 1–4 (instead of 1–2), PC spends the entire pouch of Coins.
- **Literal Mind (Culture):** Mushrums often take other Folks' meaning at face value. Take something literally at an inopportune moment.

QUORTLES

Quortles are small turtle folk native to rivers and wetlands. Known for their hard shells and an affinity for alchemy and herbalism, they rarely dwell in places without ample greenery. Unfortunately, they have a long history of war with orches, who prey on the peace-loving quortles. But most quortles tend to dislike conflict and discord, instead valuing politeness and hospitality, traits that many would consider few and far between in the Dungeon Era.

EXAMPLE NAMES

Sproot, Quoff, Doople, Sheldon, Winkle, Pipli, Spinny, Rondel

SIZE

Small

SKILLS

- +1 Charm, +1 Search, or +1 Wilderness
- -1 Athletics, -1 Nimbleness, or -1 Mettle

HOMELANDS

The Drippy Downs, The Quagmash, River Country, Scalawag Strand

PERKS

- **Alchemist (Culture):** Quortles often learn alchemy at a young age. PC has Proficiency in Alchemy.
- **Deep Breath (Ancestry):** Quortles are very comfortable in the water. PC can hold their breath for 30 minutes.
- **Hard Shell (Ancestry):** The quortle shell is tougher than it looks. PC gains +1 Block.

QUIRKS

- **Skittish (Culture):** Among quortles, physical confrontation is frowned upon. PC has -2 Courage.
- **Slow-footed (Ancestry):** Quortles aren't generally the best sprinters. PC has Deficiency in Running Away.

SHRYMS

Shryms are slight, furry humanoids that resemble shrews. They originally come from the eastern realm of Shrym, a largely inhospitable desert wasteland. But many shryms have migrated west to the Mucklands, bringing with them an influx of new, incredible technology. In fact, shryms are responsible for the invention of sputtertech and sparkworks, and their culture frequently produces adept engineers and machinists.

EXAMPLE NAMES

Theodare, Quembly, Shona, Kit,
Ferdie, Rooger, Velma, Danathan

SIZE

Small or Medium

SKILLS

- +1 Tinker, +1 Realms, or +1 Lore
- -1 Perception, -1 Search, or -1 Intimidate

HOMELANDS

The Used T'Be Forest, The Drippy Downs,
The Quagmash, River Country, Fleabag County,
Scalawag Strand

PERKS

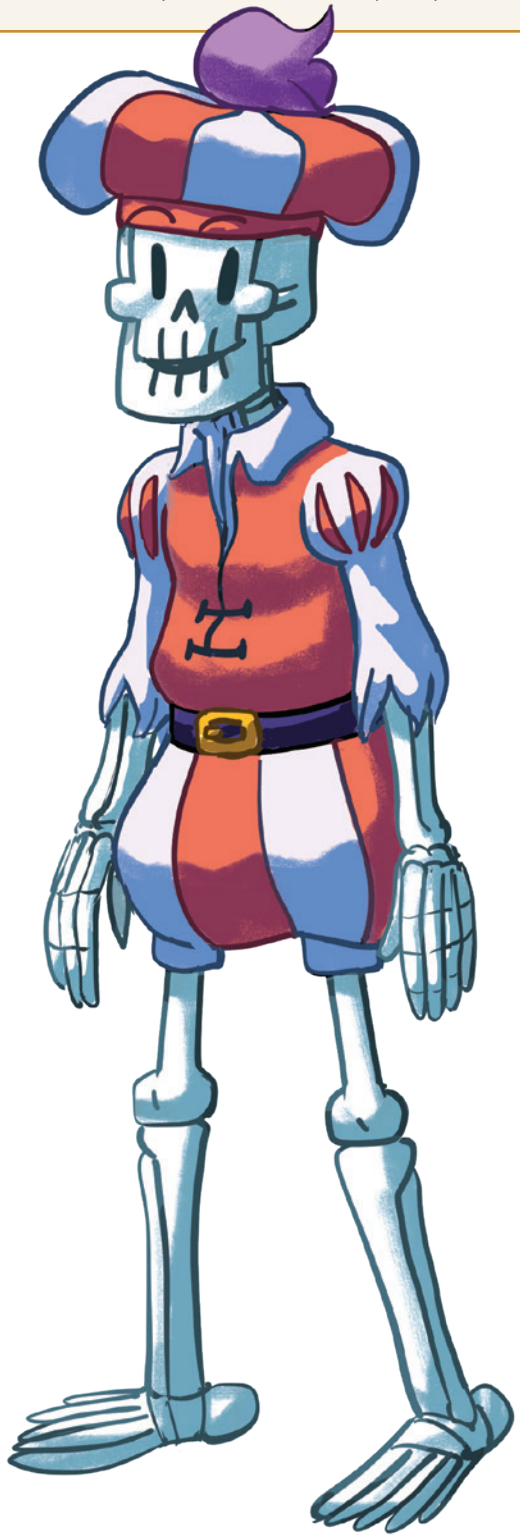
- **Engineer (Culture):** Shryms learn mechanics and engineering at a young age. PC has Proficiency in Mechanics.
- **Gadgeteer (Culture):** It's common for shryms to hold a certain piece of gear very dear. PC owns a 0–3 Slot tool item of choice with a random *Magnificent* trait.
- **Antidotal Blood (Ancestry):** After age upon age in conflict with desert serpents, shryms developed resistance to some poisons. PC has Proficiency in Resisting Poison.

QUIRKS

- **Age Old Fear (Culture):** Shryms have a phobia of snakes that dates back thousands of years. PC suffers Disadvantage on Mettle Checks against snake and snake-like Adversaries.
- **Nearsighted (Ancestry)**: Shryms come from a dusty, low visibility land. PC has Deficiency in Seeing Distant Objects.

SKELETONS

Sentient, talking skeletons are extremely rare. In the uncommon event that anyone does encounter a skeleton, they are almost invariably mindless, tireless, minions of evil. However, skeletons that still retain their soul are like any other folk (minus the coat of skin and twist of guts). They may not remember their former life, but they pursue wants and dreams with fervor. Unfortunately, peasants and the like tend to find any sort of skeleton spooky.



EXAMPLE NAMES

Skeletons rarely remember their true names and often go by nicknames: Rickety, Stretch, Slim, Skinny, Sticks, Lanky, Bones, Gravy

SIZE

Small, Medium or Big

SKILLS

- +1 Lore, +1 Intimidate, or +1 Trickery
- -1 Vitality, -1 Inspire, or -1 Charm

HOMELANDS

The Underlands

PERKS

- **Unfinished Business (Ancestry):** Skeletons often yearn to tie up the loose ends of their past. PC has an additional Personal Quest relating to their mysterious past.
- **Never Hungry (Ancestry):** No guts, no biological need to eat (although some skeletons are known to enjoy and insist on the ritual). PC suffers no ill effects from not eating.
- **Bag of Bones (Ancestry):** Being made of bones has its advantages. PC can't be Poisoned and has +1 Block against Bladed weapons.

QUIRKS

- **Feared (Ancestry):** Common folk often fear and dislike skeletons. Skeletons have Deficiency in Making First Impressions.
- **Brittle Bones (Ancestry):** Being made of bones has its disadvantages. PC has -1 Courage, and suffers -1 to Resist Wounds.

WELKINS

Welkins are bird folk whose feathers come in innumerable colors and patterns. Famed for building the remote, palatial city of Cloudcap far to the north of the Mucklands, they tend to be well-traveled and enjoy pursuits in science and the arts. All welkins can fly, but not while holding anything as their arms and hands are literally their wings. And, as it happens, flying for welkins is like running for humans, so they tire relatively quickly.

EXAMPLE NAMES
Korbinn, Tyra, Jae, Robinn, Peren, Egra, Melody, Hoona

SIZE
Small or Medium

SKILLS
- +1 Realms, +1 Inspire, or +1 Perception
- -1 Might, -1 Athletics, or -1 Vitality

HOMELANDS
River Country, Fleabag County, Scalawag Strand

PERKS
- **Bird Whistle (Culture):** Welkins still retain their capabilities of birdsong. PC can communicate with other welkin and birds through whistling.
- **Pelikin (Ancestry):** Most common in coastal regions, pelikins sport a pelican-like bill. PC is a pelikin and has Proficiency in Swimming. They can hide up to three 0-Slot items in their bill.
- **Prehensile Feet (Ancestry):** Some welkins can multitask in the air better than others. PC can manipulate items (and even attack) with their feet while flying.

QUIRKS
- **Bird Bones (Ancestry):** Due to their hollow bones, welkins can't overburden themselves. PC has -5 Inventory Slots.
- **Featherweight (Ancestry):** A welkin's lightness don't always hold up well in a fight. PC has -2 Courage.

WHALENS

Whalens are an ocean-faring people that trace their lineage to the lost, ancient kingdom of Waylore. Their stout frames and thick blubbery skin make them hardy adventurers, and they often work as sailors and explorers aboard ships. While few make it out to regions far away from water, many folk are familiar with their beautiful, melancholic singing. In fact, families of whalens are known to sing together each night before bed.

EXAMPLE NAMES

Werf, Boona, Bayleen, Oomarine, Finlore, Runk, Tarwal, Ebbra

SIZE

Small, Medium or Big

SKILLS

- +1 Mettle, +1 Search, or +1 Vitality
- -1 Nimbleness, -1 Sneak, or -1 Realms

HOMELANDS

Scalawag Strand, Quagmash

PERKS

- **Deep Breath (Ancestry):** Whalens are natural divers. PC can hold their breath for an hour.
- **Thick Skin (Ancestry):** The ocean is a tough place. PC has +1 Block.
- **Whale Song (Culture):** Whalen songs are beautiful and soothing. Once every session, while camping at night, PC can sing a whale song to heal 1d4 Courage to all allies.

QUIRKS

- **Blowhard (Ancestry):** Blowholes are better suited for the water. PC has Deficiency in Running.
- **Stay Hydrated (Ancestry):** Living above the water all the time is thirsty work. PC must douse their skin in water each day (can use a Ration to do so). If the PC doesn't, they become Tired until able to do so.

WUGS

Wugs are the large, brawny cousins of boggarts, with long beefy arms and big flat feet. As hardworking heavy lifters and builders, wugs have become the backbone of the Dungeon Era. Historically, wugs leave their homes at a young age and settle down late in life, choosing to live largely independent lives. They tend to be loyal friends, and stubborn, and they possess a silly wit that is sometimes mistaken for simpleness. In truth, wugs are often highly intuitive and hard to fool.

EXAMPLE NAMES

Zug, Moosh, Crag, Teeg, Gora, Mundy, Joody, Pam

SIZE

Big

SKILLS

- +1 Might, +1 Mettle, or +1 Athletics
- -1 Search, -1 Lore, or -1 Nimbleness

HOMELANDS

The Used T'Be Forest, The Drippy Downs, The Quagmash, River Country, Fleabag County, Scalawag Strand

PERKS

- **Stubborn Mind (Culture):** Many wugs see through pretty words and are hard to trick. PC has Proficiency in Resisting Charm and Trickery.
- **Buff (Ancestry):** Wugs are incredibly strong. PC has Proficiency in Lifting Stuff.
- **Wide Frame (Ancestry):** Another item or three is no problem for a wug to lug. PC gains +5 Inventory Slots.

QUIRKS

- **Strange Sense of Humor (Culture):** Wugs find humor in the oddest things. At an inopportune moments, laugh at someone that isn't trying to be funny.
- **Big Eater (Ancestry):** It takes a lot to feed a wug. PC eats an entire Ration on a Usage Die roll of 1–4, instead of 1–2.

Homelands

The Land of Eem is vast, spanning many realms, and within each realm are distinct regions. Where a PC comes from gives insight into how they grew up and what they carry with them at the start of this chapter in their lives. The Homelands presented are all regions in the Mucklands realm—except the Dingledell and the Underlands.

STEPS

1. Choose a Homeland available to your Folk.
2. Pick 2 Proficiencies.
3. Record starting equipment. The parenthetical number next to each item is how many Item Slots it takes up.
4. Roll 2 random *Mundane* items (p88).

OPTIONAL RULE: ARMED AND DANGEROUS

In *Land of Eem,* PCs are often thrust into their first adventure with only their guile and guts, and no weapon to speak of. But if your group prefers to choose weapons at the start of play, instead of rolling 2 random *Mundane* items, PCs can select a single *Mundane* weapon.

THE DRIPPY DOWNS

PCs from here grew up near the misty rolling hills and grasslands bordering Grimly Wood. They likely love nature and the freedom to wander the wilderness where faerie folk still dwell.

PROFICIENCIES

Faerie Lore, Hunting, Climbing, Jumping, Cooking, Rassling

EQUIPMENT (10 SLOTS)

- Bear Trap (1)
- Bedroll (1)
- Canteen (1)
- Knife (1)
- Normal Rations (1)
- Umbrella (1)
- Walking stick (2)
- Cookware (2)

THE QUAGMASH

PCs from here grew up somewhere in the vast, untamed swamp, teeming with all manner of flora and fauna. They were likely raised in a tiny backwater settlement, living a rather isolated childhood, away from all the hustle and bustle of town or village life.

PROFICIENCIES

Swamp Lore, Swimming, Fishing, Gator Wrangling, Picking Herbs

EQUIPMENT (10 SLOTS)

- Bug Repellent (0)
- Canteen (1)
- Chum Bucket (1)
- Normal Rations (1)
- Torch (1)
- Fishing Pole (2)
- Net (2)
- Alchemy Set (2)

FLEABAG COUNTY

PCs from here are city or town dwellers, hailing from the most populated region of the Mucklands. They are used to dealing with crowds, black smokestacks and bustling city life.

PROFICIENCIES

City Lore, Blending Into a Crowd, Sports, Bureaucracy, Riding, Writing

EQUIPMENT (5 SLOTS)

- Comic Book [valuable] (0)
- Pen and Paper (0)
- Pouch of Copper Coins (0)
- Can Opener (1)
- Canteen (1)
- Change of Fine Clothing (1)
- Mirror (1)
- Quality Rations (1)

RIVER COUNTRY

PCs from here grew up next to the water, among a massive network of rivers, lakes, streams and creeks. If they wanted to visit a friend or go to the market, they took a riverboat. They also had to deal with the omnipotent presence of the River Watch, and likely learned to skirt their watchful eye.

PROFICIENCIES

River Lore, Swimming, Boating, Gambling, Smuggling, Fishing

EQUIPMENT (9 SLOTS)

- Deck of Cards (0)
- Bait and Tackle (1)
- Bullhorn (1)
- Normal Rations (1)
- Overcoat with Hidden Pockets (1)
- Waterskin (1)
- 50’ Rope (2)
- Fishing Pole (2)

SCALAWAG STRAND

PCs from here grew up on the wild coasts among fishers, sailors, pirates, and all manner of seafolk. They are likely more at home on the water than on land, preferring cool crisp air and wide open skies.

PROFICIENCIES

Ocean Lore, Sea Shanties, Fishing, Sailing, Swimming, Treasure Lore

EQUIPMENT (8 SLOTS)

- Compass (0)
- Grappling Hook (1)
- Knife (1)
- Normal Rations (1)
- Old Map [valuable] (0)
- Waterskin (1)
- 50' Rope (2)
- Fishing Pole (2)

THE DINGLEDELL

PCs from here are forest dwellers from the dewy, green, light-dappled woods of the Dingledell located to the west of the Mucklands. They are used to the quiet sigh of windy trees and the twittering and chittering of animals.

PROFICIENCIES

Ancient History, Picking Herbs, Animal Handling, Cooking, Writing

EQUIPMENT (9 SLOTS)

- Whistle (0)
- Animal Feed (1)
- Bedroll (1)
- Gourmet Rations (1)
- Pen and Journal (1)
- Waterskin (1)
- Cookware (2)
- Walking Stick (2)

THE USED T'BE FOREST

PCs from here grew up in a desolate wasteland of cracked earth and tree stumps. The constant sounds of drills and buzzsaws likely woke them each morning and put them to sleep each night. They come from hard-working stock, people who toil away in lumber yards, quarries and mines.

PROFICIENCIES

Mining, Woodcraft, Repair, Hunting, Bureaucracy

EQUIPMENT (8 SLOTS)

- Tinderbox (0)
- Bedroll (1)
- Canteen (1)
- Lantern (1)
- Normal Rations (1)
- Saw (1)
- Stick of Dynamite (1)
- Crafting Tools (2)

THE UNDERLANDS

PCs from here are subterranean dwellers, used to low lights, echoey caverns and the constant hum of dungeon industry. They likely either lived in an underground goblin town or in caves and caverns.

PROFICIENCIES

Underlands Lore, Mining, Seeing in the Dark, Listening, Hiding

EQUIPMENT (10 SLOTS)

- Canteen (1)
- Crowbar (1)
- Hard Hat (1)
- Lantern (1)
- Normal Rations (1)
- Rappelling Harness (1)
- 50' Rope (2)
- Pickaxe (2)

Character Stories

SESSION ZERO

Session Zero is essential for creating each player's Character Story. Every Class has unique options to get their Character Stories off the ground and help flesh out a PC's personality, history, and establish inter-PC relationships.

During Session Zero, time should be taken for each player to choose options and answer questions for their Backstory, Ideals and Flaws, Relationships and Personal Quest.

The GM and players should have a back and forth conversation to flesh out and build upon each player's answers, snugly fitting things into the campaign. They'll quickly notice possible connections between PC stories—the more the better!

BACKSTORY

Players are encouraged to expand upon their Backstory, adding specific details to make their histories unique.

IDEALS AND FLAWS

Ideals and Flaws are a PC's innate personality traits, beliefs, or tendencies that drive or hinder them. At the end of each session, if the player engaged with the PC's Ideal and Flaw, they gain 1 XP for each. PCs start with one Ideal and one Flaw, and at level 5, they gain an additional Ideal and Flaw. If a PC changes over the course of play and outgrows an Ideal or Flaw, a replacement may be chosen.

PERSONAL QUEST

A Personal Quest is what drives a PC at their core, separate from their companions' goals. This category requires the most creativity to flesh out but makes for unique and fruitful gameplay.

If a PC ever completes their Personal Quest, they should develop a new one.

PURSUE PERSONAL QUESTS

Pursuing a Personal Quest means a player shines a spotlight on a specific moment when meaningfully pursuing or advancing a PC's Personal Quest.

That could mean actively setting out and trying to accomplish something towards a goal, investigating information on a subject related to the Personal Quest, or speaking to an NPC about it. Since Personal Quests vary greatly, what matters is the effort taken towards pursuing them.

The GM may call for a relevant Skill Check to help guide the outcome of a situation when the PC pursues a Personal Quest. The GM may also, at their discretion, introduce a complication to help drive the story.

Example

W. Jeen Honeycomb the Gnome has a Personal Quest of "I hope to learn the forgotten knowledge of the lost nyad kingdoms."

During the first few sessions, not many opportunities present themselves for Honeycomb to pursue her Personal Quest until, by chance, the PCs meet a traveling finfolk historian. Honeycomb asks if the historian knows anything about the lost nyad kingdoms.

The GM decides to have her roll a Lore Check to determine what she can learn and she rolls a Success with a Twist. They decide that the finfolk has heard a legend that the ruins of a sunken nyad kingdom lie somewhere on the coast of the Quagmash but he doesn't know where exactly.

Equipped with this knowledge, Honeycomb can pursue her Personal Quest with a clearer direction.

RELATIONSHIPS

PCs should be connected to every other PC. Some connections will be deeper than others, but the goal is to establish some sort of bond explaining why PCs are adventuring together.

Players should take turns picking a Relationship with another PC. It's important to note that both PCs should share the same Relationship premise from one Class's list, as opposed to both picking a different premise from their own Class list (p79). This may require the counterpart player to tweak the text's language from their PC's point of view.

Example

Marty, playing S. Warbly Pebbleskip the Gnome, is establishing a Relationship with Kiri Kandleheart the Bard. From the Gnome's Relationship list he chooses: "Kiri always relies on me to bail them out of trouble, but they need to be more cautious."

Jennifer, Kiri's player, decides that sounds good, but she must tweak the sentence for it to make sense from her point of view. She comes up with "S. Warbly has bailed me out of trouble numerous times and thinks I need to change my ways. But I know what I'm doing."

BUILD ON RELATIONSHIPS

Building on a Relationship means a reinforcement, deepening or alteration of a PC's Relationship in some way. The goal is to build a personal story between two PCs over many sessions.

This works best when the players explicitly call out a moment of Relationship building after concluding the interaction. The players then add a sentence to their PC's Relationship, which becomes the Relationship's current state. This way, players are literally writing an evolving story about PC Relationships line by line.

Example

Rylee the Loyal Chum has the Relationship: "I'm the only one that truly understands Kiri the Bard's genius."

After Kiri fails miserably to charm a group of locals with her music earlier in the day, and even gets booed, Rylee pulls her aside at camp. She tells Kiri not to worry about what those people thought. That was one of the best songs Rylee ever heard! In fact, she thinks Kiri should put on a concert one of these days. Rylee will be the first one there in the crowd to cheer her on!

Kiri gives a half-smile and thanks Rylee for the vote of confidence. But Kiri's a little skeptical. "Of course you're going to say that, you're my best friend."

The GM calls for Rylee to make an Inspire Check to see if her words of encouragement really land. Rylee rolls poorly and gets a result of 4: Failure with a Plus. Kiri and Rylee's players interpret that to mean Kiri isn't really cheered up, even though she knows Rylee is sincere.

Both PCs update their Relationship with a sentence. Rylee writes: "I tried cheering up Kiri after a bad day, but something really seems to be bothering her." Kiri writes: "I know Rylee is my biggest fan, but I just wish I could reach more people with my music."

NPC ALLY RELATIONSHIPS

Optionally, PCs can build on Relationships with NPC allies. This is especially useful in a small party of PCs, allowing for more personalities to bounce off and engage with.

ROLEPLAYING CONFLICT BETWEEN PCS

It can be fun and rewarding to roleplay PCs who don't always get along or see eye to eye., but doing so requires mutual understanding and buy-in from the players involved. If a player doesn't find a certain dynamic to be fun to roleplay, then other players should respect that boundary.

When PCs roleplay conflict between each other, it may be helpful for the GM to call for a relevant Skill Check to help guide the roleplayed interaction.

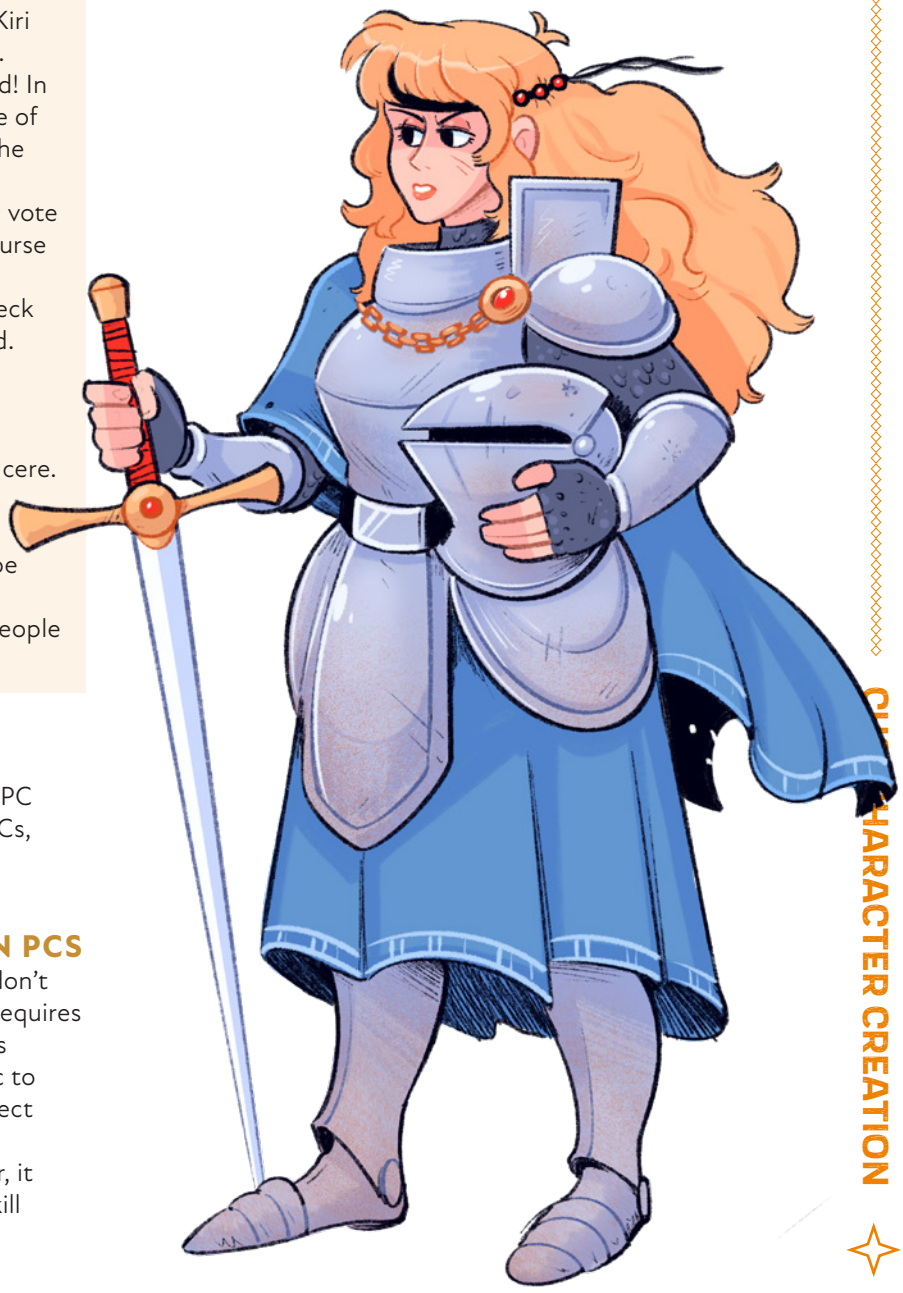
Example

Lorraine the Knight-Errant has the Relationship "I have a feeling that Biff the Rascal has ulterior motives and I'm not sure I should trust them."

While staying overnight in a friendly peasant's house, Lorraine notices Biff secretly stealing an item and later decides to call him out.

Biff denies any wrongdoing. The GM calls for Lorraine to make a Check. She decides to roll Intimidate and gets a Failure with a Plus. The players interpret that and roleplay the ensuing interaction: Lorraine doesn't get Biff to admit it, but she still feels something's awry.

Lorraine adds this sentence to her relationship: "I caught Biff stealing and couldn't prove anything but can I really trust a thief?"



Backstory

Players choose or create an answer to their Class's Backstory question, and then create a Rival and Ally from their past.

BARD

How were you inspired to become a Bard?
Create, roll or choose.

1	A traveling troupe of bards always visited my hometown.
2	I encountered a mysterious, golden-voiced wanderer who made a lasting impression.
3	I found an old, abandoned instrument in a rubbish pile.
4	My musician parents instilled a love of music and mirth at a young age.
5	As a child, I snuck into a play and dreamed of sharing the stage one day.
6	It wasn't easy. Music was outlawed but I secretly practiced every night.

- **Ally:** Perhaps an old troupe member, a friendly charlatan or an old flame.
- **Rival:** Perhaps a rival performer, a spurned lover or a noble with a grudge.

DUNGEONEER

Why did you decide to become a Dungeoneer?
Create, roll or choose an answer.

1	I want to make a name for myself as an adventurer, maybe even make the *Dungeoneer Magazine Hall of Fame* one day.
2	What better way to discover a lost treasure and hit it rich? Sure beats getting a real job!
3	I worked for Subterranean Pits and Lairs, LLC for a time but got fed up with the rat race and decided to strike out alone.
4	There are many amazing sights to behold in the Land of Eem, and I want to see them firsthand.
5	There is so much to be learned from ancient relics, more than what's taught in any plain old history book.
6	I enrolled in Dungeoneer Academy as a kid to learn how to be an explorer and one day pass down my knowledge to a new generation.

- **Ally:** Perhaps a retired adventurer, a former underling, or a junk dealer.
- **Rival:** Perhaps a rival dungeoneer, a ferocious creature, or a ruthless tycoon.

GNOME

What were you doing for the last hundred years?
Create, roll or choose an answer.

1	Finishing a multi-volume manuscript on an esoteric subject.
2	Replanting trees in the Used T'Be Forest before the task became impossible.
3	Searching for a reliquary of lost treasures but the trail went cold.
4	Training to serve with the gnomish Rainbow Brigade but found another calling.
5	Living peacefully in the Dingledell when I received news of troubled times ahead.
6	Watching over a small swath of land, tending to the plants and animals.

- **Ally:** Perhaps a learned scholar, a woodland creature, or a wise shaman.
- **Rival:** Perhaps a witch, a kobold trickster, or a Felmog sorcerer.

KNIGHT-ERRANT

How did you become a knight?
Create, roll or choose an answer.

1	My house swore fealty to the order for generations. I am honor bound.
2	I defended the town from bandits, and took up the sword to protect others.
3	I happened upon a dying, old knight and was inspired to continue their quest.
4	I am a strong fighter and was chosen by my village to represent them in the coming great conflict.
5	I never wanted to be a knight but was thrust into the responsibility by a promise.
6	As a child, I was inspired by stories my parents told of chivalrous knights.

- **Ally:** Perhaps an old war buddy, a skilled blacksmith, or a trusted town guard.
- **Rival:** Perhaps a sworn enemy, a jealous knight, or a bounty hunter.

LOYAL CHUM

What life did you leave behind to become an adventurer? Create, roll or choose an answer.

1	I had no prospects at home, so I followed my best friend to seek our fortunes on the road.
2	I was run out of town by the local riffraff and, someday, will return to run them out.
3	I plied my trade for years as an apprentice but the allure of the adventuring life was too strong.
4	I was chosen to venture into the wider world to save my village from poverty.
5	My peaceful village was destroyed by fiends and the survivors had nowhere to go.
6	I was wrongfully accused of a crime, escaping a perilous prison by the skin of my teeth.

- **Ally:** Perhaps a childhood friend, a wise mentor, or a kind relative.
- **Rival:** Perhaps an old bully, a local bandit, or a corrupt town guard.

RASCAL

Life is hard, but how have you managed to get by? Create, roll or choose an answer.

1	I was a slum orphan, picking pockets and polishing shoes.
2	Toiling away in the mines, just like everyone else I grew up with, but that life is behind me now.
3	If it weren't for the gangs and bandit crews, I'd probably be a goner. Too bad once someone is in with them, they never let them out.
4	Snooping around the city and selling secrets to the highest bidder.
5	I was forced to work two jobs for corporate goons, until one day I looted the payroll and skipped town, never looking back.
6	I just got out of the slammer for stealing a loaf of bread as a kid. Now, I do my best to give back to the folks who really need it.

- **Ally:** Perhaps a petty thief, a secretive spy, or a town beggar.
- **Rival:** Perhaps a gang leader, an assassin, or a crooked cop.

ALLIES AND RIVALS

Strive to create NPC Allies and Rivals that not only deepen your PC's Backstory, but provide ongoing complications and conflict for the GM to throw at the party in future sessions. Maybe an Ally is caught up into some trouble back home, or a Rival is trying to thwart the PC from completing their Personal Quest.

Ideals

Roll or choose an Ideal—something the PC tends to do by default. At the end of each session, if the player engaged with their PC's ideal, gain 1 XP. At level 5, gain an additional Ideal.

BARD

1	Learn or tell an old story.
2	Give someone hope.
3	Make a new fan.
4	Execute a convoluted plan.
5	Defuse a tense situation with humor.
6	Encourage someone's creativity.

KNIGHT-ERRANT

1	Rescue someone from danger.
2	Make a promise and honor my word.
3	Inspire someone with heroic deeds.
4	Stand my ground against difficult odds.
5	Broker peace.
6	Defeat an evil Adversary or fiend.

DUNGEONEER

1	Solve a problem with ingenuity.
2	Explore a dungeon completely.
3	Put my body on the line for a party member.
4	Negotiate a deal.
5	Find a lost treasure.
6	Interact with a rare creature.

LOYAL CHUM

1	Make a new friend.
2	Risk my life for a party member.
3	Volunteer to go headfirst into danger.
4	De-escalate a fight when violence is imminent.
5	Take on someone else's burden.
6	Stick up for someone weaker.

GNOME

1	Bring out the good in someone.
2	Help someone lost or hurt.
3	Defeat an evil Adversary or fiend.
4	Learn a piece of ancient lore.
5	Inspire someone to turn over a new leaf.
6	Risk my life to save an animal or to preserve nature.

RASCAL

1	Steal something valuable.
2	Talk my way out of trouble.
3	Share precious loot with someone in need.
4	Stick up for someone weaker.
5	Get the jump on someone.
6	Learn a secret.

Flaws

Roll or choose a Flaw, an impulse that often gets the PC into trouble. At the end of each session, if the player engaged with their PC's Flaw, gain 1 XP. At level 5, gain an additional Flaw.

BARD

1	Get distracted at an inopportune moment.
2	Let jealousy best me.
3	Fall in love with an NPC.
4	Insult an important NPC.
5	Blurt out a secret.
6	Put my foot in my mouth.

KNIGHT-ERRANT

1	Never back down from a challenge.
2	Muscle through a delicate situation.
3	Resort to violence before it's necessary.
4	Destroy something indiscriminately.
5	Tell the hard truth.
6	Refuse to rest even when it's prudent.

DUNGEONEER

1	Throw caution to the wind.
2	Let greed best me.
3	Follow curiosity at any expense.
4	Make a new rival.
5	Drastically overestimate my abilities.
6	Refuse to follow orders.

LOYAL CHUM

1	Say something blunt even when it's inconvenient.
2	Fall for someone's lies or tricks.
3	Share too much information with an Adversary.
4	Poke my nose where it doesn't belong.
5	Fumble or trip at a bad time.
6	Run away like a coward.

GNOME

1	Tell the truth when it's very inconvenient.
2	Trust in someone dubious.
3	Give more than I can afford, to my own detriment.
4	Pursue knowledge at any expense.
5	Poke my nose where it doesn't belong.
6	Act holier-than-thou to someone.

RASCAL

1	Rat someone out.
2	Run away like a coward.
3	Bet against the odds.
4	Lie when I know I shouldn't.
5	Overstay my welcome.
6	Hold out secrets or loot on an NPC.

Personal Quest

Create, roll or choose a Personal Quest. During Session Zero, the GM asks questions and helps flesh out answers. What drives the PC? What are they trying to personally accomplish? Who or what is standing in the PC's way? Accomplishing this goal isn't easy. Name a threat or obstacle preventing the PC's success. It's best if this is an individual, group or force actively opposing the PC.

BARD

1	Discover the truth about ____ and share it with the world.
2	Inspire the people of ____ to fight back against ____.
3	Journey to ____ and learn its forgotten tales.
4	Tell the story of ____ for all the world to hear about.
5	Find ____, which was thought lost forever.
6	Finally escape my former life of ____, and become a hero.

DUNGEONEER

1	Journey to ____ and plant a flag in my name.
2	Learn the forgotten knowledge of ____.
3	Find the lost treasure of ____.
4	Discover the long lost city of ____.
5	Make first contact with ____, establishing peace and trade.
6	Build a successful dungeoneering company from the ground up and call it ____.

GNOME

1	Defend ____ from certain doom at the hands of ____.
2	Learn the forgotten knowledge of ____ and share it with the world.
3	Banish ____ and their evil from the Land of Eem.
4	Build a new ____ for the people without one.
5	Help the ____ overcome their enormous challenge.
6	Return ____ to a state of peace and prosperity.

KNIGHT-ERRANT

1	Find the lost relic of ____ and return it to ____.
2	Defeat the dreaded ____ once and for all.
3	Rescue ____ from perilous danger and uncertainty.
4	Avenge ____ and prove their sacrifice was not in vain.
5	Discover the truth about ____ and share it with the world.
6	Restore ____ to its former glory.

LOYAL CHUM

1	Prevent ____ from falling into the wrong hands.
2	Save ____ from capture, even though it seems impossible.
3	Follow ____ into danger, and take on their Personal Quest.
4	Destroy ____ and end a centuries old curse on my family.
5	Seek justice for ____ and return home as a hero.
6	Retrieve ____ and bring it back to its rightful owner.

RASCAL

1	Rob the dastardly ____ and give back to the downtrodden.
2	Become my own boss and build a ____ empire.
3	Pay off my gigantic debt to ____.
4	Provide ____ with what's necessary to get by.
5	Prevent ____ from getting too powerful and oppressing the weak.
6	Make a fortune by stealing the valuable and heavily guarded ____.

Relationships

During Session Zero, players take turns establishing connections between their PCs, while the GM helps flesh out choices. Each pair of PCs should share the same Relationship text, which should be edited to make sense for both PCs. Also answer the question: whose Personal Quest does the PC also have a stake in and why? Collaborate with the other players and decide how your PC is invested in another's goals. Perhaps they share a common enemy, believe in their cause, or their Quests otherwise align.

BARD

1	____ is the only one that truly understands my genius.
2	____ sure is great in a fight, but needs to learn how to let loose occasionally.
3	____ can be critical and rude but always listens quietly to my stories.
4	____ and I have a lot in common... we both enjoy stirring up trouble!
5	____ can't carry a tune to save their life but they saved mine when it counted.
6	____ is always there to offer wise advice but sometimes it gets a little old.
7	I can tell that ____ doesn't like me much but my irresistible charm will wear them down!
8	____ and I used to be more than friends, but I swear I don't like them like that anymore.

DUNGEONEER

1	Even though we're often at odds, I actually really admire ____.
2	____ is the bravest soul I've ever known.
3	____ thinks they're the group leader—but it's obviously me.
4	____ needs to be more aware or they'll be the death of us!
5	I would risk my neck to save ____ from any danger.
6	____ knew me when I was an awkward teenager at Dungeoneer Academy and still treats me like a kid.
7	I basically consider ____ one of my underlings.
8	I hired ____ for a dangerous adventure a while back, and now we're best buds.

GNOME

1	____ and I are bound by a Friendship Puff, which means we're friends for life no matter what.
2	____ always relies on me to bail them out of trouble, but they need to be more cautious.
3	I have watched ____ grow up from afar, and now it is my time to mentor them.
4	After they tried to steal from me, I invited ____ to a hot meal and place to rest.
5	There is a darkness cast over ____ and I aim to light their way.
6	____ and I often while away the hours discussing literature, tea and daffodils.
7	____ is a rapscallion but they've earned my trust so far.
8	____ believes there is no good left in the world, but I'll prove them wrong.

KNIGHT-ERRANT

1	I first met ____ after saving them from a pack of hungry weorgs and now they feel indebted.
2	____ wants to be my squire, but I don't have time to babysit someone.
3	I trust ____ with my life, and there is nothing that I wouldn't do for them.
4	I respect ____, but we often butt heads over the littlest things.
5	I have a feeling that ____ has ulterior motives and I'm not sure I should trust them.
6	____ is a bit of a know-it-all but has never let me down.
7	____ and I crossed paths once as enemies but now travel as companions.
8	I worry that ____ has gone astray, so I'll do my best to keep them on the straight and narrow.

LOYAL CHUM

1	____ and I have known each other since childhood and nothing would get between us.
2	____ is almost certainly stealing from me but always shares their food.
3	____ is a big grump but I'm going to do my darndest to befriend them.
4	The night we met, ____ and I talked for hours and ended up falling asleep on each other's shoulders.
5	____ isn't the person I expected them to be, but they saved my life.
6	I owe ____ big time even though they say we're square.
7	When we're alone, ____ seems to like me, but then makes fun of me in front of the others.
8	____ is too proud to ask for help, so I'll give it without thanks.

RASCAL

1	____ is good people, but they gotta learn the world ain't all rainbows and unicorns.
2	____ knows my darkest secrets, so I need to learn theirs.
3	____ ratted me out in the past, and I'm still not sure that I'm over it.
4	____ gets on my nerves so much I don't know whether to punch 'em or kiss 'em!
5	____ is a fool, but so am I. So we'll be fools together!
6	____ thinks I still owe them, but when will enough be enough?
7	____ and I used to be thick as thieves, but now we don't talk that much and I don't know why.
8	____ is kind and brave and true... so why are they friends with me?

CHAPTER 3

ITEMS AND EQUIPMENT

Inventory

Every item has an **ITEM SLOT** value that approximates weight and bulk, taking up (0), (1), (2) or (3) Inventory Slots. This is expressed as a number within parentheses next to an item.

A PC's Inventory Slots are equal to **20+Might+Vitality**. If a PC exceeds their max Inventory Slots, they become **OVERBURDENED** (p137).

Regular clothes only worn for narrative or flavor purposes are not factored, while especially heavy or bulky items may occupy more than 3 slots or be impossible to carry, at the GM's discretion.

WORN VS. CARRIED

Inventory items are either **WORN** or **CARRIED**. Worn items are those the PC is currently wearing: clothes, armor, accessories, and weapons in hand. Worn Items actively confer any bonuses and are instantly at the ready.

Carried Items are what a PC is carrying in bags, packs, pouches and bandoliers, etc. Carried Items must be drawn or taken out to be used.

Containers

It is assumed that PCs have all the necessary bags and pouches to carry their items. Having extra containers may be useful for narrative reasons. Only *Magnificent* containers provide extra Inventory Slots.

ITEM SLOTS

(0) Slot Items

Every 5 (0) Slot Items take up 1 Inventory Slot. Coin pouches; Crafting Materials; spell scrolls; small trinkets like jewelry; little objects such as potions, keys, etc.

(1) Slot Items

Light weapons (daggers, slings, a quiver of arrows, etc.); small shields; light armor (piecemeal armor, leather, etc.); special footwear, gloves, bracers, hats, masks, capes, cloaks; Rations; various one-handed tools and gear, etc.

(2) Slot Items

Medium weapons (longswords, axes, maces, bows); medium shields; medium armor (breastplate, scale mail, etc.); larger tools and gear, etc.

(3) Slot Items

Heavy weapons (polearms, greatswords, battle axes, crossbows, etc.); large shields; heavy armor (plate armor, chain mail); bulky tools and gear, etc.

USAGE DICE

Some consumable items like **COINS**, **RATIONS** and **AMMO** have an assigned die called a **USAGE DIE** (1d6, 1d8, 1d10, 1d12, or 1d20). For instance, if a PC eats Quality Rations (which has a 1d8 Usage Die), roll 1d8. On a 1 or 2, the Rations are entirely consumed. Otherwise, the Rations are reduced a die step to 1d6. (1d20 reduces to 1d12, 1d12 to 1d10, 1d10 to 1d8, and 1d8 to 1d6.) A 1d6 Usage Die, doesn't reduce to 1d4 and is reusable until rolling a 1 or 2.

The GM can assign a Usage Die to any kind of consumable item.

ITEM TYPES

MUNDANE ITEMS

Regular items. Rolled on the *Mundane* Items table (p88). *Mundane* items have Trait types:

- **Tools:** Useful items or gear that allow PCs to do things that would otherwise be difficult or impossible without. For instance, you need rope to tie someone up.
- **Trinkets:** Items (usually small) with very specific usefulness or purpose.
- **Clothing:** Items of clothing that a PC might wear that stand out from regular attire.
- **Armor:** Light, Medium, Heavy, Piecemeal or Shields
- **Weapons:** Bladed, Blunt, Ranged, Polearm or Flexible weapons.

MAGNIFICENT ITEMS

Items of exceptional quality with a special property called a **MAGNIFICENT TRAIT**, notated in brackets like [cleave]. To roll a random *Magnificent* item, first roll on the *Mundane* Items table; then, based on the item's Trait type, roll on the proper *Magnificent* Traits table (p94)

MAGIC ITEMS

Rare items with unique magical properties. Rolled on the *Magic* Items table (p210).

Charges

Some *Magic* items and *Relics* have **CHARGES** that limit the item's use. When all Charges are spent, the item becomes inert until its Charges are replenished. Unless otherwise specified by the item, Charges can only be replenished by a powerful magician for a steep price.

Cursed Items

Some *Magic* items and *Relics* are **CURSED**, meaning there is an ill effect associated with them. Characters that hold a Cursed item become Cursed themselves and can't willingly discard it until they break the Curse on them.

RELICS

Legendary items with more magical power, or more cultural significance within the Land of Eem. *Relics* are rolled on the *Relics* table (p225).

Some *Relics* have an option to spend XP to permanently upgrade the item. Each upgrade can only be done once unless otherwise noted.

Magic & Technology

HIDDEN MAGIC

On its surface, the Land of Eem is a low magic setting. Only a few, such as gnomes, can wield magic, and spells are exceedingly rare. All of those were lost to time, gone with the last wizards of the world many years ago. Now only the odd witch or warlock persists with their pale rituals and incantations.

But that isn't to say the world itself isn't rich with old and hidden magic. Many creatures that PCs might encounter are inherently magical, and the fantastic might of another age still awaits discovery in *Magic* items, scrolls, and *Relics* in the depths of the world.

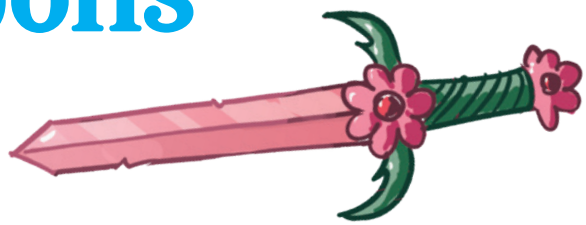
SPUTTER AND SPARK

While technology in the Land of Eem is largely medieval, the great inventors of Shrym have made huge technological advancements. By utilizing the power of clockwork and steam, the Shrym developed sputtertech—which allows for amazing machines, automatons and vehicles. More recently, the Shrym invented sparkwork, which harnesses electricity to create incredible electrical devices.

Most common folk don't have access to sputter and spark technology. They are quite expensive and haven't been integrated into society at large. But corporations of the Dungeon Era certainly make use of sputter and spark, exploiting shrym engineers for profit and power.

Weapons

Hitting an Adversary with a weapon inflicts **DREAD** (p135). A weapon's Dread is determined by the PC's Class, not the weapon itself: a dagger wielded by a Knight-Errant is simply more effective than in the hands of a Bard.



WEAPON RULES

WEAPON	RULES AND MODIFIERS
One-handed melee weapons	Inflict Dread normally.
Two-handed melee weapons	Inflict +1 Dread.
Improvised weapons: fists, shovel, pan, umbrella, etc.	Inflict Dread with Disadvantage.
Ranged weapons	Attacks suffer Disadvantage at Close and Distant range.
Thrown weapons	Attacks suffer Disadvantage at Faraway range. Cannot be thrown at Distant range.
Dual wielding: a (2) Slot weapon and a (1) Slot weapon, or two (1) Slot weapons.	Suffer -1 Attack, except Knight-Errants and Rascals. Make one Attack roll and inflict Dread with Advantage.
Artillery: cannons, ballistae, catapult, etc.	Can attack at Extreme range. Dread is based on artillery weapon type, not PC Class.
Ammo: arrows, bolts, bullets, darts, etc.	1d20 Usage Die unless otherwise noted. Only roll usage at the end of the Combat or encounter. Optional Rule: If your group prefers, don't worry about tracking regular ammo.

Armor

Armor is essential for any adventurer expecting to get into a scrape or two. Different armor types offer varying levels of protection against harm. There are five types of armor: Light, Medium, Heavy, Piecemeal, and Shields. Light and Medium armor always include chest armor, while Heavy is a full suit of armor (except a helmet). Piecemeal armor are individual pieces like a helmet or greaves; these pieces can be added to or swapped in to Light, Medium, and Heavy armor sets.

ARMOR TYPES

LIGHT ARMOR (1)

- Gambeson, padded, leather, hide, etc.
- Grants **ADVANTAGE** on Defy Death

MEDIUM ARMOR (2)

- Chain hauberk, brigandine, breastplate, scale mail, etc.
- **+1 BLOCK**
- Grants **ADVANTAGE** on Resist Wounds and Defy Death
- Inflicts **DISADVANTAGE** on Sneak Checks

HEAVY ARMOR (3)

- Full plate, splint, ring, chain mail, etc.
- **+2 BLOCK**
- Grants **ADVANTAGE** on Resist Wounds and Defy Death
- Inflicts **DISADVANTAGE** on all Movement Checks

PIECEMEAL ARMOR (1)

- Individual helmets, greaves, gauntlets, pauldrons, etc.
- Helmets grant +1 to Defy Death and Resist Wounds
- Wearing 4 different piecemeal armors (4 Slots) grants **ADVANTAGE** to Resist Wounds.
- Provides narrative benefits. For instance, if acid drips on a PC's hands, perhaps their gauntlets are destroyed before they're harmed; or when kicking a mook in the shins, wearing greaves it hurts extra.

SHIELDS

Shields provide protection at choice moments in combat.

- **Small Shield, (1) Slot:** Twice every Combat, Block 1d4 Dread.
- **Medium Shield, (2) Slots:** Twice every Combat, Block 1d6 Dread.
- **Large Shield, (3) Slots:** Twice every Combat, Block 1d8 Dread.

ARMOR RULES

BLOCK

Medium, Heavy and some *Magic* armor reduce incoming Dread by their **BLOCK RATING**. However, Block only reduces Dread from a physical exterior source. Dread suffered from fear, emotional harm, or exhaustion, for instance, can't be blocked by armor.

DAMAGED ARMOR

After **DEFYING DEATH** or suffering a **WOUND**, armor and shields are damaged and must be **REPAIRED** to confer benefits (p100).

Coins & Economy

In the Land of Eem, people use various coins of differing values, all stemming from different eras and regions. Because of this, tracking money is abstracted. If PCs find money in a Hoard or someone pays them, instead of tracking individual coinage players track discrete **POUCHES**.

COIN TYPE	USAGE DIE	PURCHASING POWER
Copper Coins	1d6	Things that cost Copper
Silver Coins	1d8	Things that cost Copper or Silver
Gold Coins	1d10	Things that cost Copper, Silver, or Gold
Ancient Coins	1d12	Things that cost Copper, Silver, Gold, or Ancient

BUYING STUFF

When a PC wants to buy something, they must have the proper pouch of Coins: the purchasing power of the Coin Type must either match or exceed the cost.

Then roll the Usage Die for the pouch of Coins:

- On a 1 or 2, the Coins are entirely spent and removed from the PC's Inventory. Otherwise, the Coins are reduced a denomination: Ancient Coins become Gold Coins, Gold Coins become Silver Coins, Silver Coins become Copper.
- Copper Coins don't reduce a denomination and are spent completely on a roll of 1 or 2.
- Some items cost **COPPER ×2**, or **SILVER ×2**, and so on. This means the buyer must have two pouches of Copper and roll them both at the same time, or pay with a higher denomination.
- Unless explicitly bundled together, items are purchased individually, triggering separate Usage Die rolls.

What this system does is abstract haggling, so game sessions needn't get bogged down with long, drawn-out shopping scenes. Does the PC pay a high price and spend the whole pouch, or do they walk away with some change? A PC can certainly use higher denomination Coins to buy lower cost items—for instance, using Gold Coins to buy an item that costs Silver. But players can guess that using Ancient Coins to buy an item that costs Copper Coins probably isn't worth it—like buying a pack of gum with a platinum bar.

HAND OVER THE ENTIRE POUCH!

There are exceptions to rolling a Usage Die. For example, when paying an NPC for a job or service where a flat fee makes more sense, the GM may determine a pouch of Coins must be handed over outright.

INCREASING PURCHASING POWER

PCs can combine like pouches of Coins into a higher denomination at a bank in any large settlement.

COMBINE	CONVERT TO
3 pouches of Copper Coins	1 pouch of Silver Coins
3 pouches of Silver Coins	1 pouch of Gold Coins
3 pouches of Gold Coins	1 pouch of Ancient Coins

ITEM AVAILABILITY

An item's availability in a shop depends on the size of the settlement or site. Between all the various shops present in a big city, every item on the *Mundane* Items table is available to find and purchase. At smaller settlements and sites, it's impossible to find the widest selection of goods.

Large Settlement

Any big city or town with districts.

- All *Mundane* items.

Small Settlement

Any small town or village.

- *Mundane* items that cost Copper Coins.

Frontier Shop

Any site or shop out in the wilderness that sells adventuring equipment.

- *Mundane* tools, weapons, armor and containers that cost Copper and SIlver Coins.

BARTERING ITEMS

PCs can barter items in exchange for goods and services. Item exchange, however, is never one to one, especially with *Mundane* items. Bartering transactions are heavily in the NPC merchant's favor, like a pawn shop. Ultimately it's up to the GM to decide what the merchant accepts. If desired, the GM can call for a Charm Check to determine how amenable a merchant is to an offer.

Selling items for money should generally be avoided, but if allowed, this type of transaction is also heavily in the merchant's favor. Exceptions are [valuable] and [precious] *Magnificent* items which sell for Silver and Gold Coins respectively.

Special Services & Vendors

ITEM, SERVICE, VENDOR	COST	RULES OR EFFECT
RATIONS		
Normal Rations (Hardtack, Mr. Rations Brand)	Copper	1d6 Usage Die. Feeds 1 person per usage.
Quality Rations (Nackadonkee Tubesteaks, Nork's Instant Noodles)	Copper x2	1d8 Usage Die. Feeds 2 people per usage.
Gourmet Rations (Kraken Jerky, Wally's Brand Meat Shake)	Silver	1d10 Usage Die. Feeds 4 people per usage.
Animal Feed (Only good for mounts and pets)	Copper	1d12 Usage Die. Feeds 1 animal per usage. Herbivores can also graze naturally if ample grass and foliage exists.
FOOD		
Diner Food	Copper	Feeds 1 person
Fancy Meal	Silver	Feeds 1 person. Heal 4 Courage
Feast	Gold	Feeds 10 people. Heal 2 Courage
LODGING		
Cheap Room	Copper	Per night. Sleeps up to 4 people.
Fancy Suite	Silver	Per night. Only large settlements. Sleeps up to 4 people. Heal with Advantage.
TRAVEL		
Caravan Passage	Copper	Per person. Only from settlement to settlement on roads.
Riverboat Charter	Gold	Per week. Must be returned in one piece or pay a fee of Ancient Coins.
Riverboat Passage	Copper	Per person. Only from settlement to settlement on rivers.
Schooner Charter	Gold x2	Per week. Must be returned in one piece or pay a fee of Ancient Coins x2.
Ship Passage	Silver	Per person. Only from settlement to settlement on the sea.
VEHICLES		
Cart (Small Vehicle)	Silver	Has 20 Inventory Slots. Needs 1 draft animal.
Wagon (Small Vehicle)	Gold x2	Carries 6 people. Has 10 Inventory Slots. Needs 2 draft animals.
Flying Machine (Small Vehicle)	Ancient x2	Carries 2 people. Once per day, must guzzle sputter fuel, and there's a 1-in-6 chance the vehicle breaks down. Not ideal for long distance travel.
Sputter Fuel	Silver	1d12 Usage Die. Powers 1 sputter vehicle per usage.
Dinghy (Small Vehicle)	Gold	Carries 6 people.
Sloop (Small Vehicle)	Ancient	Purchasable in port settlements. Hull: 20, Artillery Slots: 2, Minimum Crew: 2
Schooner (Large Vehicle)	Ancient x2	Purchasable in port settlements. Hull: 35, Artillery Slots: 8, Minimum Crew: 6
Galleon (Huge Vehicle)	Ancient x4	Purchasable in seaport settlements. Hull: 50, Artillery Slots: 30, Minimum Crew: 20
ANIMALS		
Horse	Gold	10 Inventory Slots if not used as draft animal
Mule or Rootersnoop	Silver x2	20 Inventory Slots if not used as draft animal
Hunting Dog	Silver x2	Gain Advantage on Hunting

ITEM, SERVICE, VENDOR	COST	RULES OR EFFECT
HIRELINGS		
Two-Bit Sellsword	Copper	Per week. Has one +1 Skill and the rest -1. Attack:+0 Defense:+1 Courage:10 Dread:1d6 Mettle:+0
Experienced Mercenary	Silver	Per week. Has two +1 Skills and the rest -1. Attack:+1 Defense:+0 Courage:13 Dread:1d8 Mettle:+1
Veteran Adventurer	Gold	Per week. Has two +2 Skills and the rest +0. Attack:+2 Defense: -1 Courage:15 Dread:1d10 Mettle:+2
ARTILLERY WEAPONS *Purchasable in port settlements.*		
Swivel Gun	Gold	1d6 Dread. 2 Artillery Slots. Takes 1 person to fire. Fires in any direction, up to Nearby range only.
Small Cannon/Ballista	Silver x2	1d6 Dread. 1 Artillery Slot. Takes 1 person to fire.
Medium Cannon/Ballista	Gold	1d8 Dread. Grants +1 Attack. 2 Artillery Slots. Takes 2 people to fire.
Big Cannon/Ballista	Ancient	1d12 Dread. Grants +2 Attack. 3 Artillery Slots. Takes 3 people to fire.
Roundshot Cannonballs	Gold	1d20 Ammo.
CRAFTING MERCHANTS *Found only in large settlements.*		
Beast Component	Copper	Butcher sells all Beast Components in the region.
Elemental Component	Copper	Blacksmith sells all Elemental Components in the region.
Fish Component	Copper	Fishmonger sells all Fish Components in the region.
Herb Component	Copper	Herbalist sells all Herb Components in the region.
Rare Alchemy Recipe	Silver	Apothecary sells all Rare Alchemy recipes.
Rare Crafting Recipe	Silver	Blacksmith sells all Rare Crafting recipes.
Materials x10	Gold	Blacksmith sells Materials.
CRAFTING SERVICES		
Blacksmith	Varies	If given the requisite Materials and Components to craft an item, blacksmith will charge Coins one denomination cheaper than the listed price of a comparable *Mundane* item (minimum Copper Coins).
Forge (Rent)	Copper	Per day.
Forge (Own)	Ancient	Permanent fixture in a settlement.
Crafting Crew	Copper	Per day.
Skilled Crafting Crew	Silver	Per day. +1 Tinker
WITCH VENDOR *Found only in remote wilderness.*		
Potion	Gold	Sells 3 random potions.
Herb Component	Copper	Sells all Herb Components. Will trade 1 Herb for 3 of PC's.
Witchcraft Recipe	Gold x2	Sells all Alchemy (Witchcraft) recipes.
RASCAL FENCE *Found only in large settlements.*		
Rascal Fence	Varies	Sells *Mundane* items of skullduggery that a Rascal, thief, gangster or assassin would need. Will buy items from a Rascal in bulk for very cheap.
CITY BANK VAULT *Present only in large settlements.*		
Savings Account	Copper	Keep money safe in a single bank location.
Storage	Copper	Per month. Has 20 Inventory Slots. Keep items safe in a single bank location.
HOUSING		
Apartment (Rent)	Gold	Per month. Sleeps up to 4 people. Heal with Advantage. Has 20 Inventory Slots.
House (Own)	Ancient x2	Sleeps up to 10 people. Heal with Advantage. Lots of storage.

Mundane Items

To roll 1d400, roll 1d4: 1 is 01-100, 2 is 101-200, 3 is 201-300, 4 is 301-400. Then roll 1d100. If a particular item does not appear on this table, the GM should determine the Slots, Trait Type, and Cost.

*__CONTAINERS:__ The game assumes that PCs have enough backpacks and bags to carry their Inventory. Having extra containers may be useful for narrative reasons. Only *Magnificent* containers provide extra Inventory Slots.
**__BULKY:__ These items can't be carried by a single PC.

D400	ITEM	SLOTS	TRAIT TYPE	COST
1	Abacus	1	Tool	Copper
2	Acid	0	Tool	Silver
3	Air Bladder	0	Tool	Copper
4	Alarm	1	Tool	Copper
5	Alchemy Set	2	Tool	Silver
6	Amulet	0	Trinket	Silver
7	Ancient Tome	1	Trinket	Silver
8	Anti-Vampire Stake	1	Tool	Copper
9	Anvil**	-	Tool	Gold
10	Arrows (Ammo)	1	Ranged	Copper
11	Astrolabe	1	Tool	Silver
12	Axe	2	Bladed	Copper
13	Backpack*	-	Large Container	Copper
14	Bag*	-	Medium Container	Copper
15	Bag of Rocks	2	Blunt	Copper
16	Bag of Salt	1	Tool	Copper
17	Bagpipes	2	Tool	Silver
18	Ball and chain	3	Flexible	Copper
19	Balloon	1	Trinket	Copper
20	Bait and Tackle	1	Tool	Copper
21	Bandolier*	-	Small Container	Copper
22	Banjo	1	Tool	Copper
23	Banner	2	Tool	Copper
24	Bardiche	3	Polearm	Silver
25	Barding	3	Armor (Mount)	Silver
26	Barrel	3	Tool	Silver
27	Bascinet	1	Armor (Piecemeal)	Silver
28	Battering Ram (Personal)	12	Tool	Gold
29	Battleaxe	3	Bladed	Silver
30	Bear Skin	1	Armor (Light)	Silver
31	Bear Trap	2	Tool	Copper
32	Beautiful Gown	1	Clothing	Silver
33	Bec de Corbin	3	Polearm	Silver
34	Bedroll	1	Tool	Copper
35	Bell (Hand)	0	Tool	Copper
36	Bellows	1	Tool	Copper
37	Beret	0	Clothing	Copper
38	Big Mug	1	Trinket	Copper
39	Big Wrench	1	Tool	Copper
40	Bird Egg	0	Trinket	Copper
41	Black Spy Costume	1	Clothing	Copper
42	Blanket	1	Tool	Copper
43	Blasting Charge	1	Tool	Silver
44	Blasting Machine	2	Tool	Silver
45	Blowgun	1	Ranged	Copper
46	Blunderbuss	2	Ranged	Gold
47	Bolas	2	Flexible	Copper
48	Bonnet	0	Clothing	Copper
49	Boomerang	1	Ranged	Copper
50	Boots	1	Clothing	Copper
51	Bottle	1	Tool	Copper
52	Bottle of Fake Blood	1	Tool	Copper
53	Boxing Gloves	1	Tool	Copper
54	Brass Knuckles	1	Blunt	Copper
55	Breastplate	2	Armor (Medium)	Gold
56	Breeches	1	Clothing	Copper
57	Brigandine Mail	2	Armor (Medium)	Gold
58	Broadsword	2	Bladed	Silver
59	Broken Flying Machine**	-	Tool	Ancient

D400	ITEM	SLOTS	TRAIT TYPE	COST
60	Brooch	0	Trinket	Copper
61	Broom	1	Tool	Copper
62	Bucket	1	Tool	Copper
63	Buckler	1	Armor (Small Shield)	Copper
64	Bug Repellent	0	Tool	Copper
65	Bullets (Ammo)	1	Ranged	Copper
66	Bullhorn	1	Tool	Copper
67	Cage	3	Tool	Copper
68	Caltrops	0	Tool	Copper
69	Candelabra	1	Tool	Copper
70	Cannon Balls (Ammo 1d6)	3	Ranged	Silver
71	Canoe**	-	Tool	Gold
72	Can of Fizzy Wiz	0	Trinket	Copper
73	Canteen	1	Tool	Copper
74	Cape	1	Clothing	Copper
75	Cart**	-	Large Container	Silver
76	Cattle Prod	1	Tool	Copper
77	Cauldron	3	Tool	Copper
78	Chain 10'	2	Tool	Copper
79	Chain Mail	3	Armor (Heavy)	Silver
80	Chain Mail Coif	1	Armor (Piecemeal)	Silver
81	Chain Sickle	2	Flexible	Copper
82	Chalice	1	Trinket	Copper
83	Chalk	0	Tool	Copper
84	Chemistry Set	3	Tool	Silver
85	Child's Toy	0	Trinket	Copper
86	Chum Bucket	2	Tool	Copper
87	Claws	1	Bladed	Copper
88	Cleaver	1	Bladed	Copper
89	Cloak	1	Clothing	Copper
90	Clock	1	Tool	Copper
91	Clown Costume	2	Clothing	Silver
92	Club	1	Blunt	Copper
93	Colorful Fez	1	Clothing	Copper
94	Comic Book	0	Trinket	Copper
95	Compass	0	Tool	Copper
96	Cookware	2	Tool	Copper
97	Copper Tubing	1	Trinket	Copper
98	Copperhat Helm	1	Armor (Piecemeal)	Gold
99	Coronet	1	Clothing	Silver
100	Courage Potion	0	Tool	Silver
101	Crafting Tools	2	Tool	Silver
102	Crampons	1	Tool	Copper
103	Crossbow	3	Ranged	Silver
104	Cummerbund	0	Clothing	Copper
105	Cutlass	2	Bladed	Silver
106	Cymbals	1	Tool	Copper
107	Dagger	1	Bladed	Copper
108	Dancing Shoes	1	Clothing	Copper
109	Darts	1	Ranged	Copper
110	Deck of Huzzah Cards	0	Trinket	Copper
111	Delicious Recipe	0	Trinket	Copper
112	Detonator	1	Tool	Silver
113	Disguise Kit	2	Tool	Silver
114	Diving Suit	3	Tool	Gold
115	Divining Rod	1	Tool	Copper
116	Double Neck Lute	2	Tool	Silver
117	Drums	2	Tool	Copper
118	Dye	0	Tool	Copper
119	Explosive Powder	1	Tool	Silver
120	Fake Poop	0	Trinket	Copper
121	Falchion	2	Bladed	Silver
122	Fancy Doublet	1	Clothing	Silver
123	Fanny Pack*	-	Small Container	Copper
124	Fashionable Hat	1	Clothing	Silver
125	Felt Puppets	1	Trinket	Copper
126	Fine Cutlery	0	Trinket	Silver
127	Fine Necklace	0	Trinket	Silver
128	Fingerprint Kit	0	Tool	Copper
129	Fishing Pole	2	Tool	Copper
130	Fishing Gaff	1	Tool	Copper
131	Flagon of Glog	1	Trinket	Copper
132	Flail	2	Blunt	Silver
133	Flask	0	Tool	Copper
134	Flower Pot	1	Tool	Copper
135	Flute	1	Tool	Copper

D400	ITEM	SLOTS	TRAIT TYPE	COST
136	Fork	0	Tool	Copper
137	Fragrant Soap	0	Tool	Copper
138	Framed Painting	3	Trinket	Gold
139	Friendship Bracelets	0	Trinket	Copper
140	Frying Pan	1	Tool	Copper
141	Fur Coat	2	Clothing	Silver
142	Galoshes	1	Tool	Copper
143	Gambeson	1	Armor (Light)	Copper
144	Gas Mask	1	Tool	Silver
145	Gauntlets	1	Armor (Piecemeal)	Silver
146	Gears and Sprockets	1	Tool	Copper
147	Gem	0	Trinket	Gold
148	Giant Parade Balloon	5	Tool	Gold
149	Glaive	2	Bladed	Silver
150	Glasses and Fake Mustache	0	Tool	Copper
151	Glass Orb	1	Trinket	Silver
152	Glittering Cape	1	Clothing	Silver
153	Gnome Hat	1	Clothing	Copper
154	Gnomish Tea Set	2	Trinket	Copper
155	Goblin Helm	1	Armor (Piecemeal)	Copper x2
156	Goggles	1	Tool	Copper
157	Gong	2	Tool	Silver
158	Grappling Hook	1	Tool	Copper
159	Great Helm	1	Armor (Piecemeal)	Silver x2
160	Greataxe	3	Bladed	Silver x2
161	Greatclub	3	Blunt	Silver
162	Greatsword	3	Bladed	Silver x2
163	Greaves	1	Armor (Piecemeal)	Silver
164	Hair Mousse	0	Tool	Copper
165	Halberd	3	Polearm	Silver
166	Hammer	1	Tool	Copper
167	Handcuffs	1	Tool	Copper
168	Hang Glider	3	Tool	Gold
169	Hard Hat with Headlamp	1	Tool	Silver
170	Harmonica	0	Tool	Copper
171	Harp	3	Tool	Gold
172	Harpoon	2	Polearm	Copper
173	Hauberk (Chain)	2	Armor (Medium)	Silver x2
174	Hazmat Suit	3	Clothing	Silver
175	Headscarf	1	Clothing	Copper
176	Heater Shield	2	Armor (Medium Shield)	Silver x2
177	Hide Armor	1	Armor (Light)	Silver
178	Hoe	3	Tool	Copper
179	Hook	1	Tool	Copper
180	Horned Helm	1	Armor (Piecemeal)	Silver x2
181	Hot Sauce	0	Trinket	Copper
182	Hourglass	0	Trinket	Copper
183	Huge Feather	0	Trinket	Copper
184	Incense	0	Trinket	Copper
185	Industrial Shampoo	1	Tool	Copper x2
186	Jar of Grease	1	Tool	Copper
187	Jar of Pickled Eggs	1	Trinket	Copper
188	Javelin	2	Ranged	Copper
189	Jerkin	1	Clothing	Copper
190	Jester's Hat	1	Clothing	Copper
191	Journal	1	Tool	Copper
192	Jousting Helm	1	Armor (Piecemeal)	Silver
193	Jousting Lance	3	Polearm	Silver
194	Juggling Pins	2	Tool	Copper
195	Jug of Vinegar	1	Tool	Copper
196	Jumbo Toothbrush	1	Tool	Copper
197	Kayak**	-	Tool	Gold
198	Kazoo	0	Tool	Copper
199	Kettle Helm	1	Armor (Piecemeal)	Copper x2
200	Key	0	Tool	Copper

D400	ITEM	SLOTS	TRAIT TYPE	COST
201	Khopesh	2	Bladed	Silver
202	Kite	1	Trinket	Copper
203	Kite Shield	2	Armor (Medium Shield)	Gold
204	Kitschy Souvenir	0	Trinket	Copper
205	Knapsack*	-	Medium Container	Copper
206	Knife	1	Bladed	Copper
207	Kukri	1	Bladed	Copper
208	Lamellar Coat	2	Armor (Medium)	Gold
209	Lance	3	Polearm	Silver
210	Lantern	1	Tool	Copper
211	Lash	1	Flexible	Copper
212	Lasso	1	Tool	Copper
213	Laxatives	0	Tool	Copper
214	Leash	0	Tool	Copper
215	Leather Armor	1	Armor (Light)	Copper x2
216	Ledger	1	Tool	Copper
217	Lipstick	0	Tool	Copper
218	Lock	0	Tool	Copper
219	Locket	0	Trinket	Copper
220	Lockpicks	0	Tool	Silver
221	Longbow	3	Ranged	Silver
222	Longsword	2	Bladed	Silver
223	Lute	2	Tool	Silver
224	Mace	2	Blunt	Silver
225	Machete	2	Bladed	Silver
226	Magnet	0	Tool	Copper
227	Main Gauche	1	Bladed	Silver
228	Make-Up Kit	1	Tool	Copper
229	Mallet	3	Blunt	Copper
230	Mancatcher	3	Polearm	Silver
231	Mannequin	3	Trinket	Silver
232	Map	0	Tool	Copper
233	Marching Band Baton	1	Tool	Copper
234	Mask	1	Clothing	Copper
235	Maul	3	Blunt	Silver
236	Meat Hook	1	Tool	Copper

D400	ITEM	SLOTS	TRAIT TYPE	COST
237	Medicine	0	Tool	Silver
238	Megaphone	1	Tool	Copper
239	Mirror	1	Tool	Copper
240	Mop	2	Tool	Copper
241	Morning Star	2	Blunt	Silver
242	Music Box	1	Trinket	Silver
243	Musketeer Hat	2	Clothing	Copper x2
244	Muzzle	1	Tool	Copper
245	Nails	0	Tool	Copper
246	Needles	0	Tool	Copper
247	Net	2	Tool	Copper
248	Notebook	1	Tool	Copper
249	Old Tapestry	1	Trinket	Gold
250	Organistrum	3	Tool	Silver
251	Overcoat w/ Hidden Pockets	1	Clothing	Silver
252	Padded Armor	1	Armor (Light)	Copper x2
253	Paint	1	Tool	Copper
254	Parachute	3	Tool	Silver
255	Paraglider	3	Tool	Silver
256	Parchment	0	Tool	Copper
257	Pauldrons	1	Armor (Piecemeal)	Silver
258	Pauper Rags	1	Clothing	Copper
259	Perfume	0	Tool	Silver
260	Pickaxe	2	Tool	Copper
261	Pike	3	Polearm	Silver
262	Pipe	1	Tool	Copper
263	Pitchfork	3	Polearm	Copper
264	Pitons	1	Tool	Copper
265	Pixie Dust	0	Trinket	Gold
266	Plate Mail	3	Armor (Heavy)	Gold x2
267	Pliers	0	Tool	Copper
268	Poison	0	Tool	Silver
269	Pole Vault Stick	3	Tool	Copper x2
270	Polyhedral Dice	0	Trinket	Copper
271	Poncho	1	Clothing	Copper
272	Pouch*	-	Small Container	Copper
273	Powder Keg	3	Tool	Silver

D400	ITEM	SLOTS	TRAIT TYPE	COST
274	Prybar	1	Tool	Copper
275	Purse*	-	Small Container	Copper
276	Quarterstaff	2	Blunt	Copper
277	Quill and Inkpot	0	Tool	Copper
278	Quilted Armor	1	Armor (Light)	Copper
279	Quiver	1	Tool	Copper
280	Raft (Inflatable)	2	Tool	Silver
281	Ranseur	3	Polearm	Silver
282	Rapier	1	Bladed	Silver
283	Rare Spices	0	Trinket	Silver
284	Razor	0	Tool	Copper
285	Repelling Harness	2	Tool	Copper x2
286	Riding Boots	1	Clothing	Copper
287	Ring Mail	3	Armor (Heavy)	Gold
288	River Ball	1	Tool	Copper
289	Rollerskates	1	Tool	Copper
290	Rope 50’	2	Tool	Copper
291	Royal Garb	2	Clothing	Gold
292	Rucksack*	-	Large Container	Copper
293	Saber	2	Bladed	Silver
294	Saddle	3	Tool	Copper x2
295	Saddlebags*	-	Large Container	Silver
296	Sail	3	Tool	Silver
297	Sap	1	Blunt	Copper
298	Sash	1	Clothing	Copper
299	Satchel*	-	Medium Container	Copper
300	Saw	1	Tool	Copper
301	Saxophone	2	Tool	Silver
302	Scale Mail	2	Armor (Medium)	Gold
303	Scholar Robes	1	Clothing	Copper
304	Scimitar	2	Bladed	Silver
305	Scissors	0	Tool	Copper
306	Scourge	1	Flexible	Copper x2
307	Scuba Gear	3	Tool	Silver
308	Scythe	3	Bladed	Copper x2
309	Set of Gnomish Spoons	1	Trinket	Silver
310	Sewing Kit	0	Tool	Copper
311	Shackles	1	Tool	Copper
312	Splint Mail	3	Armor (Heavy)	Gold
313	Shirt	1	Clothing	Copper
314	Short Sword	1	Bladed	Silver
315	Shortbow	2	Ranged	Copper x2
316	Shovel	2	Tool	Copper
317	Sickle	1	Bladed	Copper
318	Skullcap	1	Armor (Piecemeal)	Copper x2
319	Slab of Clay	1	Tool	Copper
320	Sledgehammer	3	Tool	Copper x2
321	Sling	1	Ranged	Copper
322	Slingshot	1	Ranged	Copper
323	Smoking Pipe	0	Trinket	Copper
324	Snagbunny Plushie	0	Trinket	Copper
325	Snake Oil	0	Trinket	Copper
326	Snare	1	Tool	Copper
327	Snazzy Duster	1	Clothing	Copper x2
328	Snowshoes	1	Tool	Copper
329	Spear	3	Polearm	Copper
330	Spectacles	0	Tool	Copper
331	Sponge	1	Tool	Copper
332	Spool of Wire	1	Tool	Copper
333	Sports Trophy	0	Trinket	Copper
334	Spyglass	1	Tool	Gold
335	Staff	2	Blunt	Copper
336	Stilts	3	Tool	Copper
337	Stone Idol	1	Trinket	Silver
338	Storybook	1	Trinket	Copper
339	Straight Jacket	1	Tool	Copper
340	String	0	Tool	Copper
341	Strongbox*	1	Small Container	Silver
342	Suitcase*	1	Medium Container	Silver
343	Swivel Gun**	-	Ranged	Gold
344	Tabard	1	Clothing	Copper

D400	ITEM	SLOTS	TRAIT TYPE	COST
345	Talisman	0	Trinket	Silver
346	Tankard	1	Tool	Copper
347	Targe	2	Armor (Medium Shield)	Silver
348	Smelling Salts	0	Trinket	Copper
349	Telescope	3	Tool	Gold
350	Ten Foot Pole	3	Tool	Copper
351	Tent (2-person)	3	Tool	Copper x2
352	Three-Piece Suit	1	Clothing	Silver
353	Throwing Axes (Ammo)	2	Ranged	Copper
354	Throwing Knives (Ammo)	1	Ranged	Copper
355	Tight-fitting Pants	1	Clothing	Copper
356	Timepiece	0	Trinket	Silver
357	Tinderbox	0	Tool	Copper
358	Tongs	0	Tool	Copper
359	Tool Belt*	-	Small Container	Copper
360	Top Hat	1	Clothing	Copper
361	Torch	1	Tool	Copper
362	Tower Shield	3	Armor (Large Shield)	Silver
363	Toxin	0	Tool	Silver
364	Trenchcoat	1	Clothing	Copper
365	Tricorn	1	Clothing	Copper
366	Trident	3	Polearm	Silver
367	Tripwire	0	Tool	Copper
368	Troggle Costume	3	Tool	Silver
369	Trombone	2	Tool	Silver
370	Trumpet	2	Tool	Silver
371	Truncheon	2	Blunt	Copper
372	Tuba	3	Tool	Silver

D400	ITEM	SLOTS	TRAIT TYPE	COST
373	Tunic	1	Clothing	Copper
374	Tuning Fork	0	Tool	Copper
375	Turban	1	Clothing	Copper
376	Two-Person Unicorn Costume	3	Tool	Silver
377	Two-Handed Sword	3	Bladed	Silver
378	Ugly Sweater	1	Clothing	Copper
379	Umbrella	2	Tool	Copper
380	Urn	1	Trinket	Copper
381	Vase	2	Trinket	Silver
382	Walking Stick	2	Tool	Copper
383	Wanted Posters	0	Trinket	Copper
384	War Drums	3	Tool	Silver
385	War Pick	2	Blunt	Silver
386	Warhammer	3	Blunt	Silver
387	Warm Long Johns	1	Clothing	Copper
388	Water Pistol	1	Tool	Copper
389	Waterskin	1	Tool	Copper
390	Wax	0	Tool	Copper
391	Wedding Ring	0	Trinket	Gold
392	Well-Fitting Trousers	1	Clothing	Silver
393	Wheelbarrow**	-	Tool	Copper
394	Whip	1	Flexible	Copper
395	Whistle	0	Tool	Copper
396	Wig	0	Clothing	Silver
397	Wizard Hat	1	Clothing	Silver
398	Wooden Training Sword	1	Blunt	Copper
399	Xylophone	2	Tool	Silver
400	Yo-Yo	0	Trinket	Copper

Magnificent Item Traits

MAGNIFICENT ITEMS are generated by combining a **MUNDANE ITEM** with a random **TRAIT**.
Magnificent items can also be crafted using **COMPONENTS**.

1D12 BLADED WEAPON TRAITS

1	**[trusty]**	Can't be fumbled or accidentally dropped.
2	**[light]**	Once every Combat, attack twice in a round.
3	**[exceptional]**	Once every Combat, gain Advantage on an Attack.
4	**[parry]**	Once every Combat, negate a Counterattack.
5	**[quick]**	+2 Initiative.
6	**[slash]**	Critical Hits inflict +1d6 Dread (after doubling).
7	**[cleave]**	Ignores Block.
8	**[precious]**	Sells for Gold Coins.
9	**[true]**	+1 Dread.
10	**[lucky]**	Once every session, reroll a missed Attack.
11	**[cold steel]**	Certain Adversaries are vulnerable to cold steel.
12	**[starfell-make]**	Roll two Traits.

1D8 RANGED WEAPON TRAITS

1	**[true]**	+1 Dread.
2	**[quick]**	+2 Initiative.
3	**[trusty]**	Can't be fumbled or accidentally dropped.
4	**[lucky]**	Once every session, reroll a failed Attack.
5	**[precious]**	Sells for Gold Coins.
6	**[exceptional]**	Once every Combat, gain Advantage on an Attack.
7	**[accurate]**	+1 Attack
8	**[starfell-make]**	Roll two Traits.

1D4 FLEXIBLE WEAPON TRAITS

1	**[entangle]**	On a Critical Hit, a large or smaller target is Entangled.
2	**[light]**	Once every Combat, attack twice in a round.
3	**[quick]**	+2 Initiative.
4	**[trip]**	Once per combat, on a 6+ Hit, the target falls Prone (except *Huge* Adversaries).

1D12 BLUNT WEAPON TRAITS

1	**[trusty]**	Can't be fumbled or accidentally dropped.
2	**[grim]**	Once every session, gain Advantage on an Intimidate Check.
3	**[quick]**	+2 Initiative.
4	**[bonk]**	On a Critical Hit, the target is Stunned.
5	**[trip]**	Once per combat, on a 6+ Hit, the target falls Prone (except *Huge* Adversaries).
6	**[hefty]**	+1 Item Slot. +2 Dread.
7	**[light]**	Once every Combat, attack twice in a round.
8	**[exceptional]**	Once every Combat, gain Advantage on an Attack.
9	**[parry]**	Once every Combat, negate a Counterattack.
10	**[precious]**	Sells for Gold Coins.
11	**[wicked]**	Increase Dread by one die. -2 maximum Courage.
12	**[crushing]**	Once every Combat, inflict double Dread.

1D10 ARMOR TRAITS

1	**[precious]**	Sells for Gold Coins.
2	**[parry]**	Once every Combat, negate a Counterattack.
3	**[grim]**	Once every session, gain Advantage on an Intimidate Check.
4	**[hardy]**	Once every Combat, Block 1d6 Dread.
5	**[nimble]**	No Disadvantage on Nimbleness Checks.
6	**[repellent]**	Once every Combat, inflict Disadvantage on a Dread after being Hit.
7	**[stalwart]**	Once every Combat, inflict Disadvantage to an Attack.
8	**[mirrored]**	Reflects light brilliantly.
9	**[sturdy]**	Cannot be broken.
10	**[starfell-make]**	Roll two Traits.

1D12 POLEARM TRAITS

1	**[reach]**	Gain -1 Defense against melee attackers (except *Huge* Adversaries).
2	**[wicked]**	Increase Dread by one die. -2 maximum Courage.
3	**[charge]**	Once every Combat, may charge and attack a Faraway target.
4	**[precious]**	Sells for Gold Coins.
5	**[cleave]**	Ignores Block.
6	**[exceptional]**	Once every Combat, gain Advantage on an Attack.
7	**[light]**	Once every Combat, attack twice in a round.
8	**[trip]**	Once per combat, on a 6+ Hit, the target falls Prone (except *Huge* Adversaries).
9	**[parry]**	Once every Combat, negate a Counterattack.
10	**[hefty]**	+1 Item Slot. +2 Dread.
11	**[crushing]**	Once every Combat, inflict double Dread.
12	**[beastly]**	+2 Dread. -1 Attack in small rooms and tight spaces. Roll another Polearm Trait.

1D6 TOOL TRAITS

1	**[superb]**	Grants +1 to relevant Skill Check.
2	**[valuable]**	Sells for Silver Coins.
3	**[sturdy]**	Cannot be broken.
4	**[lucky]**	Once every session, reroll a relevant failed Skill Check.
5	**[trusty]**	Can't be fumbled or accidentally dropped.
6	**[mastercrafted]**	Advantage on relevant Skill Check.

1D4 CONTAINER TRAITS

1	**[small]**	+1 Inventory Slots.
2	**[medium]**	+2 Inventory Slots.
3	**[large]**	+3 Inventory Slots.
4	**[hidden]**	+1 secret Inventory Slot.

1D4 CLOTHING & TRINKET TRAITS

1	**[superb]**	Grants +1 to relevant Skill Check.
2	**[valuable]**	Sells for Silver Coins.
3	**[lucky]**	Once every session, reroll a relevant failed Skill Check.
4	**[mastercrafted]**	Advantage on relevant Skill Check.

Treasure Hunting

TREASURE HUNTING represents a PC's chance to find exceptional loot from **TREASURE HOARDS** that they discover in the Land of Eem.

TREASURE HUNTING BONUS

PCs start with a Treasure Hunting bonus of +0, which can't be increased with XP. Certain Classes can gain +1 Treasure Hunting through Perks or Abilities, and some *Magic* items grant bonuses to Treasure Hunting. Otherwise, a Treasure Hunting bonus is granted by finding high Level treasure hoards.

TREASURE HOARDS

Every dungeon has at least one treasure hoard that the GM deliberately places in a location within. When PCs discover a hoard, they make Treasure Hunting Checks to determine what they find. A party of PCs can make a number of Treasure Hunting Checks (1d12+Bonus) according to the hoard's type, but must alternate making Treasure Hunting Checks—only one Check per PC unless extra Checks are available.

PLACING A TREASURE HOARD

- Step 1: Choose the type of treasure hoard: **LOOT PILE**, **OLD HOARD**, **ANCIENT HOARD** or **MYTHIC HOARD**.
- Step 2: Assign a **TREASURE LEVEL** of 1–10 to the treasure hoard (based on the danger of the location).
- Step 3: When the PCs find the treasure hoard, they can make a number of **TREASURE HUNTING CHECKS** according to the type. PCs add a bonus to their Checks based on the Treasure Level.

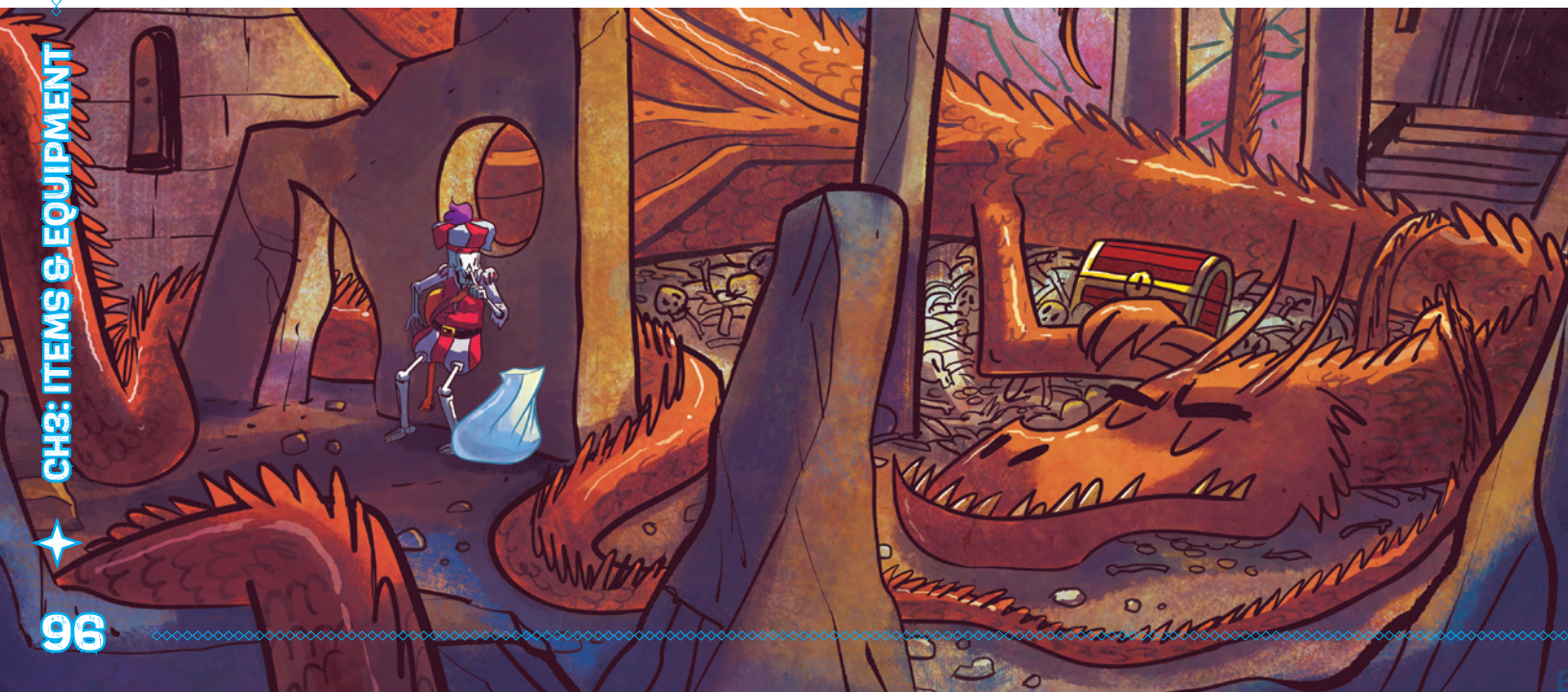
TREASURE LEVEL

Lairs, dungeons, and Adversaries with treasure hoards are assigned a Treasure Level by the GM. In the case of Adversaries—that's easy, just use their Level. For lairs and dungeons, GMs should assign a Level to the location based on its difficulty and/or the Level of the Adversaries in it. The higher the Level, the greater the chance each PC will find better treasure.

TREASURE LEVEL	TREASURE HUNTING BONUS
1–4	+0
5–7	+1
8–10	+2

ADVERSARY TREASURE

At their discretion, the GM can also allow a Treasure Hunting Check after PCs defeat certain Adversaries. This is completely up to the GM and should not be the norm: players shouldn't be rewarded for going around killing random creatures. Rewards should be reserved for defeating particularly fiendish adversaries that can be found by exploring the realm and undertaking harrowing quests.



TREASURE HOARD TYPES

There are four types of treasure hoards: Loot Pile, Old Hoard, Ancient Hoard and Mythic Hoard. Each type lists its guaranteed contents and the number of times they can attempt Treasure Hunting Checks to find additional treasure.

LOOT PILE

A petty thief's pilfered goods, a mangy bandit's loot or a commoner's stored valuables.

Contents

- 2 Treasure Hunting Checks
- 1 Pouch of Silver Coins
- 1 Component

Treasure Hunting

1–2	2 Materials
3–5	1d6 Materials
6–8	Pouch of Copper Coins
9–11	2 *Mundane* Items
12+	*Magnificent* Item

OLD HOARD

A river boat gambler's winnings, the haul from a warrior's campaigning days or a mighty brigand's treasures.

Contents

- 3 Treasure Hunting Checks
- 1 Pouch of Gold Coins
- 2 Components

Treasure Hunting

1–2	1d6 Materials
3–5	Pouch of Copper Coins
6–8	2 *Mundane* Items
9–11	*Magnificent* Item
12+	*Magic* Item

ANCIENT HOARD

A forgotten hero's collection, a wily wizard's secret stash or a cunning rogue's retirement cache.

Contents

- 4 Treasure Hunting Checks
- 1 Pouch of Ancient Coins
- 3 Components
- 1d12 Materials

Treasure Hunting

1–2	Pouch of Copper Coins
3–5	2 *Mundane* Items
6–8	*Magnificent* Item
9–11	*Magic* Item
12+	*Magic* Item + Potion

MYTHIC HOARD

A forgotten royal vault, a hidden reliquary from ages past or a powerful creature's legendary treasures.

Contents

- 5 Treasure Hunting Checks (maximum of 2 *Relics*)
- 1 Pouch of Ancient Coins and Gold Coins
- 1 Spell Scroll
- 5 Components
- 1d20 Materials

Treasure Hunting

1–2	2 *Mundane* Items + Pouch of Copper Coins
3–5	*Magnificent* Item + Potion
6–8	*Magic* Item + Pouch of Silver Coins
9–11	*Magic* Item + Spell Scroll
12+	*Relic* or 2 *Magic* Items

IDENTIFYING MAGIC ITEMS & RELICS

Before PCs can properly use a *Magic* item or *Relic*, they must first know what it does. Fortunately, PCs can identify items with a Lore Check—one Check per item, every session. NPC gnomes and witches can also identify items if needed.

LORE CHECK	
1–2	PC has no idea what the item is or does.
3–5	PC vaguely knows what the item is called.
6–8	PC knows what the item is called and vaguely knows what it does.
9–11	PC knows exactly what the item is called and what it does.
12+	PC knows everything there is about this item including its lore.

Crafting

MATERIALS

Crafting items requires Materials and, sometimes, Components. Players don't have to track wood, iron, leather, or stone, etc. It's all lumped together as abstracted units of **MATERIALS**. Materials are **(0) SLOT ITEMS** that can be gathered in the wild, found in hoards or even bought from a supplier.

TOOLS

Besides sufficient Materials, PCs need proper **CRAFTING TOOLS** to make items. Any metal item also requires a **FORGE**. The time it takes to craft an item with a forge is multiplied by 2. Forges are also too large to lug around while adventuring, so the crafter has a few options. Most **SETTLEMENTS** have an available forge usable at a small cost. With enough money, the crafter can purchase a forge to own in a settlement. Alternatively, PCs can give the requisite Materials and Components to a blacksmith and pay them to craft something for Coins one denomination cheaper than the listed price (minimum Copper Coins).

Additionally, the Loyal Chum's Class Ability **MOBILE FORGE** allows them to use their own forge while traveling.

Large or expensive items might require a **CRAFTING CREW** if the project is large enough.

TOOL COSTS

Tools

- Standard Crafting Tools: Silver Coins
- Master Crafting Tools (once per item, reroll a Crafting Check): Ancient Coins
- Cookware: Copper Coins
- Alchemy Set: Silver Coins

Forge

- Rent: Copper Coins/Day
- Own: Ancient Coins

Crafting Crew

- Standard: Copper Coins/Day
- Skilled (+1 Tinker): Silver Coins/Day

TIME

Provided Materials and tools, crafting still takes time. This might require a PC to craft something during downtime between sessions.

THE CRAFTING FORMULA

All craftable, non-*Magic* items have a **MATERIALS REQUIREMENT** that's based on the **ITEM'S COST** and its number of **SLOTS**. For instance, a kite shield is a (3) Slot item; it costs Silver Coins, which requires 3 Materials per Item Slot. Thus, crafting the kite shield requires 9 Materials and 6+1d6 hours to complete. When all Material (and Component) costs are used and time spent, make a Tinker Check to determine the outcome.

Treat (0) Slot items as (1) Slot items for crafting. A minimum of 1 Material is required to craft anything despite Perks or Abilities that may reduce the requirements.

ITEM COST/TYPE	NUMBER OF MATERIALS	CRAFTING TIME (X2 WHEN USING FORGE)
Copper Coins Item	2 per Item Slot	1d6 Hours
Silver Coins Item	3 per Item Slot	6+1d6 Hours
Gold Coins Item	4 per Item Slot	1d6 Days
Ancient Coins Item	5 per Item Slot	1d6 Weeks
Magnificent Item	5 per Item Slot + Components	As *Mundane* Item Cost
Alchemy or Cooking Item	No Materials, just Components	1 Hour

CRAFTING MUNDANE ITEMS

TINKER CHECK	
1–2	PC fails to craft the item.
3–5	PC fails to craft the item but salvages 1d4 Materials.
6–8	PC crafts the item.
9–11	PC crafts the item using 1d4 fewer Materials.
12+	PC crafts the item with a *Magnificent* trait.

CRAFTING MAGNIFICENT ITEMS

To craft a *Magnificent* item, one needs to use Components in addition to Materials. The crafting time depends on the cost of the item's *Mundane* version. All **CRAFTING RECIPES** (p122) are considered **MAGNIFICENT ITEMS**, and some recipes are **RARE** and must be acquired.

TINKER CHECK	
1–2	PC fails to craft the item.
3–5	PC fails to craft the item but salvages 1d4 Materials.
6–8	PC crafts the item.
9–11	PC crafts the item using 1d4 fewer Materials.
12+	PC crafts the item with an additional *Magnificent* trait.

ALCHEMY

PCs can use Components to make alchemical concoctions. Many **ALCHEMY RECIPES** (p117) are **COMMON** and can be crafted without acquiring the recipe. **RARE** recipes must be acquired, and **WITCHCRAFT** recipes are only acquired from witches—sometimes involving a quest. Purchased potions have a 1d6 **USAGE DIE**.

TINKER CHECK	
1–2	PC fails to craft the item.
3–5	PC fails to craft the item, but may try one more time before expending the Components.
6–8	PC crafts the item, but it only has one use.
9–11	PC crafts the item with a 1d6 Usage Die.
12+	PC crafts the item with a 1d8 Usage Die.

COOKING

PCs can cook regular food (usually acquired by Hunting), or they can use Components to create special dishes that provide buffs. Cooking consumables have a 1d6 **USAGE DIE** and feed a varying number of people per use. All **COOKING RECIPES** in the Core Rulebook (p120) are **COMMON** and can be crafted without acquiring the recipe.

TINKER CHECK	
1–2	PC fails to cook edible food.
3–5	PC cooks edible food but it has no Usage Die or buffs (feeds 1 person).
6–8	PC cooks a decent dish (feeds 2 people).
9–11	PC cooks a tasty meal (feeds 3 people).
12+	PC cooks a gourmet meal (feeds 4 people).

CRAFTING MAGIC ITEMS

In the Core Rulebook, only powerful NPCs and **LEVEL 10 GNOMES** can create *Magic* items.

Creating a *Magic* item is like creating a *Magnificent* item in terms of Materials and Components. Then, the player and GM collaborate on designing the item's magical property or properties by answering the following:

- Is it a weapon, armor, or tool?
- What magical effects does it have?
- Is it useful in combat or non-combat situations?
- What are the limits of its capabilities? Does it have limited charges? How long does the effect last? How many targets does it affect at once?
- Does it grant bonuses to Stats or Skills? (This should be rare).

Based on the design's overall power and usefulness, the GM might impose penalties to the Tinker Check.

TINKER CHECK	
1–2	PC fails to craft the item.
3–5	PC fails to craft the item but salvages 1d4 Materials.
6–8	PC crafts the item, but it has a Flaw (see below).
9–11	PC crafts the item.
12+	PC crafts the item. One property is better than expected.

1D6 MAGIC ITEM CRAFTING FLAWS

1. PC attracts a powerful NPC's attention intent on stealing the item.
2. The item has a fewer uses than intended.
3. The magical properties are less effective than intended.
4. If PC rolls a 1 when using the item it doesn't work for the rest of the session.
5. If PC rolls a 1 when using the item it inflicts 1d6 Dread to them.
6. The item has a random **CURSE**.

MAKESHIFT ITEMS

Makeshift Items are made quickly and shoddily, lasting only for an encounter or session (GM determines) before breaking beyond repair. They're ideal if a PC needs to craft something in a pinch to solve a problem quickly. They always require **2 MATERIALS** per **ITEM SLOT** and a crafting time of **1D6 HOURS**.

REPAIRING ITEMS

Over the course of an adventure, it's possible that an item is damaged or broken. A weapon might shatter if a PC rolls a Complete Failure in combat or a tool might snap during a fall. Likewise, armor is damaged when PCs suffer Wounds or Defy Death.

Fixing items requires Materials—just like crafting, except it costs less. Repairing a *Mundane* item requires 1 Material per Item Slot; *Magnificent* items require 2 per Slot and *Magic* items require 5 per Slot.

TINKER CHECK	
1–2	PC fails to repair the item and expends the Materials.
3–5	PC fails to repair the item, but salvages 1d4 Materials.
6+	PC repairs the item.

SALVAGING ITEMS

If desired, an item can be broken down at a forge into a number of Materials equal to its Item Slot value. For example, a 3 Slot item would salvage 3 Materials.

Components

There are over 200 Components to collect in the Mucklands realm, which can be used to create unique and helpful items. Components are found in the wild by Gathering Materials, Hunting, Fishing and Picking Herbs, discovered in Treasure Hoards, are harvested from certain Adversaries, or even purchased from merchants.

COMPONENT TYPES

BEAST COMPONENTS

Harvested animal parts obtained by **HUNTING** or by defeating certain critters and creepers. Used in a variety of recipes, especially Crafting.

ELEMENTAL COMPONENTS

Special types of ore, minerals, wood, etc. like Felmog Iron and Wurlwood obtained by **GATHERING MATERIALS**. When used in Crafting recipes, each one bestows a *Magnificent* Trait.

FISH COMPONENTS

Fish obtained by **FISHING** in a body of water. Used in a variety of recipes, especially Cooking.

HERB COMPONENTS

Plants and herbs obtained by **PICKING HERBS** and especially important for Alchemy recipes.

Finding Components

To attempt to find Components in the wilderness, a PC can spend 1 **TRAVEL TURN** to do so. A PC whose Travel Check resulted in an **UNEVENTFUL JOURNEY** can also attempt to find Components (p127). Follow these steps:

1. While in the wilderness, a PC may attempt to find a Beast, Elemental, Fish, or Herb Component.
2. Make a **WILDERNESS CHECK** using the Gather Materials, Fish, Hunt, or Pick Herbs charts.
   - PCs can join forces using the listed Help Skills, as per **HELPING AN ALLY** (p11).
   - Some Check results attract **UNWANTED ATTENTION** from the Bump in the Road table (p127).
3. If a Component is found, roll on the appropriate Component Locations table (p104).
4. Look up the Component on the proper table to see what you can craft (p106).

GATHER MATERIALS

The PC harvests materials like wood, ore, stone, etc., and Elemental Components (Help Skills: Might, Realms).

WILDERNESS CHECK	
1–2	Gather no Materials and attract Unwanted Attention.
3–5	Gather no Materials.
6–8	Gather 1d6 Materials and attract Unwanted Attention.
9–11	Gather 1d6 Materials and a random Elemental Component from the region.
12+	Gather 1d6 Materials and choose an Elemental Component from the region.

FISH

The PC goes fishing to catch Fish Components, but must have a fishing pole or net and be near a body of water to do so (Help Skills: Realms, Perception).

WILDERNESS CHECK	
1–2	Catch no fish and attract Unwanted Attention.
3–5	Catch no fish.
6–8	Catch a random fish from the region and attract Unwanted Attention.
9–11	Catch a random fish from the region.
12+	Choose a fish from the region.

HUNT

The PC embarks into the wild to hunt for food and find Beast Components (Help Skills: Athletics, Might, Search). Hunted food must be cooked.

WILDERNESS CHECK	
1–2	Hunt no food and attract Unwanted Attention.
3–5	Hunt no food.
6–8	Hunt food but attract Unwanted Attention.
9–11	Hunt food and roll a random Beast Component from the region.
12+	Hunt food and choose a Beast Component from the region.

PICK HERBS

The PC collects rare plants and Herb Components (Help Skills: Search, Lore).

WILDERNESS CHECK	
1–2	Collect no herbs and attract Unwanted Attention.
3–5	Collect no herbs.
6–8	Collect a random herb from the region and attract Unwanted Attention.
9–11	Collect a random herb from the region.
12+	Choose an herb from the region.

Component Locations

Drippy Downs: Beast
1. Cairn Stinger Needle
2. Gelk Hide
3. Great Stag Antler
4. Guardvark Bones
5. Jackalrabbit Fur
6. Pindersnap Twinkle
7. Ramgore Horns
8. Scraggle Eye
9. Snagbunny Tooth
10. Thunderhorn Horn
11. Wolf Pelt
12. Wungalope Fur

Fleabag County: Beast
1. Guardvark Bones
2. Guttersnail Goop
3. Jackalrabbit Fur
4. Kaleidoscorpion Tail
5. Keestersnap Pincers
6. Moppet Spider Eye
7. Morb Bark
8. Pocket Fiddler Silk
9. Quillrat Needles
10. Rack Owl Pellet
11. Rootersnoop Trunk
12. Wungalope Fur

Drippy Downs: Elemental
1. Adamant
2. Bloodpebble
3. Gold Ore
4. Greyglitter Ore
5. Huxwood
6. Juggernite Chip
7. Mountain Tooth
8. Roggle Rock
9. Shadow Gem
10. Starfell Shard
11. Sunderslab Fragment
12. Wurlwood

Fleabag County: Elemental
1. Bogril Bronze Leaf
2. Bunglewood
3. Cumberstone
4. Dunhamite Chip
5. Dwimmersteel
6. Featherflint
7. Felmog Iron
8. Goblin Alloy
9. Inkvale Iron
10. Oily Wardstone
11. Orch Iron
12. Quagbirch

Drippy Downs: Fish
1. Carnivorous Grouper
2. Dancing Razorfin
3. Frog Snapper
4. Glowing Toad Shrimp
5. Luminous Mungfish
6. Magmabelly Starfish
7. Marbled Leaper
8. Salty Liverjack
9. Sleeping Norga
10. Spotted Lilyfish
11. Verdant Waterweevil
12. Wire Worm

Fleabag County: Fish
1. Blackrill Blobfish
2. Bogswilling Piker
3. Emerald Sharpfin
4. Freshwater Fireback
5. Ghostjaw Creeper
6. Hand Biter
7. King Runner
8. Nackadinky Glittershrimp
9. Rill Master
10. Scumeater
11. Sour Keisterclam
12. Spotted Lilyfish

Drippy Downs: Herb
1. Doohagenberry
2. Dryad's Beard
3. Dweorgbane
4. Dwimmerseed
5. Elder Root
6. Ettinsblood
7. Gnome Cap
8. Melding Root
9. Mountain Hermit
10. Songbloom
11. Stickercloud
12. Troll Bark

Fleabag County: Herb
1. Blackburr
2. Blackscar
3. Candlebloom
4. Creep Thistle
5. Doohagenberry
6. Dweorgbane
7. Muckroot
8. Rot Vine
9. Skyflower
10. Throngweed
11. Underblossom
12. Weeping Ichor

Quagmash: Beast
1. Blinking Cave-Incher Ichor
2. Bogril Tortoise Shell
3. Crawlbad Claw
4. Funghoul Spores
5. Merga Toad Slime
6. Morb Bark
7. Muckland Bat Wing
8. Owligator Talon
9. Plappadoot Eye
10. Sinkworm Tallow
11. Skeeter Needle
12. Slurpworm Teeth

River Country: Beast
1. Bogril Tortoise Shell
2. Crawlbad Claw
3. Gulliath Feathers
4. Hippogruff Hide
5. Krowl Beak
6. Liger Shark Jaw
7. Merga Toad Slime
8. Rindle Ram Fin
9. Ryzophant Fang
10. Silt Serpent Skin
11. Singe Viper Venom
12. Skeeter Needle

Scalawag Strand: Beast
1. Bandy Clam Pearl
2. Cairn Stinger Needle
3. Crag Lizard Scales
4. Gulliath Feathers
5. Liger Shark Jaw
6. Owligator Talon
7. Rindle Ram Fin
8. Silt Serpent Skin
9. Singe Viper Venom
10. Sinkworm Tallow
11. Slurpworm Teeth
12. Thornhawk Feathers

Used T'Be Forest: Beast
1. Cankerboar Tusks
2. Crag Lizard Scales
3. Grail Tick Mucus
4. Jackalrabbit Fur
5. Kilorat Tail
6. Koogra Claw
7. Muckland Bat Wing
8. Pocket Fiddler Silk
9. Used T'Be Tiger Bones
10. Warbling Trapnoodle Scat
11. Wolf Pelt
12. Zozo Bird Egg

Quagmash: Elemental
1. Bogril Bronze Leaf
2. Bugbear Metal
3. Bunglewood
4. Dwimmersteel
5. Glassbeam
6. Huxwood
7. Ironwold Root
8. Nyad Sandstone
9. Orch Iron
10. Quagbirch
11. Starfell Shard
12. Weirding Gem

River Country: Elemental
1. Bugbear Metal
2. Bunglewood
3. Dunhamite Chip
4. Featherflint
5. Glassbeam
6. Glimmering Whetstone
7. Gold Ore
8. Ironwold Root
9. Oily Wardstone
10. Ur Steel
11. Volcanite
12. Wurlwood

Scalawag Strand: Elemental
1. Deep Chasm Gem
2. Garganite Chip
3. Glimmering Whetstone
4. Nyad Sandstone
5. Ocean Gum
6. Roggle Rock
7. Saltstone
8. Shadow Gem
9. Starfell Shard
10. Ur Steel
11. Volcanite
12. Weirding Gem

Used T'Be Forest: Elemental
1. Adamant
2. Bloodpebble
3. Cumberstone
4. Felmog Iron
5. Garganite Chip
6. Goblin Alloy
7. Greyglitter Ore
8. Huxwood
9. Inkvale Iron
10. Juggernite Chip
11. Mountain Tooth
12. Sunderslab Fragment

Quagmash: Fish
1. Black Shrieker
2. Bog Squid
3. Deep Quag Devil
4. Flying Deathray
5. Juvenile Crawlbad
6. Man-Eating Warbler
7. Nackadonkee Reaver
8. Quagdad
9. Scumeater
10. Star Moss
11. Sting Whistler
12. Wyrmfish

River Country: Fish
1. Bubble Carp
2. Dwimmerscale Shad
3. Freshwater Fireback
4. Golden Oldie
5. Juvenile Crawlbad
6. Marbled Leaper
7. Nackadinky Glittershrimp
8. Nackadinky Gold Duster
9. Nackadonkee Reaver
10. Snapjack
11. Rill Master
12. Wharf Rambler

Scalawag Strand: Fish
1. Black Shrieker
2. Emerald Sharpfin
3. Ghostjaw Creeper
4. Luminous Mungfish
5. Magmabelly Starfish
6. Man-Eating Warbler
7. Narsquall
8. Salty Liverjack
9. Sandscreamer
10. Slipperbeak
11. Sour Keisterclam
12. Wharf Rambler

Used T'Be Forest: Fish
1. Arrowhead Angler
2. Hand Biter
3. Hatchet Toothed Growler
4. King Runner
5. Narrow Slimer
6. Salty Liverjack
7. Sandscreamer
8. Shifty Bootmouth
9. Sleeping Norga
10. Speckled Reacher
11. Spongey Wheeler
12. Whiskered Gentleman

Quagmash: Herb
1. Bogflower
2. Bogsnap Ichor
3. Clunchweed
4. Crimsonhook
5. Darkshroom
6. Flinder Dust
7. Glittermoss
8. Gloomweed
9. Muckroot
10. Orchsnout
11. Quagmoss
12. Witchweed

River Country: Herb
1. Doohagenberry
2. Dragon Lily
3. Dreamwake
4. Dryad's Beard
5. Emberkiss
6. Gnome Cap
7. Orchsnout
8. Reckonholly
9. Rivergold
10. Silfren Flower
11. Whisperleaf
12. Wyrmtail Vine

Scalawag Strand: Herb
1. Dragon Lily
2. Emberkiss
3. Glasswood
4. Glittermoss
5. Mirrorweed
6. Rivergold
7. Rot Vine
8. Silfren Flower
9. Skyflower
10. Songbloom
11. Sticky Wickle Vines
12. Underblossom

Used T'Be Forest: Herb
1. Ashblossom
2. Blackscar
3. Creep Thistle
4. Ettinsblood
5. Gorg Nettle
6. Itch Thicket
7. Owl Tongue
8. Spiritbloom
9. Sticky Wickle Vines
10. Weorg's Eye
11. Whiteflame
12. Witchweed

Beast Components

1D100	NAME	DESCRIPTION	RECIPES	FOUND IN
1–2	**Bandy Clam Pearl**	Large, mucousy pinkish pearl that smells like the briny sea.	Cooking: Bandy Clam Chowder Crafting: Garish Amulet	Scalawag Strand
3–4	**Blinking Cave Incher Ichor**	Acrid, sticky fluorescent blue spittle slime.	Alchemy: Shadow Walk Potion, Shrinking Potion	Quagmash
5–6	**Bogril Tortoise Shell**	Dark green and tough as plate armor.	Crafting: Bogril Bone Shield	Quagmash, River Country
7–8	**Cairn Stinger Needle**	Incredibly thin and sharp like a translucent dagger dripping with venom.	Alchemy: Green Poison	Drippy Downs, Scalawag Strand
9–10	**Cankerboar Tusks**	Rotten-smelling tusks covered in grey-green gunk.	Cooking: Ettin Blood Sausage Crafting: Canker Spear	Used T'Be Forest
11–12	**Crag Lizard Scales**	Thick and rough, like pliable rock.	Alchemy: Dragon Scale Potion Cooking: Crag Lizard Steak Crafting: Crag Scale Boots, Reptilian Leggings	Scalawag Strand, Used T'Be Forest
13–14	**Crawlbad Claw**	Prickly, chitinous, and razor-sharp magenta pincer.	Alchemy: Arming Potion Cooking: Boiled Crawlbad Crafting: Hookclaw Mancatcher	Quagmash, River Country
15–16	**Funghoul Spores**	Orangey, musty, cakey dust.	Alchemy: Sleep Powder	Quagmash
17–18	**Gelk Hide**	Tough, leathery, beautifully marbled teal hide.	*Magnificent* Trait: [entangle] Crafting: Wyrmfish Scale Pauldrons, Spiked Boots	Drippy Downs
19–20	**Grail Tick Mucus**	Red, viscous liquid that tastes like candy.	Alchemy: Courage Potion Cooking: Grail Mucus Bread	Used T'Be Forest
21–22	**Great Stag Antler**	As large and sharp as a sword.	Crafting: Helm of the Great Stag	Drippy Downs
23–24	**Guardvark Bones**	Rugged blue hide like sandpaper.	Alchemy: Fire Resistance Potion Crafting: Spiraled Main Gauche	Drippy Downs, Fleabag County
25–26	**Gulliath Feathers**	Huge white plumage that smells like the beach.	Alchemy: Flight Potion Crafting: Welkin Armor	River Country, Scalawag Strand
27–28	**Guttersnail Goop**	Gooey, lime-green slime.	Alchemy: Gutter Glue, Sticky Glue	Fleabag County
29–30	**Hippogruff Hide**	Smooth grey hide with tufts of thick, orangey brown hair.	Crafting: *Magnificent* Swimming Pantaloons, Wooly Armor	River Country
31–32	**Jackalrabbit Fur**	Thick, warm fur with streaks of brown and white.	Alchemy: Lightfoot Potion Crafting: Adventurer's Cape, Swiftstrike Gloves	Drippy Downs, Fleabag County, Used T'Be Forest

1D100	NAME	DESCRIPTION	RECIPES	FOUND IN
33–34	**Kaleidoscorpion Tail**	Constantly shifting color, to be handled with care.	Alchemy: Itching Powder Crafting: Kaleidoscorpion Flail	Fleabag County
35–36	**Keestersnap Pincers**	Tiny, purple insect pincers.	Crafting: *Magnificent* Climbing Gloves	Fleabag County
37–38	**Kilorat Tail**	Ropey, brownish and coarse, covered in prickly hair.	Alchemy: Gigantism Potion Cooking: Kilorat Jerky	Used T'Be Forest
39–40	**Koogra Claw**	Large, hooked claw the size of a boggle hand.	Crafting: Bugbear Greatsword, Koogra Axe	Used T'Be Forest
41–42	**Krowl Beak**	Small, black beak caked with dirt clods.	Crafting: Orch Iron Halberd	River Country
43–44	**Liger Shark Jaw**	Wide, hulking white jaw with rows of teeth.	Cooking: Liger Shark Filet Crafting: Liger Shark Helm, Lucky Sharktooth Necklace	River Country, Scalawag Strand
45–46	**Merga Toad Slime**	Thick, green goopy slime that smells like farts.	Alchemy: Gutter Glue Cooking: Caramelized Merga Slime	Quagmash, River Country
47–48	**Moppet Spider Eye**	Tar-black, speckled with a shimmery surface.	Alchemy: Cursebreaker Potion	Fleabag County
49–50	**Morb Bark**	Rough hunk of yellow-green vegetable matter.	Cooking: Morb Salad Crafting: Rubbery Morb Shield, Troll Armor	Fleabag County, Quagmash
51–52	**Muckland Bat Wing**	Stubby, leathery bat wings with furry joints.	Alchemy: Silence Powder Crafting: Batweave Cloak, Wingspan Cloak	Quagmash, Used T'Be Forest
53–54	**Owligator Talon**	Curled, dark glossy claw.	Crafting: Yowljack Bow, Gatorbird Sickles	Quagmash, Scalawag Strand
55–56	**Pindersnap Twinkle**	Powdery yellow dust that twinkles in the light.	Alchemy: Shrinking Potion	Drippy Downs
57–58	**Plappadoot Eye**	Remarkably similar to a pale, squishy marble.	Alchemy: Hex Powder	Quagmash
59–60	**Pocket Fiddler Silk**	Tiny, thin strands of surprisingly sturdy web.	Cooking: Fiddler String Cheese Crafting: *Magnificent* String Instrument, Pocket Bow, Serpentsilk Tunic	Fleabag Country, Used T'Be Forest
61–62	**Quillrat Needles**	Sharp spines ranging from one inch to one foot.	Crafting: Thieves' Tools, Stabby Needle	Fleabag County
63–64	**Rack Owl Pellet**	A twisted ball of bones and hair.	Alchemy: Digesting Powder	Fleabag County
65–66	**Ramgore Horns**	Heavy, huge spiraling horns with deep ribs.	Crafting: *Magnificent* Ramgore Hammer	Drippy Downs
67–68	**Rindle Ram Fin**	Color-shifting orange and yellow fin, about the size of an oar's paddle.	Crafting: *Magnificent* Swimming Pantaloons	River Country, Scalawag Strand

1D100	NAME	DESCRIPTION	RECIPES	FOUND IN
69–70	**Rootersnoop Trunk**	A hunk of tubular pink meat without bones.	Alchemy: Sniffing Potion Cooking: Rootersnoop Soup	Fleabag County
71–72	**Ryzophant Fang**	Long, translucent, slippery fang.	Alchemy: Invisibility Potion Crafting: Flying Fang Daggers	River Country
73–74	**Scraggle Eye**	Beady little thing with a deep yellow iris.	Alchemy: Blinding Powder	Drippy Downs
75–76	**Silt Serpent Skin**	Soft, small scales the color of muddy moss.	Cooking: Serpent On A Stick Crafting: Reptilian Leggings, Serpentsilk Tunic	River Country, Scalawag Strand
77–78	**Singe Viper Venom**	Steaming black liquid that smells like coal.	Alchemy: Black Poison, Poison Antidote	River Country, Scalawag Strand
79–80	**Sinkworm Tallow**	Rubbery, pale with pink veins on the inside.	Cooking: Kitchen Sink Noodles Crafting: Rubbery Morb Shield	Quagmash. Scalawag Strand
81–82	**Skeeter Needle**	Long, hollow, partially translucent needle.	Cooking: Roasted Skeeter Surprise Crafting: Prickly Leather Bracers, Dozing Arrow	Quagmash, River Country
83–84	**Slurpworm Teeth**	Razor-sharp cone-shaped teeth.	Crafting: Spiked Boots	Quagmash, Scalawag Strand
85–86	**Snagbunny Tooth**	Long, pointy, needle-like tooth.	Crafting: Snagtooth Shiv	Drippy Downs
87–88	**Thornhawk Feathers**	Large, fiery-orange and black plume, sharp to the touch.	Crafting: Wingspan Cloak, Ranger Boots	Scalawag Strand
89–90	**Thunderhorn Horn**	Hard, grooved horn the color of sandstone.	Crafting: Thunderhorn Pauldrons	Drippy Downs
91–92	**Used T'Be Tiger Bones**	Thick, sturdy, chiseled bones.	Crafting: Bogril Bone Shield, Tiger Bone Shield	Used T'Be Forest
93–94	**Warbling Trapnoodle Scat**	Bright yellow, fibrous bean shapes.	Alchemy: Mimic Potion, Mask Potion	Used T'Be Forest
95–96	**Wolf Pelt**	Heavy grey pelt with thick fur.	Alchemy: Cowl of the Pack Potion Crafting: Batweave Cloak, Outrider's Cloak	Used T'Be Forest, Drippy Downs
97–98	**Wungalope Fur**	Thick, bushy reddish tufts of fur.	Crafting: Wooly Armor, Ranger Boots	Drippy Downs, Fleabag County
99–100	**Zozo Bird Egg**	Large, blue egg with white spots.	Alchemy: Springheel Potion Cooking: Zozo Omelet	Used T'Be Forest

Elemental Components

1D66	NAME	DESCRIPTION	RECIPES	FOUND IN
11	**Adamant**	Diamond-like, shimmering silver ore, cool to the touch.	★ *Magnificent* Trait: [sturdy] 🔨 Crafting: Helm of the Great Stag	Drippy Downs, Used T'Be Forest
12	**Bloodpebble**	Deep red volcanic ore that feels warm.	★ *Magnificent* Trait: [crushing]	Drippy Downs, Used T'Be Forest
13	**Bogril Bronze Leaf**	Pliable bronze metal with a green patina	★ *Magnificent* Trait: [lucky]	Fleabag County, Quagmash
14	**Bugbear Metal**	Blackened grey, hardy metal.	★ *Magnificent* Trait: [cleave] 🔨 Crafting: Bugbear Greatsword, Thunderhorn Pauldrons	Quagmash, River Country
15	**Bunglewood**	Dense, durable golden-brown hardwood.	★ *Magnificent* Trait: [trip] 🔨 Crafting: Pocket Bow, Gatorbird Sickles	Fleabag County, Quagmash, River Country
16	**Cumberstone**	Heavy, blue, marbled rock with flecks of black.	★ *Magnificent* Trait: [hefty] 🔨 Crafting: Ramgore Hammer	Fleabag County, Used T'Be Forest
21	**Deep Chasm Gem**	Dark purple with flecks of brilliant blue.	★ *Magnificent* Trait: [finbane] +1 Attack and +2 Dread underwater. Bladed, Polearm.	Scalawag Strand
22	**Dunhamite Chip**	Orange, sturdy crystalline shards.	★ *Magnificent* Trait: [stalwart] 🔨 Crafting: Kaleidoscorpion Flail	Fleabag County, River Country
23	**Dwimmersteel**	Sparkling silver steel that faintly hums.	★ *Magnificent* Trait: [trusty] 🔨 Crafting: Dazzling Silver Ring	Fleabag County, Quagmash
24	**Featherflint**	Incredibly lightweight amorphous blue metal.	★ *Magnificent* Traits: [light], [nimble] 🔨 Crafting: Welkin Armor	Fleabag County, River Country
25	**Felmog Iron**	Deep black iron ore that forges stronger than steel.	★ *Magnificent* Trait: [exceptional] 🔨 Crafting: Tiger Bone Shield	Fleabag County, Used T'Be Forest
26	**Garganite Chip**	White streaked shard of durable grey mineral.	★ *Magnificent* Traits: [beastly], [repellent] 🔨 Crafting: Koogra Axe	Scalawag Strand, Used T'Be Forest
31	**Glassbeam**	Glassy, white petrified wood.	★ *Magnificent* Trait: [mirrored] 🔨 Crafting: Crimsonhook Caltrops, Starfell Spyglass	Quagmash, River Country
32	**Glimmering Whetstone**	Color shifts between glimmering pink and blue.	Grants a weapon +2 Dread for the session. 1d8 Usage Die.	River Country, Scalawag Strand
33	**Goblin Alloy**	Rusty, dark copper metal flecked with imperfections.	★ *Magnificent* Trait: [quick] 🔨 Crafting: Garish Amulet, Liger Shark Helm, Sticker Snare	Fleabag County, Used T'Be Forest
34	**Gold Ore**	Shimmering gold nugget.	★ *Magnificent* Trait: [precious] 🔨 Crafting: Glittering Gold Ring, Highborn Pendant	Drippy Downs, River Country
35	**Greyglitter Ore**	Grey iron with flecks of brilliant, glittering crystal.	★ *Magnificent* Trait: [hardy] 🔨 Crafting: Highborn Pendant, Thieves' Tools	Drippy Downs, Used T'Be Forest

1D66	NAME	DESCRIPTION	RECIPES	FOUND IN
36	**Huxwood**	Irregular, curling wood with greenish bark.	★ *Magnificent* Trait: [true] 🔨 Crafting: Hookclaw Mancatcher, Canker Spear	Drippy Downs, Quagmash, Used T'Be Forest
41	**Inkvale Iron**	Dark purple and glows slightly in darkness.	★ *Magnificent* Trait: [wicked] Alchemy: Invisibility Potion	Fleabag County, Used T'Be Forest
42	**Ironwold Root**	Surprisingly light and sturdy, greyish yellow.	★ *Magnificent* Trait: [accurate] Alchemy: True Aim Potion 🔨 Crafting: Yowljack Bow	Quagmash, River Country
43	**Juggernite Chip**	Heavy, jagged shard of dark orange stone.	★ *Magnificent* Trait: [charge]	Drippy Downs, Used T'Be Forest
44	**Mountain Tooth**	Red, hard square-shaped metal.	★ *Magnificent* Trait: [grim] 🔨 Crafting: Crag Scale Boots	Drippy Downs, Used T'Be Forest
45	**Nyad Sandstone**	Rough, sandy stone that is very light.	Gain Advantage on a Tinker Check to repair an item. 1d6 Usage Die.	Quagmash, Scalawag Strand
46	**Ocean Gum**	Pink and red substance like clay.	Reduce Materials needed for a Crafting recipe by 2. 1d6 Usage Die.	Scalawag Strand
51	**Oily Wardstone**	White, blue-flecked slippery smooth stone.	★ *Magnificent* Trait: [parry]	Fleabag County, River Country
52	**Orch Iron**	Green-hued iron with knots of rust color.	★ *Magnificent* Trait: [slash] 🔨 Crafting: Orch Iron Halberd	Fleabag County, Quagmash
53	**Quagbirch**	White-grey wood with a knobby surface.	★ *Magnificent* Trait: [trip] 🔨 Crafting: *Magnificent* Fishing Rod	Fleabag County, Quagmash
54	**Roggle Rock**	Lime-green ore with veins of white.	★ *Magnificent* Trait: [superb]	Drippy Downs, Scalawag Strand
55	**Saltstone**	White, sandy substance that helps break down parts.	When salvaging an item (2 Slots or more), add +1d6 to the Materials reclaimed. 1d6 Usage Die.	Scalawag Strand
56	**Shadow Gem**	Black gem that catches no light.	★ *Magnificent* Trait: [cloaked] item is undetectable when hidden on PC. Bladed, Tool.	Drippy Downs, Scalawag Strand
61	**Starfell Shard**	Shimmering black ore, lighter and stronger than any other metal.	★ *Magnificent* Trait: [starfell-make] 🔨 Crafting: Sarfell Spyglass	Drippy Downs, Quagmash, Scalawag Strand
62	**Sunderslab Fragment**	Olive green, flat slab of heavy dense rock.	★ *Magnificent* Trait: [bonk] 🔨 Crafting: Troll Armor	Drippy Downs, Used T'Be Forest
63	**Ur Steel**	Cold, dark grey metal with a violet sheen.	★ *Magnificent* Trait: [cold steel] 🔨 Crafting: Flying Fang Daggers	River Country, Scalawag Strand
64	**Volcanite**	Black, pocked lava stone, warm to the touch.	★ *Magnificent* Trait: [mastercrafted]	River Country, Scalawag Strand
65	**Weirding Gem**	A prismatic gem with the colors of the rainbow.	Use to apply the Trait of another Elemental Component to a restricted weapon type.	Quagmash, Scalawag Strand
66	**Wurlwood**	Sturdy, hardened, purple-hued wood	★ *Magnificent* Trait: [reach] 🔨 Crafting: *Magnificent* String Instrument	Drippy Downs, River Country

Fish Components

1D100	NAME	DESCRIPTION	RECIPES	FOUND IN
1–2	**Arrowhead Angler**	Sharp-nosed, darts in the water with incredible speed.	Crafting: Angler Arrows	Used T'Be Forest
3–4	**Black Shrieker**	Gaping mouth with charcoal scales and short fins. May be kept as a pet. If pulled out of water the fish shrieks. Anyone Close or Nearby must make a Vitality Check or become Deafened.		Quagmash, Scalawag Strand
5–6	**Blackrill Blobfish**	Scowling, beady-eyed, grey speckled bottomfeeder.	Cooking: Seared Blobfish	Fleabag County
7–8	**Bog Squid**	Dark purple cephalopod the size of a doggart.	Alchemy: Weapon Black	Quagmash
9–10	**Bogswilling Piker**	Long, green-bellied fish with white markings and spiny dorsal fin.	Cooking: Fried Piker	Fleabag County
11–12	**Bubble Carp**	Round, orange carp with flowing yellow fins.	Cooking: Bubble Carp Tea	River Country
13–14	**Carnivorous Grouper**	Suction-mouthed, maroon fish with sharp teeth.	Cooking: Grouper Soup	Drippy Downs
15–16	**Dancing Razorfin**	Sharp-finned with blue and yellow coloration.	Crafting: Razorfin Rapier	Drippy Downs
17–18	**Deep Quag Devil**	Huge, toothy, purple and black fish with glowing red eyes.	Crafting: Deep Quag Devil Armor	Quagmash
19–20	**Dwimmerscale Shad**	Shimmering scales that twinkle like silver in the water.	Crafting: Dwimmerscale Shield	River Country
21–22	**Emerald Sharpfin**	Brilliant green with a shark-like dorsal fin.	Crafting: Sharpfin Armor	Fleabag County, Scalawag Strand
23–24	**Flying Deathray**	Small, leaping carnivore with fluorescent red and green scales. May be kept as a pet. Ranged Attack: Launch the flying deathray at an Adversary, inflicting 1d12 Dread.		Quagmash
25–26	**Freshwater Fireback**	Orange with red streaks and jagged fins.	Cooking: Fireback Stew	Fleabag County, River Country
27–28	**Frog Snapper**	Frog-faced, green and blue fish that leaps onto the shore.	Cooking: Roasted Frog Snapper	Drippy Downs

1D100	NAME	DESCRIPTION	RECIPES	FOUND IN
29–30	**Ghostjaw Creeper**	White, glowing fish with a very pronounced underbite.	Cooking: Ghostjaw Steak	Fleabag County, Scalawag Strand
31–32	**Glowing Toad Shrimp**	Green, glowing shrimp with long legs.	Crafting: Glowing Tool	Drippy Downs
33–34	**Golden Oldie**	A gold fish with gleaming scales that sells for Gold Coins to Big Fame Hunters.	Cooking: Telepathic Cola	River Country
35–36	**Hand Biter**	Aggressive, fanged fish with purple and white scales	Cooking: Biter Bisque	Fleabag County, Used T'Be Forest
37–38	**Hatchet Toothed Growler**	Brown-spotted, with powerful jaws and jowls like a dog.	Cooking: Growler Goulash	Used T'Be Forest
39–40	**Juvenile Crawlbad**	Young, magenta crawfish the size of a fox.	Cooking: Boiled Crawlbad, Nackadinky Jumbolaya	Quagmash, River Country
41–42	**King Runner**	Majestic golden fish with flowing purple fins like plumes.	Cooking: King Salad Sandwich	Fleabag County, Used T'Be Forest
43–44	**Luminous Mungfish**	Bright, glowing, big-eyed, custard yellow fish.	Cooking: Blackened Mungfish	Drippy Downs, Scalawag Strand
45–46	**Magmabelly Starfish**	Flourescent red with streaks of black.	Cooking: Magmabelly Pie	Drippy Downs, Scalawag Strand
47–48	**Man-Eating Warbler**	Huge turquoise stalker that hisses in the water.	Cooking: Dried Warbler Sticks	Quagmash, Scalawag Strand
49–50	**Marbled Leaper**	Rotund yellow fish with a stout tail.	Cooking: Marbled Casserole	Drippy Downs, River Country
51–52	**Nackadinky Glittershrimp**	Prismatic shrimp that glows like a lantern for 1 day.	Cooking: Nackadinky Jumbolaya	Fleabag County, River Country
53–54	**Nackadinky Gold Duster**	Hulking bottomfeeder with frilly eyebrows. Has a 1-in-6 chance of yielding Gold Coins		River Country
55–56	**Nackadonkee Reaver**	A blue, shimmering fish with a big underbite.	Cooking: Nackadonkee Gumbo	Quagmash, River Country
57–58	**Narrow Slimer**	Greasy, eel-like, yellow noodle fish.	Alchemy: Crazy Grease	Used T'Be Forest
59–60	**Narsquall**	Shimmering white with a spiral horn.	Crafting: Spiraled Main Gauche	Scalawag Strand
61–62	**Quagdad**	Mud-loving, blue crawdads with one big pincer.	Cooking: Quagdad Eggs	Quagmash
63–64	**Rill Master**	Large green fish with a rainbow of color streaking its tail. Yields a random *Mundane* item.		Fleabag County, River Country

1D100	NAME	DESCRIPTION	RECIPES	FOUND IN
65–66	**Salty Liverjack**	An oily, grey fish that tastes fried whether it was or not.	Cooking: Liverjack Fritter	Drippy Downs, Scalawag Strand, Used T'Be Forest
67–68	**Sandscreamer**	Trumpet-shaped, burrower fish with red eyes.	Cooking: Screaming Chili	Scalawag Strand, Used T'Be Forest
69–70	**Scumeater**	A circular-mouthed, green fish with lots of teeth. May be kept as a pet and eats anything.		Fleabag County, Quagmash
71–72	**Shifty Bootmouth**	A brown fish camouflaged so well it looks like a boot.	Alchemy: Transmogrifying Potion	Used T'Be Forest
73–74	**Sleeping Norga**	A deep blue eel with droopy eyes and long lower teeth.	Cooking: Norga Juice	Drippy Downs, Used T'Be Forest
75–76	**Slipperbeak**	A brown bottom feeder with a duck's bill.	Cooking: Slipperbeak Gumbo	Scalawag Strand
77–78	**Snapjack**	Bright green with streaks of orange and a mouth full of needle teeth.	Cooking: Snapjack Patties	River Country
79–80	**Sour Keisterclam**	A muddy, green clam that smells a little off.	Alchemy: Bottled Creep Thistle	Fleabag County, Scalawag Strand
81–82	**Speckled Reacher**	Silvery narrow fish with wing-like fins.	Alchemy: Charm Potion	Used T'Be Forest
83–84	**Spongey Wheeler**	Long, flat fish with a sponge-like belly. Its skin makes a substitute for bandages in a pinch.	Crafting: Spongey Bandages	Used T'Be Forest
85–86	**Spotted Lilyfish**	A flower-shaped fish with flowing fins.	Cooking: Lilyfish Sandwich	Drippy Downs, Fleabag County
87–88	**Star Moss**	Slow-moving, mossy creature.	Alchemy: Potion of Water Breathing	Quagmash
89–90	**Sting Whistler**	A spiny violet fish with a long snout.	Alchemy: Poison Resistance Potion	Quagmash
91–92	**Verdant Waterweevil**	Bright green wormy crustacean.	Cooking: Waterweevil Surprise	Drippy Downs
93–94	**Wharf Rambler**	A large, meaty fish with oily yellow and red scales.	Cooking: Wharf Rambler Kabob	River Country, Scalawag Strand
95–96	**Whiskered Gentleman**	A large, somehow more dignified catfish.	Cooking: Filleted Gentleman	Used T'Be Forest
97–98	**Wire Worm**	Magenta worm with hard, razor-sharp spines that glint like steel.	Crafting: Wire Worm Saw	Drippy Downs
99–100	**Wyrmfish**	Long-tailed, blue-green with large prominent scales.	Crafting: Wyrmfish Scale Mail	Quagmash

Herb Components

1D100	HERB	DESCRIPTION	RECIPES	FOUND IN
1–2	**Ashblossom**	Grey petals with ashy pollen. Provides protection from malevolent ghosts for 1 hour (they won't attack).	Alchemy: Mask Potion	Used T'Be Forest
3–4	**Blackburr**	Black, thorny brambles that can be used like caltrops.	Alchemy: Petrification Potion Crafting: Outrider's Cloak	Fleabag County
5–6	**Blackscar**	Black weed with red flowers that grows in cracks and fissures.	Alchemy: Black Poison	Fleabag County, Used T'Be Forest
7–8	**Bogflower**	Pinkish red blooms with big, wide green leaves that flourish in muck.	Alchemy: Waking Potion Cooking: Bogflower Tea	Quagmash
9–10	**Bogsnap Ichor**	Viscous, gooey yellow slime from a bogsnap's gullet.	Alchemy: Tranquilizing Poison	Quagmash
11–12	**Candlebloom**	Candle-shaped flower with a white stock and red pollen.	Alchemy: Cantrip Potion, Frost Resistance Potion	Fleabag County
13–14	**Clunchweed**	Very long, flexible purple vines, strong enough to make good rope when braided.	Alchemy: Shrubling Powder	Quagmash
15–16	**Creep Thistle**	Extremely fast-growing thorny vine with tiny black blooms.	Alchemy: Bottled Creep Thistle Crafting: *Magnificent* Climbing Gloves	Fleabag County, Used T'Be Forest
17–18	**Crimsonhook**	Red, hook-shaped flower with hollow stock.	Alchemy: Hex Powder Crafting: Crimsonhook Caltrops	Quagmash
19–20	**Darkshroom**	Black mushroom with purple spots. Ingesting makes someone sick for 1d4 days.	Alchemy: Shadow Walk Potion	Quagmash
21–22	**Doohagenberry**	Deep red clutch of juicy berries that taste like cherries.	Alchemy: Bravery Potion, Courage Potion	Drippy Downs, Fleabag County, River Country
23–24	**Dragon Lily**	Rigid reeds with transparent petals like wings. Has a vibrant taste.	Alchemy: Dragon Scale Potion Cooking: Dragon Spice Donut	River Country, Scalawag Strand
25–26	**Dreamwake**	Velvety leaves and violet petals with a nutty taste.	Alchemy: Invisible Ink, Waking Potion Cooking: Dreamwake Tea	River Country
27–28	**Dryad's Beard**	Long, stringy green moss that hangs from tree trunks.	Alchemy: Lifebringer Salve	Drippy Downs, River Country
29–30	**Dweorgbane**	Blue, stinking weed with white penny-sized flowers.	Alchemy: Silence Powder Cooking: Dweorg Cheese	Drippy Downs, Fleabag County
31–32	**Dwimmerseed**	Prismatic seed dropped by beamkin.	Alchemy: Cantrip Potion	Drippy Downs
33–34	**Elder Root**	Stout, bulbous, dirt-encrusted root that grows deep in the earth.	Alchemy: Arming Potion Cooking: Elder Root Beer Crafting: Wyrmtail Rope	Drippy Downs

1D100	HERB	DESCRIPTION	RECIPES	FOUND IN
35–36	**Emberkiss**	Fiery-orange flower with misty pollen. Ingesting heals 1 Courage.	Alchemy: Liquid Fire, Fire Resistance Potion	River Country, Scalawag Strand
37–38	**Ettinsblood**	Bright red sap that grows on ettinbark trees.	Alchemy: Strong Potion, Gigantism Potion Cooking: Ettin Blood Sausage	Drippy Downs Used T'Be Forest
39–40	**Flinder Dust**	Light blue, glittery powder from flinderkin wings that clings to flowers.	Alchemy: Sleep Powder	Quagmash
41–42	**Glittermoss**	Blue moss that shimmers in the moonlight. Reveals invisible or hidden creatures if sprinkled on them.	Alchemy: Seeing Potion, True Aim Potion	Quagmash, Scalawag Strand
43–44	**Gloomweed**	Grey weeds with black leaves that emanate a wispy gloom.	Alchemy: Ghost Speech Potion	Quagmash
45–46	**Gnome Cap**	Mushroom that almost looks like a tiny gnome with a pointy red cap.	Alchemy: Animal Speech Potion, Cantrip Potion Cooking: Gnome Biscuit	Drippy Downs, River Country
47–48	**Gorg Nettle**	Large green nettle with sticky poisonous sap.	Alchemy: Green Poison	Used T'Be Forest
49–50	**Itch Thicket**	Light, bushy plume of itch-inducing, teal weeds.	Alchemy: Itching Powder, Tickle Powder	Used T'Be Forest
51–52	**Melding Root**	A wet, spongy orange root. Can replace another herb in a recipe.	Alchemy: Sticky Glue	Drippy Downs
53–54	**Mirrorweed**	Fronds that reflect almost as clearly as a mirror. Flammable sap.	Alchemy: Seeing Potion Cooking: Telepathic Cola	Scalawag Strand
55–56	**Mountain Hermit**	A mushroom with a cap like a scrunched face.	Alchemy: Shrubling Powder Cooking: Mountain Stout	Drippy Downs
57–58	**Muckroot**	A webby root with small, heart-shaped leaves.	Alchemy: Sustaining Potion, Poison Antidote Crafting: Spongey Bandages	Fleabag County, Quagmash
59–60	**Orchsnout**	A stout green mushroom with two holes in the cap. Highly prized by orches for luck.	Alchemy: Sniffing Potion	Quagmash, River Country
61–62	**Owl Tongue**	A white, flute-shaped flower with a long pink stigma.	Alchemy: Animal Speech Potion	Used T'Be Forest
63–64	**Quagmoss**	Muddy brown moss that smells like bread. Can be used as a spice to automatically succeed on a Cooking Check.	Alchemy: Potion of Water Breathing	Quagmash
65–66	**Reckonholly**	A white and red flower with pointy leaves that only grows near rivers.	Alchemy: Mimic Potion Cooking: Reckon Brew	River Country
67–68	**Rivergold**	Golden yellow aquatic flower that grows on kelp-like stalks. Can be used as a spice to gain Advantage on a Cooking Check.	Alchemy: Stupefying Powder Cooking: Golden Waffles	River Country, Scalawag Strand

1D100	HERB	DESCRIPTION	RECIPES	FOUND IN
69–70	**Rot Vine**	Sulfurous, grey-green vine with oozing bulbs.	Alchemy: Digesting Powder, Transmogrifying Potion	Fleabag County, Scalawag Strand
71–72	**Silfren Flower**	Jade-colored vine with silvery, foil-like flowers. [valuable]	Alchemy: Lightfoot Potion, Tickle Powder	River Country, Scalawag Strand
73–74	**Skyflower**	Sky blue with wide petals that stretch out towards the sun.	Alchemy: Flight Potion, Springheel Potion	Fleabag County, Scalawag Strand
75–76	**Songbloom**	Large flower that hums when wind touches its petals. Consume: Grants -1 Defense against evil Adversaries for 1 hour.	Alchemy: Charm Potion	Drippy Downs, Scalawag Strand
77–78	**Spiritbloom**	Golden flower that only grows on the graves of fallen heroes. Consume: Increase Courage permanently by +1 (can only be done once).	Alchemy: Ghost Speech Potion, Lifebringer Salve	Used T'Be Forest
79–80	**Stickercloud**	Spikey, tough hay-colored bush.	Alchemy: Blinding Powder Crafting: Prickly Leather Bracers	Drippy Downs
81–82	**Sticky Wickle Vines**	Green vines with red thorns, as strong as barbed wire.	Alchemy: Stupefying Powder Crafting: *Magnificent* Fishing Rod, Sticker Snare	Scalawag Strand, Used T'Be Forest
83–84	**Throngweed**	Curly, black, thorny bramble that grows in huge stretches.	Alchemy: Poison Resistance Potion Cooking: Throng Pep Tea	Fleabag County
85–86	**Troll Bark**	Green or brown lichen that looks like fur.	Alchemy: Sustaining Potion Crafting: Troll Armor	Drippy Downs
87–88	**Underblossom**	Poisonous, pale blue flower that grows in lightless conditions.	Alchemy: Petrification Potion	Fleabag County, Scalawag Strand
89–90	**Weeping Ichor**	Sticky translucent sap that grows on infected trees.	Alchemy: Tranquilizing Poison	Fleabag County
91–92	**Weorg's Eye**	Red flower bulb with black pollen. Glows bright red in the dark like a weorg's eye.	Alchemy: Cowl of the Pack Potion	Used T'Be Forest
93–94	**Whisperleaf**	Dark green, star-shaped leaf that flies on the wind indefinitely. One can whisper a message to the leaf and blow it on the wind to a random recipient.	Alchemy: Love Potion, Thought Powder	River Country
95–96	**Whiteflame**	White flower that burns at the touch.	Alchemy: Frost Resistance Potion Crafting: Dozing Arrow	Used T'Be Forest
97–98	**Witchweed**	Grey, wispy tufts of grass. Prized by witches.	Alchemy: Cursebreaker Potion, Hex Powder	Quagmash, Used T'Be Forest
99–100	**Wyrmtail Vine**	Poisonous, narrow, thorny vine. Used as poison by Felmog assassins.	Alchemy: Liquid Fire Crafting: Wyrmtail Rope	River Country

Alchemy Recipes

1D100	ITEM	RARITY	EFFECT	COMPONENTS
1–2	**Animal Speech Potion**	Rare	Gain the ability to speak to **CRITTERS** for the session.	Owl Tongue Gnome Cap
3–4	**Arming Potion**	Rare	Grow two additional arms for 1 hour. In Combat, can attack twice.	Elder Root Crawlbad Claw
5	**Black Poison**	Witchcraft	On a 9+ Hit with a weapon dipped in this poison, the target Goon or Bruiser must make a 6+ Vitality Check or die. Champions become **POISONED** instead of dying.	Blackscar Singe Viper Venom
6–7	**Blinding Powder**	Common	Target becomes **BLINDED**.	Stickercloud Scraggle Eye
8–9	**Bottled Creep Thistle**	Common	Pour on the ground to conjure rapidly growing vines of Creep Thistle.	Creep Thistle Sour Kiesterclam
10–11	**Bravery Potion**	Common	Heal 1d6 Courage and gain Advantage on Mettle Checks for 1 hour.	Doohagenberry
12–13	**Cantrip Potion**	Rare	Gain a use of the Gnome Ability **DWIMMERCRAFTY**.	Dwimmerseed Gnome Cap Candlebloom
14–15	**Charm Potion**	Rare	Drinker crushes on the first person they see after drinking. Lasts for 1 day.	Songbloom Speckled Reacher
16–17	**Courage Potion**	Common	Heal 1d12 Courage. Add Underblossom to the recipe to make it 1d12+Level.	Grail Trick Mucus Doohagenberry
18	**Cowl of the Pack Potion**	Witchcraft	Transform into a wolf for 1 day. (Attack:+1 Defense:-1 Dread:1d10)	Wolf Pelt Weorg's Eye
19--20	**Crazy Grease**	Common	Extremely slippery and flammable grease.	Narrow Slimer
21	**Cursebreaker Potion**	Witchcraft	Cure a **CURSE**.	Moppet Spider Eye Witchweed
22–23	**Digesting Powder**	Common	Instantly corrode a fist-sized non-living, non-*Magic* object.	Rot Vine Rack Owl Pellet
24–25	**Dragon Scale Potion**	Rare	Gain -1 Defense for an entire Combat.	Dragon Lily Crag Lizard Scales
26–27	**Fire Resistance Potion**	Common	Withstand extreme heat for 1 day and gain +5 Block against fire for 1 hour.	Emberkiss Guardvark Bones
28–29	**Flight Potion**	Rare	Grants flying for 10 minutes.	Gulliath Feathers Skyflower
30–31	**Frost Resistance Potion**	Common	Withstand extreme cold for 1 day and gain +5 Block against cold damage for 1 hour.	Candlebloom Whiteflame
32	**Ghost Speech Potion**	Witchcraft	Speak with the dead or undead for 10 minutes.	Gloomweed Spiritbloom

1D100	ITEM	RARITY	EFFECT	COMPONENTS
33–34	**Gigantism Potion**	Rare	Grow *Huge* to the size of a house for 10 minutes. Gain +2 Temporary Courage per Level.	Ettinsblood Kilorat Tail
35–36	**Green Poison**	Rare	On a 9+ Hit with a weapon dipped in this poison, the target must make a 6+ Vitality Check or become **POISONED**.	Gorg Nettle Cairn Stinger Needle
37–38	**Gutter Glue**	Common	Extremely strong adhesive that binds objects together like super glue.	Guttersnail Goop Merga Toad Slime
39	**Hex Powder**	Witchcraft	Target suffers a random **CURSE**.	Plappadoot Eye Witchweed Crimsonhook
40–41	**Invisibility Potion**	Rare	Turn invisible for 1 hour or until engaging in Combat.	Inkvale Iron Ryzophant Fang
42–43	**Invisible Ink**	Common	Ink that is only readable by the intended person.	Dreamwake
44–45	**Itching Powder**	Common	Creates a maddening itch that the target will try to scratch at all costs. Lasts 1d4 hours.	Itch Thicket Kaleidoscorpion Tail
46–47	**Lifebringer Salve**	Common	Heal a **WOUND**, or allow a target to reroll a Defy Death Check that they failed within the last few minutes.	Dryad's Beard Spiritbloom
48–49	**Lightfoot Potion**	Rare	Run incredibly fast. Gain 2 Speed (move two range bands in a round) for the session.	Jackalrabbit Fur Silfren Flower
50–51	**Liquid Fire**	Common	Throw at a Nearby or Faraway target. The target and anyone Close suffer 1d6 Dread and **BURNING**.	Wyrmtail Vine Emberkiss
52–53	**Mask Potion**	Rare	Change facial appearance for 1 hour.	Ashblossom Warbling Trapnoodle Scat
54–55	**Mimic Potion**	Rare	Sound just like anyone previously heard for 1 hour.	Reckonholly Warbling Trapnoodle Scat
56–57	**Petrification Potion**	Rare	Drinker is **CURSED** and turns to stone.	Underblossom Blackburr
58–59	**Poison Antidote**	Common	Cure any **POISON**.	Singe Viper Venom Muckroot
60–61	**Poison Resistance Potion**	Common	Gain immunity to the next instance of **POISON**. Lasts the session.	Sting Whistler Throngweed
62–63	**Potion of Water Breathing**	Common	Breathe underwater for the session.	Quagmoss Star Moss
64–65	**Seeing Potion**	Rare	While focusing, see through solids as if looking through a hole for 1 hour.	Mirrorweed Glittermoss

1D100	ITEM	RARITY	EFFECT	COMPONENTS
66	**Shadow Walk Potion**	Witchcraft	Become a shadow for 1 hour, able to sneak anywhere. Can attack or interact with an object one time without becoming corporeal again.	Darkshroom Blinking Cave Incher Ichor
67–68	**Shrinking Potion**	Rare	Shrink to the size of an apple for up to a session. Courage is halved while *Tiny*.	Pindersnap Twinkle Blinking Cave Incher Ichor
69–70	**Shrubling Powder**	Rare	Summon a reconstituted shrubling ally (Attack:+1 Dread:1d6 Actions:1 Defense:+0 Courage:12 Mettle:+1).	Clunchweed Mountain Hermit
71–72	**Silence Powder**	Rare	Silence all sound in a room-sized area for 10 minutes.	Dweorgbane Muckland Bat Wing
73–74	**Sleep Powder**	Common	Target Goon or Bruiser falls asleep for 1 hour or until they suffer Dread.	Flinder Dust Funghoul Spores
75–76	**Sniffing Potion**	Common	Gain Advantage on Search and Perception Checks when tracking a named target for 1 day.	Rootersnoop Trunk Orchsnout
77–78	**Springheel Potion**	Rare	Jump 20 feet in all directions for the session.	Zozo Bird Egg Skyflower
79–80	**Sticky Glue**	Common	Anyone that steps in sticky glue is **ENTANGLED** for 1d4+1 rounds.	Guttersnail Goop Melding Root
81–82	**Strong Potion**	Rare	Gain Advantage on Might Checks for the session.	Ettinsblood
83–84	**Stupefying Powder**	Common	Target becomes **PARALYZED** for 1 minute.	Rivergold Sticky Wickle Vine
85–86	**Sustaining Potion**	Common	Require no food for 2d4 days.	Muckroot Troll Bark
87–88	**Thought Powder**	Rare	Read a Close target's thoughts for 1 minute.	Whisperleaf
89–90	**Tickle Powder**	Common	Target falls **PRONE** and laughs hysterically from a tickling sensation for 10 minutes or until harmed. Champions resist with a Mettle Check.	Itch Thicket Silfren Flower
91–92	**Tranquilizing Poison**	Common	On a 9+ Hit with a weapon dipped in this poison, the critter falls asleep for 1 hour. Any additional Dread results in waking the critter.	Weeping Ichor Bogsnap Ichor
93–94	**Transmogrifying Potion**	Rare	Transmogrify into a different Folk species for 1 day.	Rot Vine Shifty Bootmouth
95–96	**True Aim Potion**	Common	Gain +1 Attack with ranged weapons for the next Combat.	Glittermoss Ironwold Root
97–98	**Waking Potion**	Common	Require no sleep for 2 days. Can also wake a target from unnatural sleep.	Dreamwake Bogflower
99–100	**Weapon Black**	Common	Rascal PC gains +1 Attack and Dread when using the Ability **BACKSTABBER** with a coated weapon. Lasts the session.	Bog Squid

Cooking Recipes

1D100	ITEM	EFFECT	INGREDIENTS
1–2	**Bandy Clam Chowder**	Heal 1d6 Courage	Bandy Clam Pearl
3–4	**Biter Bisque**	Inflict +1 Dread for the session.	Hand Biter
5–6	**Blackened Mungfish**	See in the dark for the session.	Luminous Mungfish
7–8	**Bogflower Tea**	Gain +2 to Healing rolls for the session.	Bogflower
9–10	**Boiled Crawlbad**	Heal 2d4 Courage.	Crawlbad Claw Juvenile Crawlbad
11–12	**Bubble Carp Tea**	Gain +1 Realms for the session.	Bubble Carp
13–14	**Caramelized Merga Slime**	Heal 2 Courage.	Merga Toad Slime
15–16	**Crag Lizard Steak**	Heal 1d10 Courage.	Crag Lizard Scales
17–18	**Dragon Spice Donut**	Heal Courage with Advantage for the session.	Dragon Lily
19–20	**Dreamwake Tea**	When PC sleeps, they and GM roleplay a dream scenario involving an aspect of their Character Story.	Dreamwake
21–22	**Dried Warbler Sticks**	1d8 Usage Die instead of 1d6.	Man-Eating Warbler
23–24	**Dweorg Cheese**	Repels dweorgs, kobolds, and ettins. If such creatures wish to chase someone with the cheese, they must make a Mettle Check to do so. Rats, on the other hand, love it.	Dweorgbane
25–26	**Elder Root Beer**	Ask the GM a question about a subject and see a murky vision of the future.	Elder Root
27–28	**Ettin Blood Sausage**	Gain Advantage on Might Checks for 1d4 hours.	Ettinsblood Cankerboar Tusks
29–30	**Fiddler String Cheese**	Gain +1 Courage for the session.	Pocket Fiddler Silk
31–32	**Filleted Gentleman**	Gain +1 Charm for the session.	Whiskered Gentleman
33–34	**Fireback Stew**	Naturally spicy and probably going to burn coming out, but feeds +6 people.	Freshwater Fireback
35–36	**Fried Piker**	Gain immunity to one **POISON** effect if eaten in the same session.	Bogswilling Piker
37–38	**Ghostjaw Steak**	Gain +1 Sneak for the session.	Ghostjaw Creeper
39–40	**Gnome Biscuit**	Increases Knowhow by +1 for 1 day.	Gnome Cap
41–42	**Grail Mucus Bread**	1d10 Usage Die instead of 1d6..	Grail Tick Mucus
43–44	**Grouper Soup**	Heal 5 Courage.	Carnivorous Grouper
45–46	**Growler Goulash**	PC's voice lowers several octaves. Gain +1 Intimidate for the session.	Hatched Toothed Growler

1D100	ITEM	EFFECT	INGREDIENTS
47–48	**Kilorat Jerky**	1d8 Usage Die instead of 1d6. Heal 1 Courage.	Kilrorat Tail
49–50	**King Salad Sandwich**	Gain +1 Nimbleness for the session.	King Runner
51–52	**Kitchen Sink Noodles**	Heal 3 Courage.	Sinkworm Tallow
53–54	**Liger Shark Filet**	Gain +4 Courage for the session.	Liger Shark Jaw
55–56	**Lilyfish Sandwich**	Gain +1 Perception for the session.	Spotted Lilyfish
57–58	**Liverjack Fritter**	Feeds +4 people. Heal 2 Courage, but prepare for some flatulence. -1 Sneak for a day.	Salty Liverjack
59–60	**Magmabelly Pie**	Breathe fire for 1d6 Dread (plus **BURNING**) for 1 day.	Magmabelly Starfish
61–62	**Marbled Casserole**	Feeds +2 people, and they don't need to sleep for a night.	Marbled Leaper
63–64	**Morb Salad**	Heal +2 Courage per day for the session.	Morb Bark
65–66	**Mountain Stout**	Protection from disease for the session.	Mountain Hermit
67–68	**Nackadinky Jumbolaya**	Gain +5 maximum Courage for the session.	Juvenile Crawlbad Nackadinky Glittershrimp
69–70	**Nackadonkee Gumbo**	Gain +1 Might for the session.	Nackadonkee Reaver
71–72	**Norga Juice**	Cures **PARALYZED** or wakes up an **UNCONSCIOUS** character.	Sleeping Norga
73–74	**Quagdad Eggs**	Cures **WEAKENED**.	Quagdad
75–76	**Reckon Brew**	PC can invent a lost memory that gives insight into the situation at hand.	Reckonholly
77–78	**Roasted Frog Snapper**	Jump 10' like a frog for the session.	Frog Snapper
79–80	**Roasted Skeeter Surprise**	Heal +1 Courage per day for the session.	Skeeter Needle
81–82	**Rootersnoop Soup**	Replenish 1 Quest Point.	Rootersnoop Trunk
83–84	**Screaming Chili**	Cures **DEAFENED**.	Sandscreamer
85–86	**Seared Blobfish**	Gain immunity to one Ensorcellment effect if eaten in the same session.	Blackrill Blobfish
87–88	**Serpent On A Stick**	Heal 3 Courage.	Silt Serpent Skin
89–90	**Slipperbeak Gumbo**	Cures **BLINDED**.	Slipperbeak
91–92	**Snapjack Patties**	Breath underwater for the session.	Snapjack
93–94	**Telepathic Cola**	Read one creature's thoughts within Distant range for up to 10 minutes.	Golden Oldie Mirrorweed
95–96	**Throng Pep Tea**	Cures **SLOWED**.	Throngweed
97–98	**Waterweevil Surprise**	Cures **FRIGHTENED**.	Verdant Waterweevil
99	**Wharf Rambler Kabob**	Replenish 2 Quest Points.	Wharf Rambler
100	**Zozo Omelet**	Replenish 3 Quest Points.	Zozo Bird Egg

Crafting Recipes

1D100	ITEM	RARITY	PROPERTIES	COMPONENTS
1–2	**Adventurer's Cape**	Common	Once every session, gain Advantage on an Inspire Check.	Jackalrabbit Fur
3–4	**Angler Arrows**	Common	Usage Die: 1d20. +1 Attack with bows.	Arrowhead Angler
5–6	**Batweave Cloak**	Rare	Wearer appears almost invisible in darkness, gaining Advantage on Sneak Checks in such conditions.	Muckland Bat Wing Wolf Pelt
7–8	**Bogril Bone Shield**	Common	Large Shield. +1 Block	Used T'Be Tiger Bones Bogril Tortoise Shell
9–10	**Bugbear Greatsword**	Common	Once every Combat, on a Counterattack Hit, disarm the target's weapon.	Koogra Claw Bugbear Metal
11–12	**Canker Spear**	Common	[charge] [unwieldy]	Cankerboar Tusks Huxwood
13–14	**Crag Scale Boots**	Common	Piecemeal Armor. +1 Block	Crag Lizard Scales Mountain Tooth
15–16	**Crimsonhook Caltrops**	Rare	1d10 Usage Die. When stepped on, targets suffer 1d4 Dread and become Slowed.	Crimsonhook Glassbeam
17	**Dazzling Silver Ring**	Common	Once every session, gain Advantage on a Charm Check.	Dwimmersteel
18–19	**Deep Quag Devil Armor**	Common	Light Armor. [grim]	Deep Quag Devil
20	**Dozing Arrow**	Rare	Any target struck outside of Combat dozes off to sleep for 1d10 minutes. In Combat, the target becomes Tired.	Skeeter Needle Whiteflame
21–22	**Dwimmerscale Shield**	Common	Small Shield. [mirrored]	Dwimmerscale Shad
23–24	**Flying Fang Daggers**	Rare	5 Daggers. Ranged weapon, undetectable when hidden on PC. 0 Slot items.	Ryzophant Fang Ur Steel
25	**Garish Amulet**	Common	Peasants regard the wearer as royalty.	Goblin Alloy Bandy Clam Pearl
26–27	**Gatorbird Sickles**	Common	+1 Dread when dual wielded.	Bunglewood Owligator Talon
28	**Glittering Gold Ring**	Common	Once every session, gain Advantage on a Trickery Check.	Gold Ore
29	**Glowing Tool**	Common	Create any tool with [glow]: item can light up like a torch for 1 hour per day.	Glowing Toad Shrimp
30–31	**Helm of the Great Stag**	Rare	Piecemeal Armor. Intimidate Check: Each session, pacify a hostile critter.	Great Stag Antler Adamant

1D100	ITEM	RARITY	PROPERTIES	COMPONENTS
32	**Highborn Pendant**	Common	Royalty regard the wearer as a fellow noble.	Gold Ore Greyglitter Ore
33–34	**Hookclaw Mancatcher**	Rare	[entangle] Once every Combat, on a 6+ Hit, Entangle a large or smaller target.	Crawlbad Claw Huxwood
35–36	**Kaleidoscorpion Flail**	Rare	Once every Combat, on a 9+ Hit, the target is Paralyzed.	Kaleidoscorpion Tail Dunhamite Chip
37–38	**Koogra Axe**	Common	[reach]	Koogra Claw Garganite Chip
39	**Liger Shark Helm**	Common	Piecemeal Armor. Breathe underwater while worn.	Liger Shark Jaw, Goblin Alloy
40	**Lucky Sharktooth Necklace**	Common	Once every session, gain Advantage on a Wilderness Check.	Ligershark Jaw
41–42	***Magnificent* Climbing Gloves**	Common	Gain Proficiency in Climbing while worn.	Keestersnap Pincers Creep Thistle
43–44	***Magnificent* Fishing Rod**	Common	+1 to Fishing Checks.	Sticky Wickle Vines Quagbirch
45–46	***Magnificent* String Instrument**	Common	In the hands of a Bard, Invigorate heals +1 Courage.	Pocket Fiddler Silk Wurlwood
47–48	***Magnificent* Swimming Pantaloons**	Common	Gain Proficiency in Swimming while worn.	Hippogruff Hide Rindle Ram Fin
49–50	**Orch Iron Halberd**	Common	[cleave] +2 Dread.	Orch Iron Krowl Beak
51–52	**Outrider's Cloak**	Common	Once every session, gain Advantage on an Intimidate Check.	Wolf Pelt Blackburr
53–54	**Pocket Bow**	Common	[quick] Can't attack Distant targets. 1 Slot.	Pocket Fiddler Silk Bunglewood
55–56	**Prickly Leather Bracers**	Rare	Piecemeal Armor. Misses against the wearer inflict 1 Dread to the attacker (ignores Block).	Skeeter Needle Stickercloud
57–58	**Ramgore Hammer**	Common	[bonk] Once every Combat, a Hit target becomes Stunned.	Ramgore Horns Cumberstone
59–60	**Ranger Boots**	Common	Once every session, gain Advantage on a Sneak Check.	Thornhawk Feathers Wungalope Fur
61–62	**Razorfin Rapier**	Common	[quick] Once every Combat, disarm a Goon.	Dancing Razorfin
63–64	**Reptilian Leggings**	Common	Piecemeal Armor. Gain +1 to Resist Wounds.	Silt Serpent Skin Crag Lizard Scales
65–66	**Rubbery Morb Shield**	Rare	Large Shield. Inflict Blocked Dread back to the attacker.	Morb Bark Sinkworm Tallow
67	**Serpentsilk Tunic**	Rare	Light Armor. +1 Block.	Pocket Fiddler Silk Silt Serpent Skin
68	**Sharpfin Armor**	Rare	Medium Armor. Attackers suffer 1 Dread when they Hit the wearer (ignores Block).	Emerald Sharpfin

1D100	ITEM	RARITY	PROPERTIES	COMPONENTS
69–70	**Snagtooth Shiv**	Common	[bleed]	Snagbunny Tooth
71–72	**Spiked Boots**	Common	Once every Combat, kick as a free Attack. On a Hit, inflict Dread with Disadvantage.	Slurpworm Teeth Gelk Hide
73–74	**Spongey Bandages**	Common	Cures Bleeding and heals 1d4 Courage.	Muckroot Spongey Wheeler
75–76	**Spiraled Main Gauche**	Common	[parry] +1 Block.	Guardvark Bones Narsquall
77–78	**Stabby Needle**	Common	+1 Dread. Once every Combat, a Rascal gains Advantage on an Attack.	Quillrat Needle
79–80	**Starfell Spyglass**	Common	See objects in detail up to a mile away. Gain Advantage on Search Checks to see hidden Adversaries.	Starfell Shard Glassbeam
81–82	**Sticker Snare**	Common	Trap that Entangles the target. *Small* Adversaries suffer Disadvantage to escaping.	Sticky Wickle Vines Goblin Alloy
83	**Swiftstrike Gloves**	Rare	Once every Combat, attack an additional time in a round.	Jackalrabbit Fur
84–85	**Thieves' Tools**	Common	+1 when picking locks.	Quillrat Needle Greyglitter Ore
86	**Thunderhorn Pauldrons**	Rare	Piecemeal Armor. Attackers suffer 1 Dread when they Hit the wearer (ignores Block).	Thunderhorn Horn Bugbear Metal
87	**Tiger Bone Shield**	Rare	Medium Shield. Blocks Dread with Advantage.	Used T'Be Tiger Bones Felmog Iron
88	**Troll Armor**	Rare	Heavy Armor. Heal 1 Courage at the beginning of every Combat round.	Troll Bark Morb Bark Sunderslab Fragment
89	**Welkin Armor**	Common	Medium Armor. 0 Slots	Featherflint Gulliath Feathers
90	**Wingspan Cloak**	Common	Safely glide from high places.	Thornhawk Feathers Muckland Bat Wing
91–92	**Wire Worm Saw**	Common	Saw through objects as tough as stone or steel.	Wire Worm
93–94	**Wooly Armor**	Common	Medium Armor. No penalty to Sneak Checks.	Hippogruff Hide Wungalope Fur
95–96	**Wyrmfish Scale Pauldrons**	Common	Piecemeal Armor. [repellent]	Wyrmfish Gelk Hide
97–98	**Wyrmtail Rope**	Common	[superb] 100 feet of rope. 1 Slot.	Wyrmtail Vine Elder Root
99–100	**Yowljack Bow**	Common	Gain +1 Attack if base Attack is +1 or less.	Ironwold Root Owligator Talon

CHAPTER 4

ADVENTURING

Travel and Exploration

Land of Eem uses a hex map and procedural rules for travel (known as hex crawling). Each Hex is 6 miles. There are three modes of travel: A Day's Travel, Exploration and Dungeon Crawling.

TRAVEL TURNS

When traveling across the map, each day is divided into 4 **TRAVEL TURNS**. Turns 1 and 2 are in the daytime, and Turns 3 and 4 are at night. Daytime hours are ideal for traveling, and PCs can move up to 2 Hexes every Turn. Thus, the party can typically cover 4 hexes (24 miles) during the daytime. Traveling at night is much more difficult and dangerous: not only can PCs move just 1 Hex every Turn, they suffer Disadvantage on Travel Checks when doing so.

Obviously, it isn't always wise to march across the land both day and night, never stopping to rest. If PCs push ahead and travel a 3rd Turn in a day, they become **TIRED** (p135) and suffer 1d6 Dread without a successful Vitality Check. If they travel a 4th Turn, they automatically become **TIRED** and suffer 1d6 Dread.

ANIMALS AND VEHICLES

Animals (mounts, beasts of burden, pets) and vehicles require upkeep. Animals must be fed Animal Feed in the same way PCs eat Rations. If they aren't fed, they only travel 1 Hex per day. Vehicles, on the other hand, can break down and require repairs or fuel.

While mounted or in vehicles, PCs can travel 3 Turns per day without getting Tired and suffering 1d6 Dread. However, the mounts and draft animals might suffer fatigue. After each Turn the animal is pushed beyond 2 Turns, roll 1d12: on a 5-, the animal stops and must take a Long Sleep.

Outside of special Abilities (such as the Knight-Errant's steed, and the Loyal Chum's Loyal Pet, etc.) animals don't attack in Combat. Nothing harms them except in extreme narrative circumstances (GM discretion).

TRAVEL CHECKS

For every Travel Turn spent moving across the map, a different PC must make a **TRAVEL CHECK** for the whole group. To make a Travel Check, roll 1d12+Realms at the beginning of the Turn to determine if there is an encounter, a minor setback, an uneventful journey or a discovery. Travel Checks and Hex movement are modified according to the Travel Modifiers table.

REALMS CHECK	
1–2	Perilous Encounter
3–5	Dangerous Encounter
6–8	A Bump in the Road
9–11	Uneventful Journey
12+	Discovery

TRAVEL MODIFIERS TABLE

CIRCUMSTANCE	MODIFIER
Traveling at night	Travel 1 Hex per Turn and suffer Disadvantage on Travel Checks.
Difficult terrain: mountains, forests, swamps, rivers, sailing choppy waters, etc.	1 Hex per Turn.
Traveling on roads (marked on the map)	+1 to Travel Checks.
All in party mounted or in a vehicle on roads (marked on the map)	Travel 1 additional Hex per day.
Traveling by vehicle on waterways	Travel 1 additional Hex per day. With an active crew, *Large* and *Huge* vehicles may travel at night without Disadvantage.
Traveling in Zones (in *Land of Eem* sandbox settings)	Often penalizes Travel Checks.

TRAVEL CHECK RESULTS

PERILOUS ENCOUNTER
An immediate life-threatening situation or hostile Adversary. Roll on the Perilous Encounter table (p192).

DANGEROUS ENCOUNTER
A clear danger or potentially hostile Adversary. Roll on the Dangerous Encounter table (p195).

BUMP IN THE ROAD
A Bump in the Road is a minor setback even though the PCs successfully traveled to or explored a Hex without an encounter.

D6 Bump in the Road
1. Lost
2. Lost Supplies
3. Exhaustion
4. Bad Weather
5. Unwanted Attention
6. Interparty Conflict

Lost
The PCs take a wrong turn and get lost, moving just 1 Hex and rolling 1d6 to determine which Hex the party travels to (1. North, 2. Northeast 3. Southeast, 4. South, 5. Southwest, 6. Northwest). In difficult terrain, they make no progress.

Lost Supplies
PC accidentally loses some food or Rations (or, absent that, a tool from their inventory).

Exhaustion
The PCs take a difficult path, wearing everyone out. Everyone suffers 1d6 Dread, and becomes Tired until taking a Long Sleep (p128).

Bad Weather
The PCs run afoul of bad weather: rain, wind, cold or heat. Only move 1 Hex and suffer -2 to the next Travel Check.

Unwanted Attention
The PCs travel quite conspicuously, drawing attention to themselves. The next time they camp, the Wandering Intruder Chance (p129) increases by +2.

Interparty Conflict
The road is hard, putting people on edge. Two random PCs start bickering about something important (a potential opportunity to build Relationships and gain XP).

UNEVENTFUL JOURNEY
The PCs successfully traveled to or explored a Hex without any trouble. The PC making the Travel Check can also attempt to Find Components (p102).

DISCOVERY
A Discovery is a positive encounter or revelation of a local landmark or secret in addition to successfully traveling to or exploring a Hex. Roll on the Discoveries table (p198).

RUNNING RANDOM ENCOUNTERS

It's important that the GM reads the encounter before reading anything aloud to the players. Oftentimes the description contains secret information impacting how the players might react. Most encounters assume the PCs are already in the thick of a sticky situation instead of being able to completely avoid a scenario without ever engaging with it.

ENCOUNTERS IN SETTLEMENTS

Traveling within a settlement, especially a city or town with multiple districts, could warrant a Travel Check at the GM's discretion.

THE JOURNEY HOME

Sometimes, journeying back to a starting location after a quest can be anti-climactic. The PCs accomplished their goal and now they have to go through *another* long trek to get back to town?

To speed things up, the GM can allow a PC to make one Travel Check for the whole group determining what happens on their journey home, so long as they are able to take the exact same Hex route back to their starting location.

EXPLORATION

Instead of traveling to a new Hex, the PCs may spend 1 Travel Turn exploring their current Hex. They may either look for something specific OR a random unknown destination, location, landmark or person (roll on the Discoveries table p198). Exploration Checks use the Search Skill.

The GM may decide that the PCs need a 9+ to find something particularly hidden, or even a 12+ to find a "needle in a haystack." On a 5-, the GM decides what happens when they fail to find what specific thing they were looking for. Perhaps the PCs find a different point of interest, but have to make another Travel Check to find what they're seeking; or they are utterly lost and their next Travel Check suffers -2.

FINDING RESOURCES

If a PC wants to comb a Hex for resources such as food, Materials or Components, they can spend 1 Travel Turn to do so instead of traveling or exploring.

Each attempt to Hunt, Gather Materials, Fish, or Pick Herbs requires a Wilderness Check (p102). And each region of the Mucklands has its own random tables for Beast, Elemental, Fish, and Herb Components (p104).

DUNGEON CRAWLING

When exploring a very specific location—like a dungeon, building, or a few acres of land—play occurs over the span of minutes. This type of gameplay is generally called dungeon crawling. In these cases, the PCs' activities are likely less structured than A Day's Travel or Exploration as they move moment to moment through the environment. The GM often has planned encounters or curated random tables as the PCs move from room to room problem-solving and overcoming challenges.

DARKNESS

Sometimes it's relevant to determine if the PCs have a light source while exploring a dark area. If the PCs lack a light source in a spooky dungeon or the like, PCs must make a Mettle Check to determine if they get **FRIGHTENED** (p137). On a 5-, the PC is Frightened until a light source is available.

- During a Conflict or other harrowing scene, torches and lanterns have a 2-in-6 chance of snuffing out.
- Attack, Perception, Search, and Movement Checks suffer Disadvantage in complete darkness.

TRACKING TIME

The GM should keep a loose track of time when the PCs are dungeon crawling. As a general rule of thumb, if the PCs linger in an area too long or make a lot of noise, roll a random encounter or a random Wandering Intruder (p184).

Making Camp

CAMP TRAVEL TURNS

After a typical day of traveling for 2 Turns during daylight, each PC can choose how to spend the following 2 Turns when they make camp at night.

- **Story Time (1 Turn).** PC tells stories and asks questions while eating and/or cooking around the fire.
- **Find Food and Components (1 Turn).** PC goes off into the wilderness, usually to catch food in a pinch (p102).
- **Sleep (1 Turn).** PC gets a sufficient amount of sleep. Without food and sleep, PCs don't heal Courage.
- **Long Sleep (2 Turns).** PC conks out for an extended slumber, usually to heal the Tired Condition.
- **Keep Watch (1 Turn).** Instead of sleeping, PC keeps watch while others rest, which reduces the Wandering Intruder Chance by 1. Two PCs can take shifts during the Turn: they won't be Tired, but they don't heal Courage that night.

STORY TIME

Adventurers don't always just sit around silently before hitting the sack. They tell each other stories and ask questions as they gather around the fire and fill their bellies.

Whenever the PCs camp, they can spend the Turn engaging in Story Time. During this time, they can tell a story about themselves, elaborating on their Backstories, Relationships, or Personal Quests. Or they can ask another PC a question. The goal is to ask evocative questions that elicit revealing answers, giving insight into the fellow PC's personality, Backstory, Relationships, or Personal Quest. If need be, the asking player can ask related follow-up questions to draw out something juicy.

Story Time is a good opportunity for PCs to build their Relationships, discuss Personal Quests and gain XP in the process. And as long as a PC is hanging around the camp, they can also participate in Story Time while doing other activities like crafting.

During sessions when the PCs are on a long journey, a group may not want to engage in this roleplay every single time they camp, but the GM should remind the players of the possibility.

CAMPFIRE QUESTIONS

Need inspiration? Roll 1d100 and ask a fellow PC a question.

1–2	Where in Eem do you want to visit most?
3–4	What is your biggest regret?
5–6	What is your deepest, darkest fear?
7–8	Who do you most admire in the party?
9–10	What item do you hold most dear?
11–12	Do you care what other people think of you?
13–14	Where do you see yourself in five years?
15–16	If you had one wish, what would it be?
17–18	Who is your biggest crush?
19–20	How do you want to be remembered?
21–22	How do you feel about our current situation?
23–24	Do you still know anyone from back home?
25–26	Have you heard any rumors about where we're going?
27–28	Who taught you what you know?
29–30	Have you ever been here before?
31–32	Who do you pray to?
33–34	Can you tell us about your homeland and people?
35–36	Where did you learn to fight?
37–38	What's the scariest thing you've ever done?
39–40	Have you ever encountered true evil?
41–42	Have you ever stolen something?
43–44	Would you ever abandon your quest?
45–46	What is something you've never told anyone else?
47–48	What do you believe in most?
49–50	Who is chasing you?
51–52	Who wants your most prized possession?
53–54	Who betrayed you in the past?
55–56	Who do you miss dearly?
57–58	Where do you think you'll find answers on your quest?
59–60	Who is your greatest enemy?
61–62	What is your greatest achievement?
63–64	What is your greatest loss?
65–66	Why do you act the way you do?
67–68	Who hurt you in the past?
69–70	How are you going to achieve your goals?
71–72	What faction opposes you?
73–74	Which one of us gets on your nerves the most?
75–76	Is there someone you don't trust among us?
77–78	What would make you truly happy?
79–80	Is there hope left in this world?
81–82	Do you know any ghost stories?
83–84	Who is your best friend?
85–86	What's a secret you've never told anyone?
87–88	Do you know any local legends about this place?
89–90	Who is your biggest rival?
91–92	What do you remember from childhood?
93–94	What do your folk believe in?
95–96	Is there something you're hiding from us?
97–98	Who is your greatest ally?
99–100	What's the funniest thing that's happened to you?

HEALING, FOOD AND REST

Healing naturally without magic or Abilities requires food and rest. As long as a PC can eat and sleep in a place of safety and comfort, they heal 2d6 Courage upon waking up. While in the wilderness, however, a PC only gains 1d6 Courage after eating and spending at least 1 Turn sleeping. If a PC doesn't do one or the other they don't gain Courage when they wake.

- If a PC doesn't eat once a day, they suffer 1d4 Dread.
- If a PC doesn't sleep, they become **TIRED** (-1 to Skill Checks).
- When a PC eats, it's assumed they're also drinking, so no need to track water.
- When a PC takes a **LONG SLEEP** it means they sleep for 2 Travel Turns and can't Keep Watch, participate in Story Time, Find Food and Components, or other activities.

For each of the following, a PC gets +1 bonus to their healing roll after eating and sleeping:

- Sleeping on a bed, bedroll, or in a tent.
- Eating a cooked meal (not Rations).
- Spending 2 Turns for a Long Sleep.

OPTIONAL RULE: EASY SURVIVAL MODE

Some groups prefer not to keep track of food. An optional rule is to handwave it and assume the PCs are always able to forage for food. In this case, PCs gain Courage after sleeping. If a PC explicitly acquires and eats food, they gain +1 to their healing roll.

WANDERING INTRUDERS

When camping, there's a chance a wandering intruder stumbles upon the PCs in the wilderness or dungeon. This is called the **WANDERING INTRUDER CHANCE**. This normally occurs if the GM rolls a 1 on 1d6. Roll on the Wandering Intruders table (p184) to determine what appears, then roll on the Reaction table to find out how they react to finding the PCs.

The Wandering Intruder Chance can be increased due to other circumstances, like if the PCs are in a dangerous area like a dungeon, or they rolled Unwanted Attention on a Travel Check result. For instance, if the Chance were to increase to 3, a Wandering Intruder is encountered on a 3-.

Conflicts

A Conflict occurs when tension escalates to the threat of Combat. This is not to say every Conflict turns into Combat. In fact, most of the time, players have opportunities to avoid Combat. NPCs, creatures, critters and creepers in a Conflict with PCs are called Adversaries.

Conflicts happen in rounds, with each round consisting of four phases. At the start of a Conflict round, players state their intended Actions for their turn: to Parley, Improvise, Run, or fight in Combat.

ACTIONS AND MOVES

PCs have one **ACTION** and one **MOVE** every turn. Adversaries only take Actions and Moves in the Combat phase. More powerful Adversaries may have up to 4 Actions. Once every round, both PCs and Adversaries may sacrifice one Action to use another Move.

CONFLICT PHASES

PHASE 1: PARLEY

At the beginning of a Conflict, a PC who wishes to talk first may do so. Charm, Inspire, Intimidate and Trickery are the Skills most often used, along with any useful Abilities. If all goes well during this phase, the PCs could potentially avoid Combat altogether.

NPCs and creatures have a Parley score of 0–2, determining how many times the PCs can attempt to negotiate with them during a Conflict. Once all attempts have been used, Parley is no longer available as an Action unless something dramatically changes. Critters can only be Wrangled using the Wilderness Skill. The more fearsome and hostile the Adversary, the harder it is to Parley or Wrangle. Especially tough enemies can even impose a penalty or Disadvantage on Skill Checks.

During Parley, a Failure with a Plus is up for interpretation, just like other Check results. Some helpful ideas:

The PCs fail to sway the Adversary...

- but the Adversary spills some information.
- but the Adversary is distracted.
- but the Adversary has no interest in killing the PCs; they want something else.

Rolling a Complete Failure should generally mean that things have gone awry and the Adversary is angered.

PHASE 2: IMPROVISE

After the Parley phase is the Improvise phase, when one may use an Action to do something other than fight. This is the time for PCs to use their non-social Skills and Abilities to help overcome or defuse the situation. For example, a PC might try to cave in the entrance, cut the rope bridge or dive for the precious item. Or they might give aid to an ally, hide behind a table, or swing from the chandelier!

PHASE 3: RUN

If PCs wish to flee, they can use their Actions to run, but they are only as fast as the slowest fleeing party member. The fleeing PC with the lowest Nimbleness makes the Nimbleness Check for everyone fleeing. Failure means the fleeing PCs can't disengage and leave the Conflict just yet—but they can try again next round. Success means the PCs escape the area or a chase scene ensues, which is up to the GM.

Chase Scenes

Use a chase scene if Adversaries aggressively pursue fleeing PCs. During a chase scene, each player alternates describing how their PC aids the escape. Then they each make a Check of their choice. They can use their Skills and Abilities creatively but it should make sense in the fiction, and the party can't do the same Action twice in a chase scene. Failures and Twists often mean the pursuer can attack the PC during the chase, in addition to other narrative consequences.

If the PCs accumulate 5 Successes (or 3 Successes for a small party) before 3 Failures, they outrun and lose their pursuer. The result of a failed getaway is up for interpretation: it could mean the pursuer corners them, the PCs lose or drop something important, or some other negative consequence occurs.

PHASE 4: COMBAT

The Combat phase uses Initiative. Every PC acting in Combat makes a Perception Check to determine attack order. Anyone rolling a 6+ acts before Adversaries, and anyone else acts after Adversaries. For simplicity, NPC allies always act after Adversaries.

To attack a target, roll Attack modified by the defender's Defense. A negative Defense subtracts from an Attack, making it harder to Hit. If successful, inflict Dread to the target's Courage. If an Ability targets multiple defenders, only make one Attack roll.

After the Combat phase, a new Conflict round begins. In the new round, Parley comes first (assuming there is still the option), followed again by the Improvise phase, Run phase and then Combat phase with new Initiative Checks.

Combat

Combat in *Land of Eem* is meant to be quick and decisive. By design, PCs don't have boatloads of Courage to absorb dozens of hits over several rounds and, because of the Counterattack mechanic, they are liable to get hit on their own turn. Players should know that running away is a completely acceptable option.

RANGE BANDS

Land of Eem is largely a "theater of the mind" game when it comes to Combat. Distances between characters are categorized into broadly defined range bands: **CLOSE**, **NEARBY**, **FARAWAY**, **DISTANT**, and **EXTREME RANGE**. All that matters is the distance between two things currently in question, whether that's between two characters, a character and an object or landmark, or whatever.

SPEED

PCs have a default **SPEED** of 1, meaning when they use a Move, they move 1 range band at a time (e.g. Close to Nearby, Nearby to Faraway, and so on). Some Adversaries have 2 Speed, meaning when they use a Move, they can move up to 2 range bands at a time (e.g. Close to Faraway or Nearby to Distant).

If two characters are in...	They are...
Close range	0 Moves away
Nearby range	1 Move away
Faraway range	2 Moves away
Distant range	3 Moves away
Extreme range	4+ Moves away

CLOSE

Right next to a PC. Mere inches to a few feet away. Can talk normally.

- Required range for melee Attacks.
- Ranged attackers suffer Disadvantage attacking Close targets.

NEARBY

On the other side of the room, or across the yard. Roughly 10 to 30 feet away. Must talk loudly.

- 1 Move to get to Close range.
- Ranged attackers can attack Nearby targets.

FARAWAY

On the other side of a stream or at the opposite end of the grand hall. Roughly 30 to 80 feet away. Need to yell.

- 2 Moves to get to Close range.
- Ranged attackers can attack Faraway targets.

DISTANT

On the other side of a field or down a city block. Roughly 80 to 150 feet away. Can barely understand yelling.

- 3 Moves to get to Close range.
- Ranged attackers suffer Disadvantage attacking Distant targets.

EXTREME RANGE

Out of range for almost all attackers. Roughly 150+ feet away. Can't hear or understand each other.

- May take 4 or more Moves to get to Close range (GM decides).
- Only artillery weapons can attack Extreme Range targets.
- Things beyond Extreme range aren't usually relevant in a Conflict until they come closer.

MELEE COMBAT

To attack a target, roll Attack modified by the defender's Defense. A negative Defense is harder to Hit.

ROLL 1D12 + ATTACK + DEFENSE	
1–2	Critical Miss
3–5	Miss with a Plus
6–8	Hit with a Counterattack
9–11	Hit
12+	Critical Hit

RANGED COMBAT

Ranged attacks are slightly different—it's more difficult to Hit, but the attacker cannot be Counterattacked.

ROLL 1D12 + ATTACK + DEFENSE	
1–2	Critical Miss
3–5	Miss with a Plus
6–8	Grazing Shot
9–11	Hit
12+	Critical Hit

SUCCESS AND FAILURE

CRITICAL MISS

Something bad occurs in addition to the Attack missing. Perhaps the attacker drops their weapon, accidentally damages a precious item, or accidentally gets in an ally's way inflicting Disadvantage on their next roll.

If the GM can't come up with anything in the moment,

they are encouraged to collaborate with the players or roll on the following table:

1d6 Critical Miss

1. Fumble item, or item malfunctions or breaks.
2. Get forced into a bad or precarious position.
3. Accidentally Hit an ally or object in the environment for a negative effect.
4. Alert or draw the ire of other Adversaries.
5. Alter or give a penalty to an ally's next Attack or Action.
6. Accidentally hurt yourself.

MISS WITH A PLUS

Some sort of silver lining or positive outcome occurs despite missing. This could mean missing but knocking the target closer to a nearby cliff's edge, or a mechanical bonus like setting up a flanking ally, granting Advantage on their next roll.

If the GM can't come up with anything in the moment, a quick solution for Miss with a Plus is that both the attacker and defender suffer 1 Dread.

Otherwise the GM is encouraged to collaborate with the players, or roll on the following table:

1d6 Miss with a Plus

1. Set up an ally's next Action or Attack.
2. Alter the Adversary's planned Attack or Action.
3. Hit an object in the environment for a positive effect.
4. Guard a vulnerable ally.
5. Disrupt or delay other Adversaries in the fight.
6. Put the Adversary in a bad or precarious position.

HIT WITH A COUNTERATTACK

The attacker hits and inflicts Dread but their target can make an Attack against them. If the target then rolls a Hit with a Counterattack against the attacker, the attacker can Counterattack as well, and so on. In this way, a chain of lucky Counterattacks can simulate a duel.

GRAZING SHOT

A Miss with a Plus, and the ranged attacker also grazes their target inflicting 1 Dread.

HIT

The attacker inflicts Dread.

CRITICAL HIT

The attacker inflicts double their Dread roll—adding any Dread bonuses after multiplying the total by 2.

COURAGE

Courage is a measure of a PC's bravery, will and toughness during an adventure; other games commonly refer to this as Hit Points, but Courage also represents the mental aspect of dealing with harm and adversity.

A PC's starting Courage is determined by their Class+Vim. Some items also bestow Courage, as well as Temporary Courage, which can increase maximum Courage until it's depleted.

Adversaries also have Courage, based on their Level and Class (p145).

DREAD

Physical and mental harm are expressed as Dread, which reduces Courage. Armor can only block Dread from a physical exterior source. Dread suffered from fear, emotional harm, exhaustion, or internal poison, for instance, can't be blocked by armor.

Dread is determined by the PC's Class. Some Classes have Abilities increasing their Dread die and some items also increase Dread. PCs can attack with just about anything: a shovel, a pan, an umbrella, etc., but when attacking without a true weapon their Dread roll suffers Disadvantage.

DEFEAT AND DEATH

DEFEAT AND RESISTING WOUNDS

At 0 Courage, a PC is Defeated, meaning they fall **UNCONSCIOUS** for 1d4 rounds (p137). There is no negative Courage. Upon Defeat, the PC must make a Vitality Check to Resist Wounds: on a 5-, they suffer the **WOUNDED** Condition which inflicts -1 to all rolls and persists unless healed by actual medical help, magic, or Recuperation (p141).

An ally can use an Action to wake a Defeated PC. Once awake, they heal Courage equal to 1d6 + their Level. If all PCs are Defeated, the GM describes what happens based on the Adversary. Some Adversaries take prisoners or demand retribution, while others, like dragons, are ruthless and might gobble the PCs up.

Defeated Adversaries either flee, surrender, fall unconscious until woken up, are killed outright, or otherwise removed from Combat depending on the context.

DEFY DEATH

If a PC is reduced to 0 Courage twice (or more) in a session, they make a Vitality Check to Defy Death. They can use multiple Quest Points on this Check.

VITALITY CHECK	
1–5	PC can perform a final heroic act before dying.
6–8	PC lives but suffers a Wound and a Lasting Injury.
9+	PC lives but suffers a Wound.

A PC failing their Defy Death check cannot be healed but can perform one final, heroic act to help out the party. This can be something amazing, and the GM should work with the player to help their character go out in a blaze of glory.

LASTING INJURIES

Lasting Injuries inflict Disadvantage on Skill Checks relating to the injury.

1D10	LASTING INJURIES
1	Phobia of What Harmed the PC
2	Hearing Loss
3	Missing Fingers
4	Weak Lungs
5	Facial Scar
6	Bum Leg
7	Blind Eye
8	Forgetfulness
9	Severed Hand
10	Severed Arm

NPC ALLIES

It's fairly common for the PCs to befriend or hire NPC allies to assist on their adventures and in Combat. Inevitably they may end up hurt, wounded or dead. Generally, NPCs are not as tough as PCs and must Defy Death whenever they are Defeated.

CONDITIONS

Over the course of an adventure, Adversaries or PCs might be afflicted with one or more Conditions—ongoing penalties or effects. Each Condition describes how long they last: a specific amount of time, until the end of a Conflict, until the affected individual is Defeated, or until the Condition is resisted, stopped or cured. In Combat, a Condition triggers at the beginning of the PC or Adversary's turn.

Bleeding

Bleeding targets suffer 1 Ongoing Dread for each round they've been Bleeding. On the first round they suffer 1 Dread, on the second 2, on the third 3, and so on. Lasts until bandaged by an ally (Wilderness or Tinker Check) or Defeated (automatically suffer a Wound and end Bleeding).

Blinded

A Blinded target can't see clearly and suffers +2 Defense and Disadvantage to Attacks. They also can't make Checks that require sight. Lasts for 1d4 hours unless otherwise noted.

Burning

A Burning target suffers 1d6 Ongoing Dread for 1d6 rounds or until they or an ally uses an Action to put out the flames.

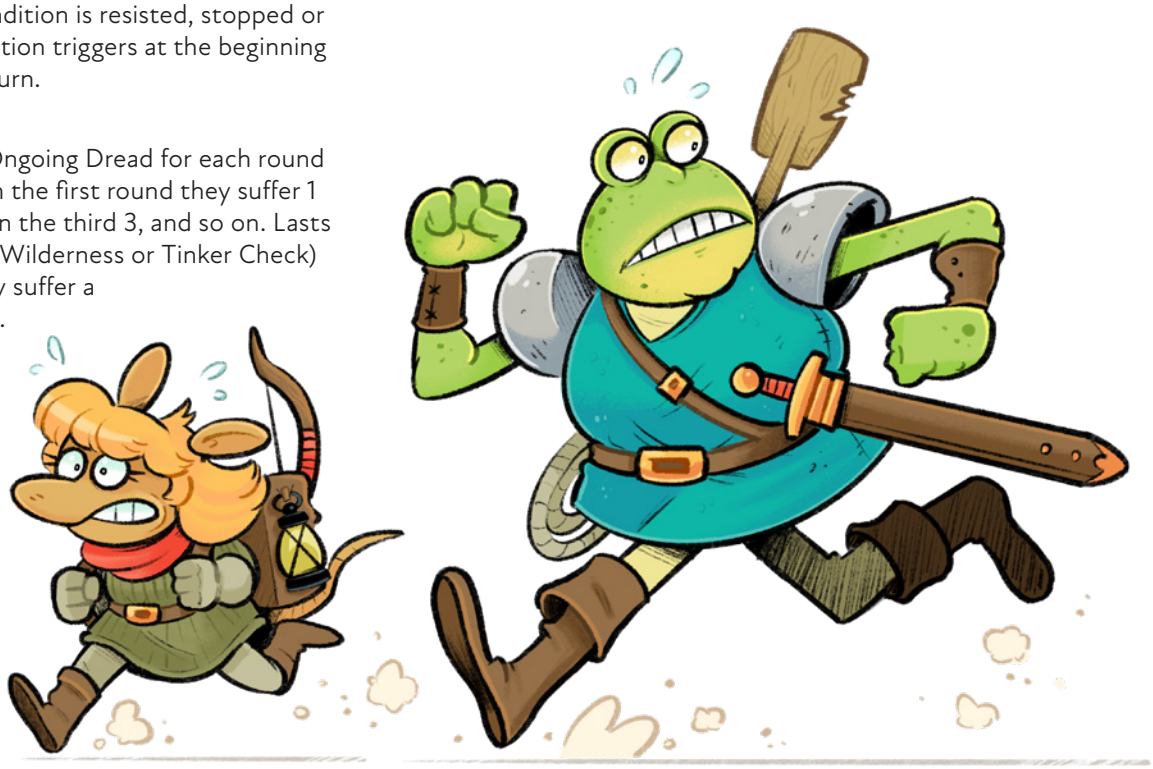
Deafened

A Deafened target can't hear well or at all and suffers Disadvantage on Perception and Search Checks. They also do not benefit from Abilities that require hearing. Lasts for 1d4 hours unless otherwise noted.

Engulfed

When a target is Engulfed, all or part of their body is covered or swallowed and they can't move until they escape.

- On their turn, they can make a Might or Nimbleness Check to escape. An ally can also try to free the target with a Might Check.
- An Engulfed target suffers 1d6 Ongoing Dread. After 3 consecutive rounds, they are automatically Defeated.
- A Defeated target who regains consciousness and Courage while still Engulfed immediately suffers Ongoing Dread.
- A target that fails to Defy Death while Engulfed is eaten, drowned, or equivalent.



Entangled
Entangled targets suffer +2 Defense, can't move until they break free, and can only attack a Close Adversary.
- On their turn, they can make a Might or Nimbleness Check to escape. An ally can also try to free the target with a Might Check.
- Certain Adversaries inflict Ongoing Dread to Entangled targets.

Ensorcelled
Ensorcelled targets are mind-controlled and forfeit their own Action and Move each round (instead the mind-controller tells them what to do). They make a Mettle Check each round. On a 9+, or after suffering 10+ Dread, the ensorcellment breaks.

Frightened
A Frightened target suffers -1 to all Checks until they escape the source of their fear and regain composure.

Ongoing Dread
A target suffering Ongoing Dread suffers a specified amount of Dread each round.

Overburdened
An Overburdened target is carrying too much in their Inventory. They suffer +1 Defense and Disadvantage on Movement and Travel Checks. If this continues for more than 1 Travel Turn, they become Tired.

Paralyzed
Paralyzed targets are unable to move or act for at least one round. Starting after the first round, the target must make a 9+ Vitality Check to return to their senses.

Poisoned
Poisoned targets suffer Disadvantage to all Physical Skill Checks and 1 Ongoing Dread until reaching 1- Courage. Lasts until cured by an antidote, a high level Gnome or a Witch.

Prone
Prone targets are lying on the ground in a compromising position. They suffer Disadvantage and attackers gain Advantage against them. Must use a Move to stand up.

Stunned
Stunned targets lose their next Action and automatically fail their next Initiative Check.

Slowed
Slowed targets are hobbled and can't run. They move at half Speed (must use 2 Moves per range band) and suffer Defense +1. They also suffer Disadvantage on Movement and Travel Checks.

Tired
A Tired target suffers a -1 penalty to Skill Checks until they take a Long Sleep.

Weakened
Weakened targets suffer -1 to all Vigor Skills, Attacks, and Dread rolls. Lasts until eating heartily (2 meals or Rations in a day).

Wounded
Wounded targets suffer -1 to all rolls. Wounds persist unless healed by actual medical help, magic, or Recuperation (p141).

Unconscious
Unconscious targets are Prone, not awake, and completely unaware of their surroundings. Unless otherwise stated, they wake up in 1d4 rounds. An ally can use an Action to awaken an Unconscious PC.

Conflict Example

On their way through the Used T'Be Forest, the six PCs encounter a pack of four hungry Level 6 weorgs (p171): three Goons and a Champion. This initiates a Conflict!

ROUND 1

PARLEY PHASE

Kiri the Bard decides to try and Parley, so she goes first. "You don't want to eat us," she says. "We're malnourished adventurers. Our meat's all stringy!"

The GM calls for a Charm Check, but Kiri's player rolls a 3: Failure with a Plus. The GM suggests the weorgs are still hungry but won't notice what other PCs are doing as they lick their chops at Kiri. "Meat is meat!" they snarl back.

IMPROVISE PHASE

The next phase is for any non-Combat Actions. Squeege the Dungeoneer decides to lay a trap in the nearby weeds using their Booby Traps Ability. They make a Tinker Check and get a Success! The trap is set, and the weorgs don't notice thanks to Kiri's Failure with a Plus.

RUN PHASE

Everyone with turns remaining decides they won't run—they'll stand and fight.

COMBAT PHASE

PCs who win Initiative

Time for initiative, which happens every Combat round. Those rolling a 6+ act before the weorgs—in this case, Galen the Knight-Errant and Rylee the Loyal Chum roll an 8 and 10. Warbly the Gnome and Voricia the Rascal roll a 5 and 3, so they act after the weorgs.

Rylee uses her Move to get Close to a weorg Goon. She rolls a 12 on her attack, scoring a Critical Hit! She rolls her Dread and doubles the result (3) inflicting 6 Dread—enough to defeat it.

Galen uses a Move to get Close to the weorg Champion and attacks, rolling a 7. A Hit with a Counterattack. Galen inflicts 5 Dread and the weorg rolls an 8 on its Counterattack (another Hit with a Counterattack) meaning Galen gets to Counterattack as well! But first, the weorg inflicts 7 Dread (including Galen's +1 Block, of course). On his Counterattack Galen rolls a 4: a Miss with a Plus. The GM decides the Plus means this weorg (who now has 31 Courage) was forced to recoil and will suffer -1 to its next Attack.

Weorgs' Turn

Now it's the weorgs' turn: they each have 2 actions a piece. The weorg Champion attacks Galen with a -1 penalty. It gets an 11 and inflicts 3 more Dread. It attacks Galen again and rolls a 6—Hit with a Counterattack, inflicting 4 more Dread to Galen who now has just 2 Courage. Galen Counterattacks, and as luck would have it, scores another Hit with a Counterattack. He inflicts 8 Dread, leaving the weorg at 23 Courage. But when the weorg's Counterattack Hits, Galen suffers 5 Dread, enough to Defeat him. Galen rolls 1d4 and gets a 2—he will be Unconscious for 2 Conflict rounds, but passes his Vitality Check, avoiding the Wounded Condition.

The weorg Goon that is Close to Rylee attacks her. It rolls a 5: Miss with a Plus. The GM says that it misses its bite but outmaneuvers Rylee on its next attack, getting a +1 bonus. On its second attack, the weorg rolls a 9 and inflicts 4 Dread to Rylee.

The second Goon uses its Pounce Ability and charges Rylee, rolling with Advantage. With a 10, it inflicts 7 Dread, but she uses her shield to block. Rolling 1d6, she manages to Block 5 of the 7 Dread, and is now down to 8 Courage. However, because of Pounce, Rylee is knocked Prone and is Entangled by the weorg. The weorg's second attack (with +2 and Advantage because of the Conditions) still only rolls a 6: Hit with a Counterattack. It inflicts 7 Dread, leaving Rylee at 1 Courage. Despite suffering Disadvantage because she's Prone, Rylee rolls a Hit on her Counterattack but only inflicts 2 Dread to the weorg who still has 4 Courage.

Remaining PCs

At the end of the round are Warbly and Voricia. Warbly moves and attacks the weorg Champion with his Fie! Ability, rolling a 5 which isn't enough to Hit. But Warbly's player decides to use a Quest Point making it a Hit with a Counterattack. Rolling 3d6 Dread, Warbly deals a whopping 11 Dread to the Champion, who still stands with 12 Courage. On the weorg's Counterattack, it rolls a 9, inflicting 5 Dread against Warbly.

Voricia uses a Move and attacks the Goon who Pounced Rylee. She gets a 6: a Hit with a Counterattack, inflicting 4 Dread. The weorg Counterattacks, rolling a 2: a Critical Miss! The GM says it rears around and stumbles into Squeege's trap! The Goon is Entangled and suffering Ongoing Dread, and Rylee isn't Entangled anymore.

That leaves a Goon with 4 Courage, a Goon with 2 Courage caught in a trap, and the weorg Champion with 11 Courage when the next round starts.

PARLEY PHASE

Since weorgs only have a Parley Score of 1, the PCs have used up their only chance to Parley, so no one can act in this phase.

IMPROVISE PHASE

Kiri decides to use the Rally Ability to heal an ally during a Conflict. She chooses Rylee and rolls 1d6, healing her for 4 Courage and bringing her total back to 5 Courage.

Squeege opts to Move over to Galen and wake him back to consciousness. Galen heals 1d6 plus his Level, bringing him back to 6 Courage.

RUN PHASE

Again, no one opts to run, choosing to remain in the Conflict.

COMBAT PHASE

PCs who win Initiative

The PCs with Actions left make Initiative Checks. Rylee, Voricia, and Warbly roll a 6+, while Galen doesn't, so he'll go after the weorgs.

Voricia uses her Move to move out to Nearby range and attack the Goon next to Rylee with her sling, but she only rolls a 7. With a ranged weapon that's a Grazing Shot (essentially a Miss with a Plus, but the weorg also suffers 1 Dread). The GM says the sling bullet leaves the weorg reeling, granting Rylee +1 to her Attack.

Rylee uses a Move to stand up and attacks the Goon. She only gets a 3 even with the bonus from Voricia's Grazing Shot: a Miss with a Plus. The GM decides the weorg retreats further back and knocks into the Champion, granting Advantage to the next attack against them.

Warbly strikes the Champion and rolls with Advantage from Rylee's Miss with a Plus, scoring a Critical Hit. Warbly inflicts 8 Dread to the weorg, reducing it to 3 Courage.

Weorgs's Turn

The GM figures the weorgs ought to make a Mettle Check at this point to determine if they flee or not (p146). With the battle clearly in the PC's favor, the GM inflicts Disadvantage on the weorgs' Checks. Even with a +2 modifier, the Champion ends up rolling a 4, and the Goon, with a -2 modifier, rolls a 1. The weorgs both run away yelping with their tails between their legs!

The Conflict is over. But meanwhile, the weorg caught in the trap growls and curses at the PCs. What do they do now?

Downtime

Downtime happens between adventures, when PCs can take several days or more to rest, relax, or focus on a project or task outside of adventuring. The following Downtime activities can usually only be done in a settlement—that is, a village, town, city or the like. Generally, a PC needs at least a week to complete a Downtime activity. For long periods of Downtime, the GM may allow multiple Downtime activities.

CRAFTING

The PC spends their Downtime crafting things, especially good for big projects that require lots of time. Refer to the rules on crafting (p98).

GAMBLING

The PC hits the taverns to score big. Wager a pouch of Silver, Gold, or Ancient Coins.

TRICKERY CHECK (WITH DISADVANTAGE)	
1–2	PC loses the wager and is in debt to local criminals.
3–5	PC loses the wager.
6–8	PC wins a pouch of Silver Coins.
9–11	PC wins a pouch of Gold Coins.
12+	PC doubles their wager.

INFILTRATION

The PC infiltrates a local faction at the entry level. All but Rascal PCs suffer Disadvantage, and additional penalties based on the faction may be applied at the GM's discretion.

TRICKERY CHECK	
1–2	PC is kicked out and despised by the faction.
3–5	PC is kicked out.
6–8	PC has a tenuous position within the faction.
9–11	PC has established themself within the faction.
12+	PC is well-liked within the faction.

INFORMATION GATHERING

The PC asks around town and gathers rumors and information on a person, place, or thing. Costs Copper Coins. Check penalties based on the scarcity of information may be applied at the GM's discretion.

CHARM CHECK	
1–2	PC gathers no information and attracts unwanted attention.
3–5	PC gathers no information.
6–8	PC gathers basic information.
9–11	PC gathers detailed information.
12+	PC gathers detailed information plus a secret.

MERRYMAKING

The PC has a raucous time partying, blowing off steam, bragging, and making new friends. Choose a local social class: peasant, criminal, or noble to merrymake with. Then spend Silver (+0), Gold (+1), or Ancient Coins (+2), which modifies the roll accordingly.

ROLL 1D12 + COIN BONUS	
1–2	PC makes a fool of themself and wakes up in the stockades.
3–5	PC makes a fool of themself but also makes a new NPC friend of a different social class.
6–8	PC makes a new NPC friend of the chosen social class.
9–11	PC is well-liked among the chosen social class.
12+	PC is well-liked among two chosen social classes.

PERFORMANCE

A Bard PC busks and performs shows to increase their reputation.

INSPIRE CHECK	
1–2	PC is infamous, booed and laughed off stage.
3–5	PC remains unknown.
6–8	PC gains a small following.
9–11	PC gains a sizable fanbase.
12+	PC becomes famous among the locals.

RECUPERATION

The PC recovers all Courage and removes any relevant Conditions like Wounded.

RESEARCH

The PC hits the books and learns about a specific subject that can be researched. Must have a library available. Check penalties based on the obscurity of the subject may be applied at the GM's discretion.

LORE CHECK	
1–2	PC learns nothing and attracts unwanted attention.
3–5	PC learns nothing.
6–8	PC learns basic information.
9–11	PC learns detailed information.
12+	PC learns detailed information plus a secret.

TRAINING

The PC trains and studies to reduce the XP cost of improving a Skill. Spend Silver Coins to reduce the XP cost by 1 for the next Skill improvement.

WORK

The PC works a regular job to earn money.

TINKER CHECK	
1–2	PC is fired without pay
3–5	PC can't find work
6–8	PC earns a pouch of Copper Coins
9–11	PC earns 2 pouches of Copper Coins
12+	PC earns a pouch of Silver Coins

CHAPTER 5

ADVERSARIES

Adversaries

ADVERSARY TYPES

There are three Adversary Types: Creatures, Critters and Creepers.

CREATURES

Sentient beings capable of speaking with PCs. Having clear desires and goals, they can be Parleyed with using skills such as Charm, Inspire, Trickery and Intimidate.

CRITTERS

Animals and beasts that may or may not be able to communicate with PCs (up to the GM). Due to their bestial nature, most PCs can't Parley with critters as they would with creatures. This is because, even if they do speak a broken tongue, critters generally don't relate well to folk. They think and have desires like animals. During the Parley phase, PCs may instead attempt to Wrangle critters, if possible, using Wilderness. This encompasses handling, distracting, scaring critters away, or using basic communication (if possible).

CREEPERS

Pests, bugs and vermin that are more like environmental hazards. They can be neither Parleyed with nor Wrangled. Most are insentient and the best PCs can do is avoid, destroy or suffer through them. Special rules differentiate them from creatures and critters:

- They don't have Adversary Classes.
- They can't be attacked or Counterattacked per normal rules, but PCs can attempt creative solutions to deal with them.
- Creepers can attack once every round.
- Some creepers have Abilities altering these rules.

ADVERSARY CLASSES

There are three Adversary Classes: Goon, Bruiser and Champion. Adversary Class determines their Courage, Mettle modifier, and sometimes what Abilities work on them. Certain Adversaries also gain Abilities and other bonuses based on their Class.

GOONS (G)

- Nameless mooks and *minions*, easily manipulated and quick to flee.
- 1 Courage per Level.
- -2 Mettle

BRUISERS (B)

- More stalwart foes, usually named and harder to manipulate. In the absence of a Champion, Bruisers frequently lead groups of Goons.
- 1d6 Courage per Level.
- +0 Mettle

CHAMPIONS (C)

- The strongest Adversaries: bosses, fiends, villains and exceptionally powerful monsters. Many Class Abilities simply don't work on them.
- 1d12 Courage per Level.
- +2 Mettle

TERMINOLOGY

LEVEL

The Adversary's possible Level, chosen by the GM.

CLASSES

The Adversary's possible Classes are listed by the first letter of each Class: G (Goon), B (Bruiser), C (Champion).

> ### ABBREVIATIONS
>
> In *Land of Eem* adventures and sandbox settings, the Level and Class of an Adversary is abbreviated. For example, a Level 2 Champion is written as (L2-C); a Level 6 Goon is written as (L6-G); and three Level 4 Bruisers is written as (3xL4-B), etc.

PARLEY

The number of times a creature can be Parleyed or a critter can be Wrangled ranging from 0–2. A "(D)" means Parleying/Wrangling with this Adversary suffers Disadvantage.

GOON BRUISER CHAMPION

ADVERSARY COURAGE

Courage isn't numerically listed in Bestiary entries. Rather, it varies based on the Adversary's Level range and Class options, and the GM's needs. For example, a Level 3 Goon has 3 Courage; a Level 3 Bruiser has 3d6 Courage; and a Level 3 Champion has 3d12 Courage. Use the Average Courage Chart for quick results (p147).

ATTACK
The Adversary's Attack modifier.

DEFENSE
The Adversary's Defense modifier.

BLOCK
The Adversary's Block rating.

DREAD
The amount of Dread the Adversary inflicts.

ACTIONS
The number of Actions the Adversary has during a Conflict round. Adversaries usually act during Combat.

ABILITIES
The special Actions or passive capabilities an Adversary has available to them, similar to PC Class Abilities. Abilities often specify how many times they can be used in a round or Combat. A Hit always inflicts Dread in addition to other described effects.

VULNERABILITIES
Weaknesses and keys to defeating the Adversary. Not all creatures have Vulnerabilities. For critters and creepers, there are also guidelines on reliable ways to deal with them; playing to a critter's Vulnerabilities when trying to Wrangle should positively affect Checks.

SOCIAL
Guidelines for how the creature might respond to PCs attempting to interact or Parley with them, along with what their likely desires are.

COMBAT
Guidelines on the Adversary's tactics during Combat.

DEFEAT
Guidelines on how the Adversary acts when defeated in a Conflict.

VICTORY
Guidelines on how the Adversary acts when victorious in a Conflict.

CRAFTING
Some Adversaries bear Components that can be used for crafting. This information should be given via rumors or Lore Checks.

KEYWORDS

The keywords below describe the Adversary's size, number appearing, and any other special qualities. In the Adversary's listing, a comma indicates separate keywords, while a slash (/) indicates keywords of the same type that the GM can choose between.

ADVERSARY KEYWORDS	
SIZE	
Tiny	As tiny as an insect.
Small	Smaller than Medium and Big Folk.
Medium	Roughly equivalent to Medium and Big Folk.
Folk	Adversary can be any Folk Size: Small, Medium or Big.
Large	Larger than Medium and Big Folk, but smaller than a house (+1 Courage per Level).
Huge	As big as a house, or bigger (+2 Courage per Level).
NUMBER APPEARING	
Solo	Only one appears at a time.
Group	Appears in groups of 2–9 (Choose or roll 1d8+1).
Horde	Appears in numbers of 10 or more (Choose or roll 1d20; results of 1–10 counts as 10).
SPECIAL	
Minions	Has underlings that fight for it. By default, minions are Goons and share the same Level as the Adversary, but this can be adjusted to taste.
Aquatic	Bound to the water.
Flying	Can fly in the air with 2 Speed. Ranged attackers gain +1 Attack against fliers.
Fast	Has 2 Speed. For Initiative in Combat, PCs act before this Adversary only on a 9+.
Undead	Can't be intimidated, and never needs to make Mettle Checks.
Dwimmer-crafty	May make magical ranged Attacks. May also perform slight magical tricks at will, akin to the Level 5 Gnome Ability: Dwimmercrafty.

ADVERSARY CHECKS

ADVERSARY METTLE CHECKS

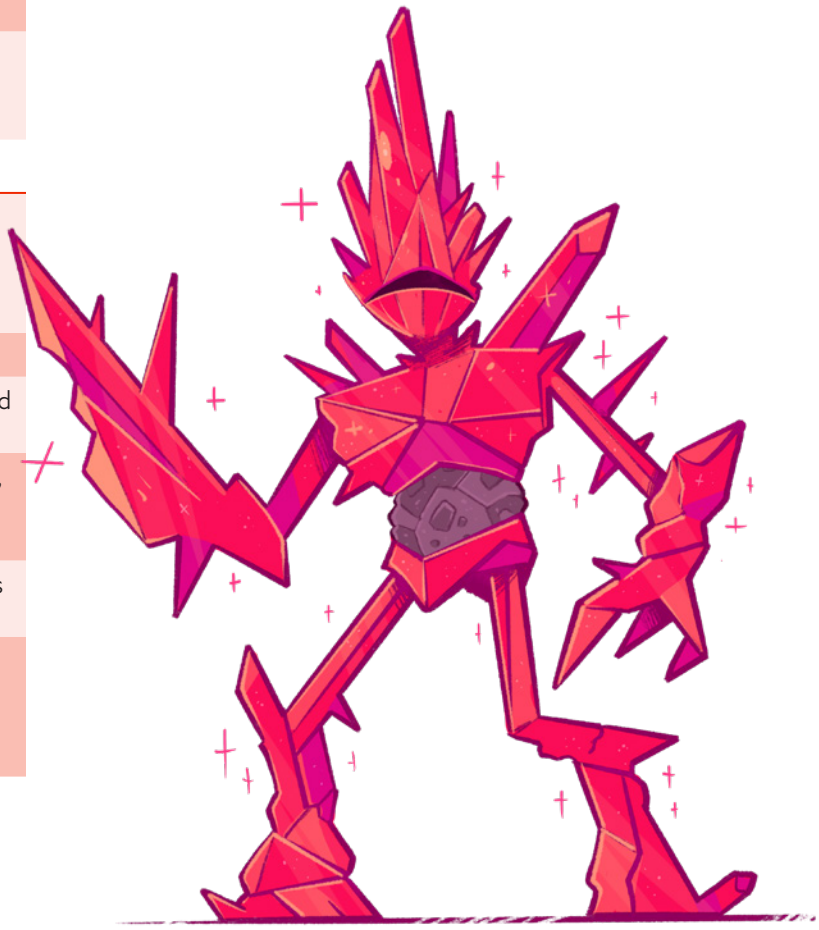
At some point during a Conflict, if things are looking dire for the Adversaries, or if a group loses its leader, the GM can make a Mettle Check to determine if the Adversaries flee or surrender. Roll once for each Adversary Class (e.g. all Goons, all Bruisers, and all Champions make separate Mettle Checks) with their relevant modifier. On a 5-, those Adversaries flee the Conflict.

Goons	-2 Mettle
Bruisers	+0 Mettle
Champions	+2 Mettle

ADVERSARY SKILL CHECKS

Adversary Skill Checks should mostly be avoided. Instead, make the PCs roll a Skill Check to resist or avoid the Adversary's actions. Many Adversary Abilities already require this, calling for PCs to make Vitality, Mettle, Might or Nimbleness Checks.

If it's more sensible for an Adversary to make a Skill Check, simply use their Attack modifier.



Adversaries on the Fly

Inevitably, GMs will need to improvise the stats of an Adversary during a session. This is super simple and there are only a few things to consider: Adversary Class and Level (which determines Courage), Attack, Defense, Dread and number of Actions.

AVERAGE COURAGE CHART

Instead of rolling Courage for every Bruiser or Champion, you can use the average value based on Level.

LV	GOON	BRUISER	CHAMPION
1	1	4	7
2	2	7	13
3	3	11	20
4	4	14	26
5	5	18	33
6	6	21	39
7	7	25	46
8	8	28	52
9	9	32	59
10	10	35	65

ATTACK

MODIFIER	EXAMPLES
+0 Attack	Untrained Adversaries: Bandit, Skeleton
+1 Attack	Skilled Adversaries: Bounty Hunter, Centaur
+2 Attack	Mighty Adversaries: Manticore, Ettin
+3 Attack	All-Powerful Adversaries: Dragon, Werewolf

DEFENSE

MODIFIER	EXAMPLES
+1 Defense	Slow and/or Big Target Adversaries: Giant, Sea Serpent
+0 Defense	Adversaries with Average Speed or Toughness: Bandit, Witch
-1 Defense	Dextrous or Hardy Adversaries: Harpy, Manticore
-2 Defense	Lightning Quick or Impervious Adversaries: Faerie, Ghost

DREAD

DREAD	EXAMPLES
1d4	Threatening Adversaries: Funghouls, Snagbunny
1d6	Formidable Adversaries: Bandit, Guard
1d8	Fearsome Adversaries: Skeleton, Witch
1d10	Deadly Adversaries: Manticore, Weorg
1d12	Cataclysmic Adversaries: Dragon, Lich

ACTIONS

ACTIONS	EXAMPLES
1	Adversaries in a Group/Horde: Bandit, Orch
2	Dangerous Adversaries in a Group/Horde or Solo Adversaries: Felmog Knight, Weorg
3	Dangerous Solo Adversaries: Manticore, Skrokwing
4	Extremely Dangerous Solo Adversaries: Dragon

BANDIT

Level	Classes	Parley	Attack	Defense
1–10	G, B, C	2	+0	+0
Folk, Group/Horde		Block	Dread	Actions
		0	1d6	1

Running rampant in the Mucklands, bandits take to highways and countrysides stealing and terrorizing. If they weren't born into harsh lives of crime and violence, they are washouts of the corporate industrial system, having abandoned poor wages and terrible dental plans to pilfer their keep from others. Usually armed to the teeth with a variety of weapons and equipment, bandits are a force to be reckoned with. It's a good thing that many of them are locked in perpetual rivalries with each other.

Names: Skag, Drubber, Nice-Nice, Wheedle

ABILITIES

Ambush

The first phase of a Conflict with bandits is always Combat, followed by Parley, Improvise, and Run.

Hidden Archers

One third of a *Group* or *Horde* of bandits is made up of hidden archers. Perception Check to spot each archer, otherwise they can't be attacked.

Bandit Leader (C).

Has 2 Actions, +2 Attack, and inflicts 1d10 Dread.

SOCIAL

Bandits love money, items, or anything of value. They avoid fighting if possible, but are not afraid to battle if they have numbers or feel slighted. Bandits loath haughtiness, disrespect, and flashy displays of intelligence. Unless sufficiently intimidated, they will rarely leave empty-handed. If bandits have a clear advantage but are persuaded one way or another to back off, they will likely follow the targets in secret, looking for an optimal time to steal or strike again.

COMBAT

Bandits rely on ambush to get the upper hand. Some of their number attack with ranged weapons from hidden positions targeting the strongest-looking enemies, while others converge upon the weaker enemies with axes, swords and spears, etc. If present, a bandit leader barks orders from the back lines to coordinate the assault.

DEFEAT

Bandits scatter when they see that a battle is not going their way or, if possible, take a hostage. If their leader is subdued, or when their numbers are reduced to half, they make a Mettle Check or else flee/surrender.

VICTORY

When bandits are victorious, they take what they came for. They take anything shiny, but often overlook things like books or unassuming artifacts, regardless of their true value. Bandits rarely kill Defeated enemies who surrender, but take them for ransom.

BLINKING CAVE-INCHERS

Tiny	Attack	Dread
	+1	1d6

These little Underlands worms are known for their single, glowing blue eye, which they use to communicate in rather beautiful blinking light shows. But they are quite dangerous if approached. Their translucent spittle, which they squirt in the face of predators, is highly acidic and known to blind hapless miners.

ABILITIES

Acid Squirt

On a 9+ Hit, the target must make a Vitality Check:

1–2	Target is **BLINDED** for the session and suffers +1d6 Dread.
3–5	Target is **BLINDED** for the Conflict and suffers +1d6 Dread.
6–8	Target suffers +1d6 Dread.
9+	Target suffers Dread normally.

VULNERABILITIES

The red sap from ettinsblood neutralizes their Acid Squirt.

CAIRN STINGERS

Tiny, Flying	Attack	Dread
	+2	1d4

These flying insects possess a poisonous sting and tend to dwell near ruins and standing rocks where they build mossy nests in the shade. Their wings make a distinct hissing sound like a snake as they swarm in great oscillating clouds.

ABILITIES

Poison Sting

On a 9+ Hit, the target is **POISONED**.

VULNERABILITIES

Cairn stingers can be repelled by anything with a strong odor like perfume or excrement.

CATTYPILLAR

Level	Classes	Wrangle	Attack	Defense
1–4	B	2	+1	-1
Small, Solo		**Block**	**Dread**	**Actions**
		0	1d6	1

This fluffy six-legged feline faerie critter is a wily—albeit lower rung—predator that dwells primarily in forests. With an ability to teleport several feet away, they are highly feared by forest boggles, faeries, and other tiny creatures. However, they are often tamed by the very same creatures as pets and mounts. Gnomes, witches, and warlocks also have an affinity for cattypillar familiars whose antennae are especially attuned to perceive the furtive patter of approaching threats.

Names: Pouncer, Shadow Lily, Mr. Snarls, Wuzzel

ABILITIES

Faerie Antennae

A cattypillar's antennae possesses a kind of danger sense, able to detect the presence of other creatures. All Sneak Checks in their presence suffer Disadvantage.

Blink

Attacks against cattypillars suffer Disadvantage because they can teleport anywhere Nearby at will. This makes it impossible to **ENTANGLE** them unless they are at 1-Courage, at which point they lose the ability to Blink.

VULNERABILITIES

Cattypillars are easily distracted by little toys, insects, and other *Small* and *Tiny* prey.

COMBAT

Unless they are a witch's familiar or the pet of someone nasty, cattypillars never attack *Big* humanoids in the wild. However, hungry cattypillars love going after boggles, quortles, and other *Small* creatures (they know better not to attack gnomes). They use Blink to claw and avoid incoming attacks. But cattypillars are not ones to fight toe to toe in a slugfest, and blink up a tree if bested.

DOGGART

Level	Classes	Wrangle	Attack	Defense
1–5	B	2	+1	+0
Small/Medium, Solo/Group		**Block**	**Dread**	**Actions**
		0	1d8	2

Amphibious hunters that evolved alongside boggart folk to become loyal companions. In the wild, these critters roam in packs, rooting around in the muck to feed on mucillusks, sink worms, and leechling larvae. Their bark is almost always worse than their bite, but angry doggarts can be quite intimidating with their massive, slobbering maws and powerful jaws. Not many city slickers keep doggarts as pets these days, as they are messy to keep indoors, but just about every swamp and river folk family has a doggart who provides protection and assists on hunting trips.

Names: Scrabbles, Yipper, Gronk, Lulu

ABILITIES

Ferocious Bark

At the start of a Conflict, all Close and Nearby targets must make a Mettle Check. On a 5-, they become **FRIGHTENED**.

Snag Bite

On a 9+ Hit, the target is **ENTANGLED** by the doggart's bite and suffers 1d6 **ONGOING DREAD** until they escape.

VULNERABILITIES

Doggarts are motivated by food and belly rubs. They especially love Nackadonkee tubesteaks and instantly stop being mean if offered some.

COMBAT

Doggarts aggressively protect their owners and packs. They try to intimidate first, rather than launch straight into Combat, unless commanded by an owner. In the wild, a pack of feral doggarts tries to drag their prey into the slippery mud.

DRAGON

Level	Classes	Parley	Attack	Defense
5–10	C	2	+3	-1
Huge, Solo, Minions		**Block**	**Dread**	**Actions**
		3	1d12	4

Dragons are so rare that they've become something of a myth to most folks. But their stories persist—tales of hulking, iron-hided juggernauts with enormous maws stretched into perpetual grins, and massive leathery wings whose beat could blow down a house. Often, they are described as wicked, viperous misers, manic in their desire for riches, admiration, or knowledge. But dragons are more complex than all that. They come in many colors and sizes, and even more dispositions. Some will just as soon perplex you with riddles as raze a city to ashes.

In older, more uncivilized days, dragons were among the worshiped deities of various folk—for they alone possessed the ability to conjure fire. Their long shadows stretched over the realms, a constant reminder to mortal folk of their grand and impervious enormity. But with the Age of Flame came knights and heroes, and the prevalence and influence of dragons eventually waned and faded into obscurity.

Names: Gargamug, Sowar Naldrak, The Scarlet Wyrm, Rashkar'harat

ABILITIES

Legendary Lizard

No two dragons are the same and each wields enormous power. Roll 4d12 or select the dragon's 4 abilities:

1	**Omniscient Nose.** The dragon can smell emotions, thoughts, and memories of those around it.
2	**Fire Breath.** Once every 3 rounds, may attack all Close or Nearby targets inflicting 2d12 Dread. All non-*Magic* items and equipment are destroyed on a Defeated PC.
3	**Frost Breath.** Once every 2 rounds, on a 6+ Hit, the target is **PARALYZED** in ice (Vitality Check to resist).
4	**Bog Breath.** Once every 3 rounds, a stinking fog makes all Close and Nearby targets suffer +2 Defense for the Combat.
5	**Acid Breath.** Once every round, on a 6+ Hit, a metal weapon or armor piece is destroyed.

6	**Hurricane Wings.** Twice every Combat, scatter all Close and Nearby characters in different directions like a tornado. Roll 1d4 to determine each target's new location— 1: Close, 2: Nearby, 3: Faraway, 4: Distant.
7	**Stone Scales.** The dragon has 5 Block against non-*Magic* weapons.
8	**Cruel Horns.** Once every round, the dragon gains an extra Action to attack with its horns.
9	**Gargantuan.** At the start of a Conflict, all PCs make a Mettle Check to resist suffering Disadvantage against the dragon on all Checks during the Conflict.
10	**Dwimmerward.** Resists magic spells and effects with a Mettle Check. *Magic* weapons still inflict Dread.
11	**Dream Dust.** The dragon's wings beat sparkling dust. Once every 3 rounds, 1d4 Close and Nearby targets fall asleep **UNCONSCIOUS** (Mettle Check to resist).
12	**Mind Thrall.** Once every 3 rounds, the dragon may **ENSORCELL** a target (which can't be resisted on the first round).

Winged Or Wyrm

Dragons without wings are often referred to as wyrms. Choose if the dragon is winged or a wyrm:

- **Winged:** Gain *flying*.
- **Wyrm:** Gain +1 Block.

VULNERABILITIES

There's a 3-in-6 chance that a Critical Hit against a dragon penetrates its scales and ignores Block.

SOCIAL

The majority of dragons are solitary creatures, living their curmudgeonly lives in isolated caves and mountaintops. A small number of dragons keep minions and live like kings, demanding tribute and fealty. While dragons tend to detest intruders and visitors, they do love riddles, puzzles, stories and lore. Most dragons are slow to anger, especially in their own homes. They are patient enough to assess a true threat. Should a dragon find someone or something interesting, they will be inclined to do favors in exchange for more knowledge or something else they desire. They hoard treasure, it's true, but that treasure may just be a trove of ancient lore.

COMBAT

Dragons are titans of destruction and hold nothing back once provoked, delighting in the utter and total annihilation of their foe. If winged, they will take to the skies as soon as possible, to wreak havoc from a distance. Their abilities and tactics vary widely, but dragons tend to target knights because it's been ingrained in them throughout history that hero types are a threat to all dragonkind.

DEFEAT

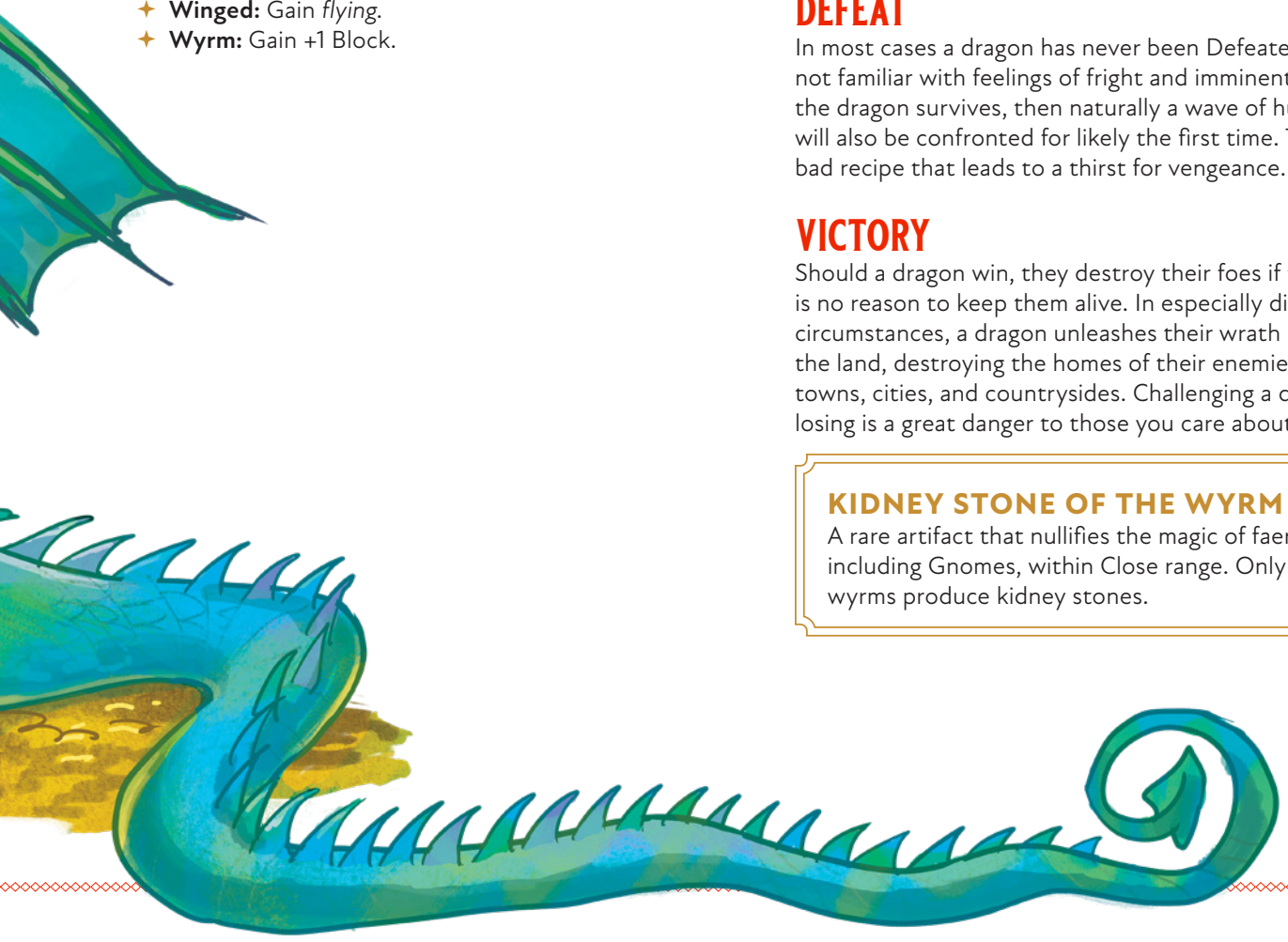
In most cases a dragon has never been Defeated, and is not familiar with feelings of fright and imminent doom. If the dragon survives, then naturally a wave of humiliation will also be confronted for likely the first time. This is a bad recipe that leads to a thirst for vengeance.

VICTORY

Should a dragon win, they destroy their foes if there is no reason to keep them alive. In especially dire circumstances, a dragon unleashes their wrath upon the land, destroying the homes of their enemies, whole towns, cities, and countrysides. Challenging a dragon and losing is a great danger to those you care about.

KIDNEY STONE OF THE WYRM

A rare artifact that nullifies the magic of faerie folk, including Gnomes, within Close range. Only 2-in-6 wyrms produce kidney stones.



DWEORG

Level	Classes	Parley	Attack	Defense
1–10	G, B, C	2 (D)	+1	+0
Small, Group/Horde, Minions		**Block**	**Dread**	**Actions**
		0	1d6	1

Known for their merchant caravans roaming the Underlands and Overlands alike, they search for rare creatures to add to their menageries. While some speak Folk Tongue, dweorgs communicate with each other through guttural whistles and belly-hollering, which other folk have trouble translating. But little verbal interaction is needed when encountering dweorgs in the wild. One is either dazzled by their display of riches, or captured and added to their bizarre collection of subterranean unfortunates.

Names: Drg, Gunda, Myrn, Rogo

ABILITIES

Capture

Once every Combat, three or more dweorgs may combine their Actions to make a single Attack (+1 Attack for each additional dweorg above 3) to capture a target. On a 6+ Hit, the target is **ENTANGLED** with a net or rope. After 1 round, the net/rope constricts, and the target can't break free without help.

Firespit (B, C)

Dweorg Bruisers and Champions wield ranged weapons called firespits, which are actually magic Underlands lizards tied to sticks that spit balls of flame. On a 9+ Hit, the target is **BURNING**. The lizards are called skurgs in Dweorgese, and must eat a Ration each day to function.

SOCIAL

Dweorgs in caravans patrol the Underlands and Overlands for riches, especially critters and creatures to add to their morally bankrupt menageries. They usually desire nothing more than these two things. If the price is right, dweorgs may engage in an exchange of goods to smooth over hostilities. They often have Components of all kinds on hand. Individual dweorgs who have integrated into society at large are less rigid in their way of life and much more cosmopolitan; they don't inflict Disadvantage on Parley.

COMBAT

Dweorgs keep minions, which often include quobs, mung, weorgs, slurpworms, and mushrums, among many others. They release them from their cages and chains and sic them on their enemies as a first line of attack, as dweorgs with firespits attack from range. Dweorgs armed with nets and ropes attempt to capture unusual folk, while others wield weapons like hammers and sickle swords. If the dweorgs are defending a caravan, they buy the carts and wagons time to flee the area.

DEFEAT

When dweorgs realize their defeat is imminent, they attempt to retreat to their main group if the others have managed to leave the area. Otherwise, dweorgs surrender to the victors. Dweorgs expect to be robbed, as almost every dweorg has been stripped of their loot at one time in their lives.

VICTORY

If dweorgs defeat a group of enemies, they take their belongings and cram them into cages, already brimming with all manner of creatures. Their intent is usually to sell their new acquisitions to some wicked buyer on the Underlands black market, or at some other Overlands hub for illicit, unsavory deals.

FELMOG KNIGHT

Level	Classes	Parley	Attack	Defense
1–10	B, C	1	+2	-2
Folk, Solo/Group		**Block**	**Dread**	**Actions**
		2	1d10	2

The mounted, black-armored warriors from the northern realm of Felmog, renowned for their adventurousness and prowess in battle. Most belong to one of three martial orders: the Iron Sun, Cloven Tongue, or the Black Candle. But all Felmog Knights live for the quest and the attainment of ancient *Relics*. The Felmog Outriders, a loose alliance of every martial order, put aside political tensions to operate and trade in realms beyond Felmog.

Names: Threx, Uratan, Khasadar, Feoria

ABILITIES

Intimidating Visage

At the beginning of a Conflict, all targets who aren't Gnomes or Knight-Errants must make a Mettle Check:

1–2	Target is **FRIGHTENED**.
3–5	Target is **SLOWED** by fear for 1d4 rounds.
6–8	Target is **STUNNED** by fear.
9–11	Target is unaffected.
12+	Target is emboldened, and gains +1 to their next Check.

Great Cleave

Dread always ignores Block except from *Magic* armor. Once every Combat, on an 11 Hit, the Felmog Knight scores a Critical Hit.

Mounted Charge

When mounted, may charge and attack a Faraway or Distant target. The Felmog Knight can't be Counterattacked and rolls Dread with Advantage.

Duelist (C)

Once every round, may Counterattack against a 9–11 Hit against them.

Magic Item (C)

Has a random *Magic* item.

VULNERABILITIES

Maces and warhammers inflict +2 Dread against Felmog Knights, who are almost always clad in full plate armor.

SOCIAL

Felmog Knights Parley if it means getting what they desire, which are often items, treasure, or political gain. But they do not suffer insolent and foolhardy individuals who believe they hold more leverage than they actually do. If a Felmog Knight finds a negotiation or deal displeasing or laughable, they are likely to walk away or make the offender suffer for their disrespect. However, they are usually willing to accept *Magic* items and *Relics* as tribute instead of engaging in combat.

COMBAT

Felmog Knights often wield two-handed weapons and are adorned in intimidating armor. They prioritize attacking Knight-Errants or anyone displaying martial prowess. When mounted, they Charge and try to corral their enemies. Felmog Knights are some of the most intelligent combatants around, and seldom make strategic errors on the battlefield. If possible, they ambush, attack from high ground, flank their opponents, and use any manner of guile and trickery to force the enemy into precarious positions.

DEFEAT

Defeated Felmog Knights do one of two things: acknowledge their loss and agree to terms, or make a last ditch effort to escape or betray. Either way, the PCs have likely made lifelong rivals in the process.

VICTORY

Victorious Felmog Knights are often ruthless, at best leaving their enemies to wallow in defeat. They relish the idea of creating rivals to challenge them in the future. Felmog Knights take prisoners if they feel they can gain intel through interrogation.

FUNGHOULS

Small	Attack	Dread
	+1	1d4

Small, carnivorous mushrooms bound to the earth. They often grow in large beds—some spanning hundreds of feet—waiting for a hapless traveler to stumble into their numbers. Only then do they reveal their frothing, fanged mouths and glowing red eyes, ready to inflict a toxin-laced bite that renders victims paralyzed.

ABILITIES

Toxic Bite

Dread ignores Block unless the target is wearing armor on their legs or feet. Targets that suffer Dread from a Funghoul must make a Vitality Check to resist becoming **PARALYZED**.

Death Bed

A bed of funghouls will enter a feeding frenzy when a target falls **PARALYZED** among them. After 3 rounds **PARALYZED**, the target must roll to Defy Death each round thereafter or be devoured by funghouls.

VULNERABILITIES

Funghouls are susceptible to vinegar which makes them shut their eyes and mouths and shrink in horror.

GLOOM

	Attack	Dread
	+2	1d12

A dreadful curse on the land. Also known as the Old Fog or Witchbreath, Gloom is a mysterious mist that swallows folk up and makes them lose their way, or worse. The Gloom behaves almost like a living thing, a kind of spectral obscuration that evokes dread and despair within any caught in its midst. Finding yourself lost in a patch of Gloom is to court a sad, lonely demise.

What connection the Gloom has to its master, the Gloom King, is not fully known by all but a few of the wisest loremasters in Eem. In fact, most folk have never even heard of the Gloom King; or if they have, they believe he is nothing more than some sort of legend or faerie tale to scare children.

ABILITIES

Lost in the Gloom

When someone wanders into Gloom, they need 2 successful Travel Checks (with Disadvantage) to escape.

Dreadful Demise

Roll 1d4 to determine the Gloom's immediate effects on those within:

1	**Oppressive Dread.** Suffer 1d12 Dread, and 1d6 Dread every Travel Turn thereafter.
2	**Separated.** Allies are randomly separated from each other into two or three groups and must make their own Travel Checks to escape or reunite.
3	**Restless Dead.** 2d6 skeletons emerge from the Gloom and attack.
4	**Lost Hope.** Everyone loses their Quest Points for the session.

The Old Fog

In rare cases, Gloom physically attacks, but it is most often dormant and more of an environmental hazard than an assailant. Gloom always attacks if a skeleton PC is present.

VULNERABILITIES

If those lost in Gloom display great hope and courage, or even sing an inspiring song, they do not suffer Disadvantage on Travel Checks.

CRAFTING

Cursed Amulet (Crafting 🔨)
Components: Vial of Gloom + Garish Amulet🔨.
Effect: The wearer suffers a random **CURSE** (p234).

GUARD

Level	Classes	Parley	Attack	Defense
1–10	G, B	2	+0	-1
Folk, Solo/Group		Block	Dread	Actions
		1	1d6	1

A common sight in cities and towns, guards are hired by the local authority to maintain order and protect folk from beasts and bandits alike—not to mention deal with local riffraff. Guards are hired from the pool of townsfolk themselves, and are not typically professional warriors, unless in a larger settlement or metropolitan area like Fleabag County.

Names: Jode, Eugene, Chunch, Marvie

ABILITIES

Arrest

May arrest a Close target by binding them in shackles (Might Check to resist the shackles with a -1 penalty for each additional guard helping). On a 5-, the target is shackled and detained.

Sound the Alarm

When guards determine that things aren't going their way, they call for backup. Once every Combat, there's a 3-in-6 chance that 1d6 Guard Goons arrive in 2 rounds.

SOCIAL

Guards are regular townsfolk and neighbors, and are usually on a first name basis with the locals in their jurisdiction (whether they want to be or not). As with any position of power, some guards are noble and true, while others are corrupt, cruel, and susceptible to bribery. In any case, most guards rely on force and intimidation by default, and usually work in pairs or groups if there is a big event or dignitary involved.

COMBAT

Guards are defensive in nature, most likely armed with spears and shields or short clubs. They rarely wear armor, aside from tabards that mark their affiliation and perhaps a helmet. They work together to subdue attackers so that they can be hauled off for questioning and judgment. If in trouble, they'll try to blow a whistle or sound an alarm to call for backup. Guards love a good chase, and pursue thieves and rascals until they're left gasping for breath.

DEFEAT

Most guards are not paid well and are not about to risk their necks unless there's a very good reason. Guards surrender or seek aid by sounding an alarm when Defeated if they can. Assaulting guards has repercussions, like bounties, grudges, or warrants, depending on the circumstances.

VICTORY

Guards arrest their Defeated foes and haul them to jail or similar. Once captured, prisoners await their employer's decision. For minor offenses, perhaps a fine is warranted—otherwise, you're looking at a jailbreak!

INKPOT SPIDER

Level	Classes	Parley	Attack	Defense
1–10	G, B, C	2	+1	-1
Large, Solo		Block	Dread	Actions
		0	1d10	2

One of the most feared predators in the Underlands, known for their inky black webbing that's nearly impossible to see in low light. Though they have earned a reputation over thousands of years of silent, ruthless predation, that reputation has started to change in recent years. Many inkpot spiders have entered the workforce, enlisted by dungeoneering outfits to work as security and even middle management positions (much to the chagrin of giant inkpot spiders, their more monstrous cousins). These days, you may be just as likely to share a pot of coffee with an inkpot spider, as you are stumbling into one of their sticky deathtraps.

Names: Ilgath, Mr. Fang, Charron, Isk

ABILITIES

Web Trap

An inkpot spider's lair is riddled with highly sticky, black webbing. Movement related Checks suffer Disadvantage. If a target rolls a Complete Failure on any Check or Attack, they become **ENTANGLED** in the web.

Web Spurt

Once every 3 rounds, may spurt black sticky web from its rear end at a Close or Nearby target. On a 6+ Hit, the target is **ENTANGLED**.

VULNERABILITIES

[Starfell-make] weapons inflict +2 Dread to inkpot spiders.

SOCIAL

In the wild, inkpot spiders are often viewed as apex predators that prey upon hapless Underlands creatures, especially bumbling dungeoneers without torchlight. But inkpot spiders aren't all bloodthirsty monsters motivated by hunger. Some are intently curious about the goings on of dungeoneers and Overlanders; so much so, that an inkpot spider may be inclined to join adventurers for a while if properly compensated.

COMBAT

Inkpot spiders wait for prey to get caught in their web traps and then strike at the compromised victims. If other enemies manage to not get snared, they'll spurt them with web first. Inkpot spiders also use the strategy of attacking and retreating to Nearby range in order to make their enemies maneuver through their web lairs.

DEFEAT

Inkpot spiders usually attempt to retreat into their holes before being utterly Defeated. If forced to surrender, they offer up a piece of their hoard, or reveal some secret information about local Underlands denizens to escape ire. As predators, they accept that sometimes prey gets away, and there will always be more.

VICTORY

They are likely to feed unless given a very compelling reason not to. Woe be to the unlucky soul that the spider chooses to eat first, as the rest are wrapped in web and hung up to be consumed at a later time.

KILORAT

Level	Classes	Wrangle	Attack	Defense
1–6	G, B, C	1	+1	+0
Medium, Any Number		Block	Dread	Actions
		0	1d6	1

They say the first kilorats emerged from a Felmog galleon that discovered the remnants of a cursed city. The Felmog sailors ended up cursed themselves and their ship was infested with the plague-ridden, mutated rats. The giant vermin are now a plague upon the Land of Eem, dwelling in just about every dark corner of the world.

Names: Shimmyfoot, Death Breath, Bonetooth, Mr. Bongo

ABILITIES

Plague Bite

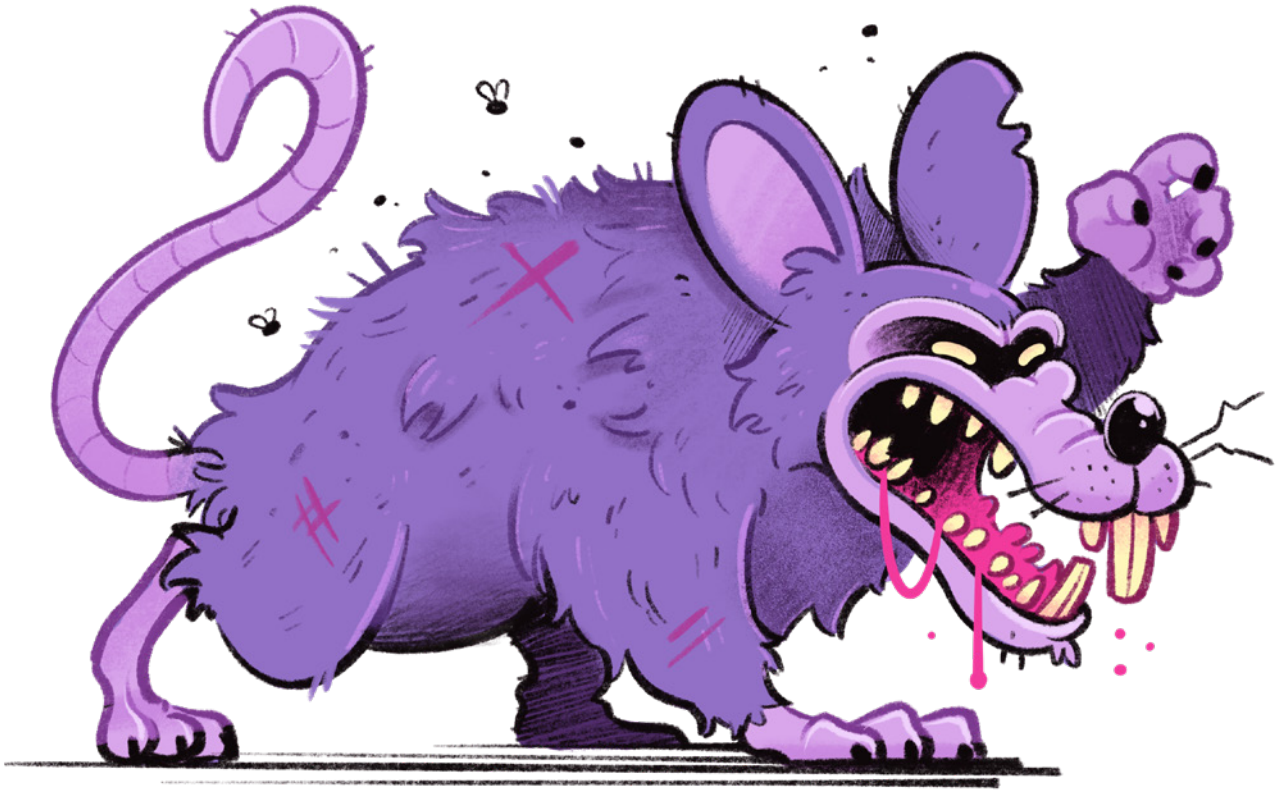
On a 6+ Hit, the target must make a Vitality Check (-1 for each time they've been Hit by kilorats in the Combat). On a 2-, the target contracts Rat Plague and is **POISONED**. If the Rat Plague isn't cured in a day, the victim becomes riddled with odorous boils and suffers -1 to all Social Checks.

VULNERABILITIES

Kilorats are very food motivated and gladly take readily available food rather than work for it in a bloody battle. *Solo* kilorats are skittish and easily scared, but in large numbers anyone attempting to scare them off does so at Disadvantage.

COMBAT

Kilorats swarm their enemies, scratching with their gnarled claws and biting with their sharp, diseased teeth. Half of their number sniff out the smallest, most tasty-looking enemy and pounce, while the rest disperse among the others. They flee and run to their holes if the battle is not going their way.



KOBOLD

Level	Classes	Parley	Attack	Defense
1–10	G, B, C	2	+1	-1
Small, Solo/ Group, Minions, Dwimmercrafty		**Block**	**Dread**	**Actions**
		0	1d6	2

Often the natural rivals of gnomes, standing only a few apples taller than their counterparts, kobolds vary widely in temperment. They are known for their large round eyes that glow like pools under moonlight, and they are covered in oily fur, ranging in hues of dirty powder blue to hazelnut. Kobold adversaries live to harass, trick, and play morbid pranks on other creatures and critters. Using tricky dwimmercraft, they delight in transmogrification, turning beetles into birds and snakes into bunnies, all for a fleeting, cackling laugh.

Names: Gagra, Squeem, Izzek, Shankie

ABILITIES

Transmogrify

Once every 2 rounds, may attempt to transmogrify a target, who must make a Vitality Check:

1–2	Target is transmogrified and suffers a random **CURSE** (p190).
3–5	Target is transmogrified for 1d4 rounds.
6–8	Target is **STUNNED**.
9–11	Target is unaffected.
12+	Target is immune to Transmogrify for the Conflict.

Random Transmogrification

1	Fly
2	Newt
3	Toad
4	Rat
5	Onion
6	Potted Plant

Weird Warp

Once every round, may alter any natural terrain and flora by bending, twisting, and warping it to their desire and bidding. This can allow them to manipulate plants to attack like a bogsnap, or even open up holes in the ground (area of effect is limited to 2 feet x Level).

SOCIAL

Kobold adversaries are tricksters at heart and may agree to things that they have no intention of honoring. Even if Parley with a kobold adversary is successful, it doesn't guarantee that the kobold won't bend the agreement a bit. Often the best way to negotiate with a kobold adversary is to appeal to their wicked sense of humor.

COMBAT

Most kobold adversaries have no intention of outright attacking their foes with sharp, pointy things, and instead revel in outwitting and tormenting them. They try to Transmogrify the most powerful looking foe first, and then use Weird Warp to alter the terrain to their advantage: entangling enemies, striking out at them, or escaping through holes and harrying them.

DEFEAT

If a kobold adversary has no reason to fight to the death, they attempt to brush off the whole Conflict as if it were a big joke. They try to smooth things over by giving the victors an item or two; there's a 1-in-6 chance such items are cursed, however.

VICTORY

Victorious kobold adversaries leave their victims transmogrified, cursed, and confused, taking what they want and darting away.

MANTICORE

Level	Classes	Parley	Attack	Defense
5–10	B, C	1	+2	-1
Large, Solo, Flying		Block	Dread	Actions
		1	1d10	3

Leonine creatures with huge batlike wings and a scorpion tail. While extremely fierce, they are not mindless killers, and the average manticore only attacks people when desperate for food or defending their territory. In recent years, many manticores have been hired by dungeoneering corporations as guards, pest control, and grisly clean-up crews.

Names: Edror, Lindaleth, Mellisor, Timbora

ABILITIES

Rugged Beast
Suffer half Dread from bladed weapons and immune to poison.

Wing Beat
When a manticore lifts off for flight or maneuvers in the air, all Close and Nearby must make a Might Check. On a 5-, they suffer 1d6 Dread and are knocked **PRONE**.

Claw Rend
May make a Claw Rend Attack. On a 9+ Hit, the target is **BLEEDING**.

Scorpion Sting
Once every 2 rounds, may make a Scorpion Sting Attack with its tail. On a 9+ Hit, the target becomes **POISONED** and **PARALYZED** (Vitality Check to resist).

SOCIAL
Manticores are perpetually hungry creatures and spend a great deal of time thinking about and acquiring food. They take great delight in stalking and preying on rare creatures. Some manticores pride themselves on not giving in to their more savage desires, choosing to engage in the finer things in life, like tea parties, painting, and gourmet cooking. Of course, they don't "cook" food per se, but they love pairing certain meats together and using spices. Appealing to this taste for not only exotic cuisine, but cultured interests, could be a viable way of Parleying with a manticore.

COMBAT
Manticores are ferocious combatants that love the thrill of the hunt. They enjoy toying with lesser opponents, batting them around with their claws and wings. But if facing dangerous enemies, the manticore will sting with its tail as much as possible to neutralize serious threats.

DEFEAT
Manticores do not take defeat well, but begrudgingly accept terms if bested by a worthy foe. If they feel they were somehow deceived, manticores try to fly away, usually to some of the most remote areas in Eem. There they dwell for a long time, often depressed with an appetite and a grudge.

VICTORY
Unless starved, manticores do not eat something they don't find delicious. Instead, they hide away their enemies like captives, and wait for them to gain their strength before fighting them again as playthings.

CRAFTING
Greater Poison Resistance (Alchemy) Components: Manticore Blood + Poison Resistance Potion. Effect: Grants immunity to the next 2 instances of **POISON**.

MERGA TOAD

Level	Classes	Wrangle	Attack	Defense
1–10	G, B, C	1	+1	+1
Large, Group		Block	Dread	Actions
		0	1d6	1

Noxious, insatiable toads that inhabit dark, muddy places. Merga toads are quite territorial, never straying too far from their bulbous egg clutches. They boast an astounding array of gasses meant to repel predators and stun prey, which they emit through noxious belching and flatulating.

Names: Fats, Wartflesh, Bog Biter, Big Stinker

ABILITIES

Gulp

On a 9+ Hit, may **ENGULF** the target in its mouth. While a target is **ENGULFED**, the toad cannot attack other targets, but may still release Noxious Gas.

Noxious Gas

Once every 2 rounds, may passively emit noxious gas. All Close and Nearby characters must make a Vitality Check. On a 5-, roll 1d4:

1	**Stupefying Belch.** Target is **STUNNED**.
2	**Fetid Flatulence.** Target is **WEAKENED**.
3	**Stifling Stench.** Target suffers +1 Defense for the remainder of Combat.
4	**Toxic Funk.** Target suffers 1d6 Dread.

VULNERABILITIES

If an enemy leaves their territory, a merga toad may just sit there happy to remain stationary. They also find sweet-smelling, aromatic fragrances to be detestful, and recoil at them.

COMBAT

Merga toads alternate emitting noxious gas in a chorus of belches and farts. They are not very mobile, preferring to weaken their enemies before moving in to bite and gulp with their gaping maws. They never abandon their eggs, but in the absence of those, they leap into water to flee danger.

ORCH

Level	Classes	Parley	Attack	Defense
1–10	G, B, C	1	+1	-1
Folk, Group/Horde, Minions		Block	Dread	Actions
		0	1d6	1

The pig-faced orches (rhymes with torches) are superstitious creatures that live deep in the swamps and wetlands of the Mucklands. Most often encountered in roving bands, orches are known for their ferocity and relentlessness in battle, as well as their hunting skills. They respect physical strength above all other attributes, so much so that their societal structure is based on serving and following the largest orches in a village. Referred to simply as Big Orches, these burly orches are often several times larger than the average orch who stands about three to four feet tall.

Names: Sklunch, Skeeb, Roik, Gorch

ABILITIES

Trappers
Orches set net traps and snares in their territory. Twice every Combat, a random target and anyone Close to them become **ENTANGLED** in a net or **SLOWED** by snares (9+ Nimbleness Check to resist).

Orch Phalanx
Three or more orches may combine their Actions to make a single Attack (+1 Dread for each additional orch above 3). Each orch also gains 2 Block for the round.

Big Orch (C)
Gain the *Large* keyword and inflict 1d12 Dread.

VULNERABILITIES
Orches suffer double Dread from magic.

SOCIAL
Orches love horrible smells, disgustingly spoiled foods, and living in squalor. They tend to be gruff and tough because that's what's valued in their culture; it's looked down upon to show mercy, especially without significant gains. When it comes to magic, witchcraft, and dwimmercraft of any shape or form, orches are highly superstitious and careful. Their reactions vary from fear, flight, hostility, or even pledging servitude to anyone that can conjure such power.

COMBAT
Orches coordinate in small units, mostly armed with polearms or weapons with reach. They also carry bows and spring traps that impede mobility, or lead their enemies into difficult terrain. They are fairly intelligent fighters, and use their environments to full effect in order to gain advantageous positions. Some orches keep attack pets like gators, owligators, and quag bleakers.

DEFEAT
Orches usually flee in terror to regroup for another day. But sometimes they may even pledge themselves to the victors of a fight or contest. Orches value size and strength, and often offer the honorary title of Big Orch to anyone that bests them in physical conflict.

VICTORY
Orches take captives and bring them back to their filthy sty. At first, they force captives to work to keep the sty operating. However, if captives survive long enough and prove their strength, orches adopt them as new members of their society, treating them as equals.

OWLIGATOR

Level	Classes	Wrangle	Attack	Defense
1–5	G, B	1	+1	-1
Small, Group, Flying		Block	Dread	Actions
		0	1d10	1

Flying, predatory lizards that dwell in muddy roosts within swamps and lush forests. They have dozens of razor sharp teeth used for gnashing flesh, while their bodies are covered in mottled white and brown feathers. They don't normally attack folk unless their roosts are threatened. Owligators have a strange call that sounds almost like a human scream, which has duped many a helpful traveler into sealing their demise.

Names: Hacksaw, Leaflurker, Little Devil, Squawkbelly

ABILITIES

Iron Jaw

Dread always ignores Block. On a Critical Hit, the target's armor, shield or weapon breaks.

Swoop Attack

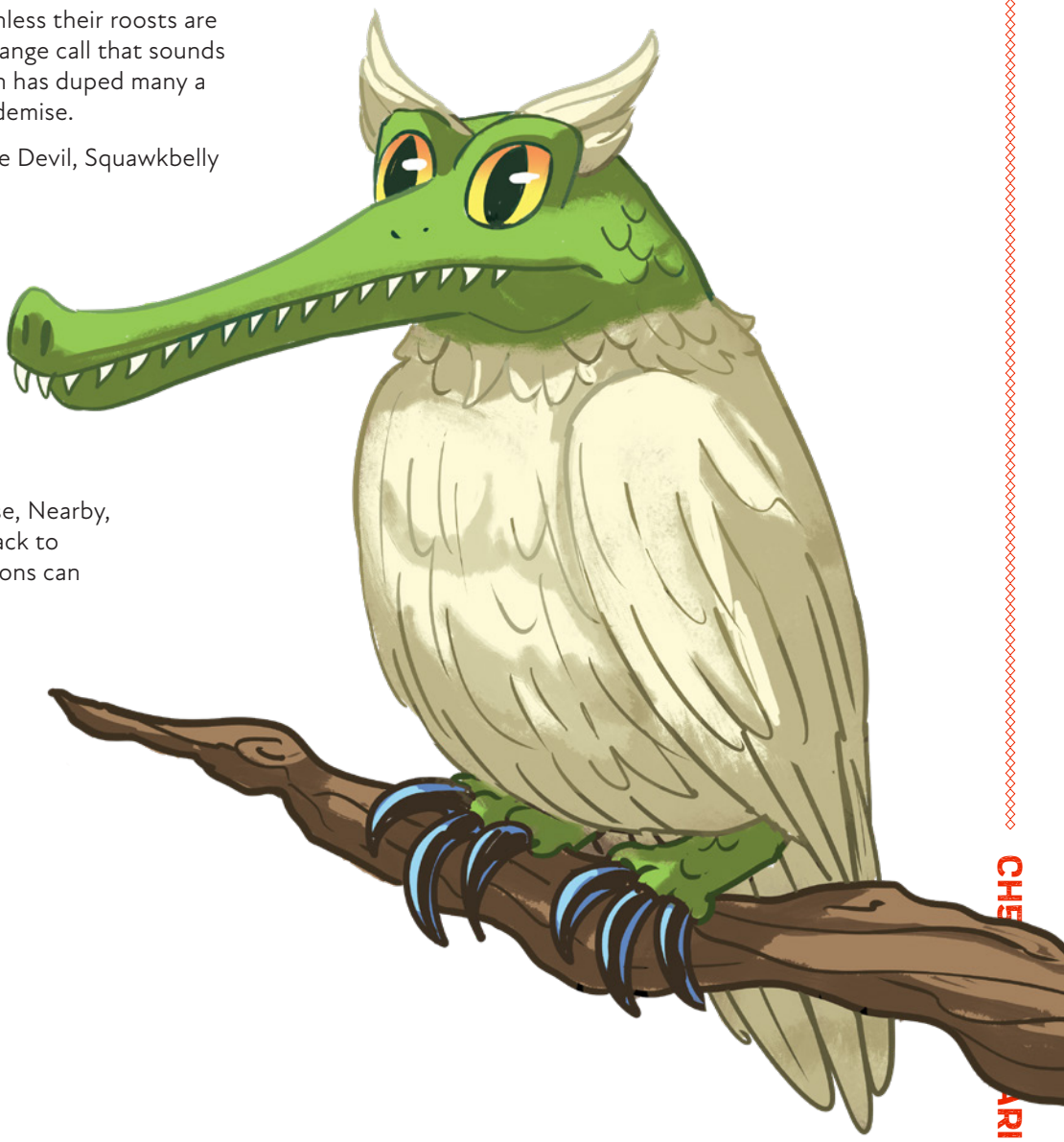
Once every 3 rounds, may charge in the air and attack a Close, Nearby, or Faraway target, before flying back to Faraway range. Only ranged weapons can Counterattack a Swoop Attack.

VULNERABILITIES

Owligators are easily distracted by food, specifically rations like Nork's Noodles, which they quickly snatch up and bring back to their roosts.

COMBAT

Owligators swarm anyone close to their roost, swooping down and biting them like angry magpies (but with more teeth). They are quite relentless and fear nothing when defending their roost. Otherwise, owligators are quick to fly away if they can't get an easy meal.



RIVAL DUNGEONEER

Level	Classes	Parley	Attack	Defense
1–10	G, B, C	2	+1	-1
Folk, Solo/Group, Minions		**Block**	**Dread**	**Actions**
		0	1d8	1

Not all dungeoneers are the stalwart explorers produced by the renowned Dungeoneer Academy. Washouts and opportunists are out there, exploring the frontier, looking to find their fortunes and win their fame. Rival dungeoneers are either freelance, mercenary adventurers or loyal company employees working for the likes of powerful corporations such as Subterranean Pits and Lairs LLC, Krog and Sons Inc., or Unassailable Co.

Names: Rake, Ryder, Underwood, Shandar

ABILITIES

Whiplash

Once every round, may make a Whiplash Attack against a Close or Nearby target:

1–5	Target suffers 1 Dread.
6–8	Target can only Counterattack if in Close range.
9–11	Target drops what they're holding.
12+	Rival dungeoneer steals a held item from the target.

Underling (B, C)

Any rival dungeoneer worth their salt has an underling to boss around and take the hits. Treat the underling as a mercenary Goon. Any attack made against the rival dungeoneer may be redirected to the underling.

Demolitions (B, C)

Once every 3 rounds, may toss a blasting charge to blow up something in the environment. Or, may throw a grenade at a Nearby or Faraway target. The target and anyone Close to them must make a Nimbleness Check:

1–2	Target suffers double Dread.
3–5	Target suffers Dread.
6–8	Target suffers half Dread.
9+	Target suffers no Dread.

Magic Item (C)

Has a random *Magic* item.

SOCIAL

Rival dungeoneers are known to run teams of mooks who schlepp equipment, hold torches and test traps. They are almost always motivated by treasure, fame, and power. And they happily share that they can be bribed or bought, though there's no guarantee for how long. Due to the nature of the dungeoneering business, competition is high, which attracts cutthroat individuals who do anything to get the upper hand.

COMBAT

Rival dungeoneers love to set traps and exploit their environment against their enemies. They send in their team of mercenary and dungeoneer minions to disrupt their enemies, especially when the rival dungeoneer's attention is needed elsewhere, like to grab a contested *Relic* from a pedestal. Rival dungeoneers are wily and know who to attack and who to stay away from.

DEFEAT

They're not paid to die! Rival dungeoneers do whatever it takes to survive, and no treasure or slight is worth dying for (unless they are the greediest of the greedy). They love to make daring escapes, but if it comes down to it, most are not above groveling.

VICTORY

Rival dungeoneers prefer to rob and leave their enemies in the dust, stranded in some deep, dark Underlands tomb. They will take captives if it suits them, using them for information or as bait in a dungeon.

SCUMSEER

Level	Classes	Parley	Attack	Defense
1–7	G, B, C	1	+1	-1
Medium, Group/Horde		Block	Dread	Actions
		0	1d6	1

Four-eyed, bulbous and tentacled water creatures that gather in small, secret numbers to bide their horrible time. Scumseers are dreadful, pitiless and paranoid, bent upon the time when their hidden cults may rise from the muck and reclaim a long forgotten kingdom blanketed in a starless sky. They often lure wanderers to their pools and drag them underwater with their long, tentacled fingers to perform profane rituals designed to usher in the end of all things.

Names: Bloorth, Uug'elth, Ootharog, Drong

ABILITIES

Lure

Scumseers have telepathic powers that lure wanderers near their dark waters. All Close, Nearby and Faraway targets must make a Mettle Check to resist the urge to investigate the water.

Snatch

On a 9+ Hit, the target is **ENTANGLED** by the scumseer's tentacled hands. On land, the target is pulled toward the water. In water, they become **ENGULFED**.

VULNERABILITIES

Though they can emerge from water to fight on land, they are quite vulnerable doing so, and suffer +2 Defense. Both [starfell-make] and [cold steel] weapons inflict +2 Dread against scumseers.

SOCIAL

Scumseers are clandestine lurkers that know little of the outside world. They are always scheming and dreaming grand designs of a new age of darkness and muck, and they entertain anything that might further this goal. They talk with blubbery lisps, and tend to audibly agree amongst themselves after one their group says something intimidating or profound. They absoloutely detest catchy music and prefer their own haunting, dischordant hums.

COMBAT

Scumseers much prefer snatching their foes while in the water and pulling them under to drown. But they will venture out onto land if they are hungry and desperate. Deep in their dark waters are sure to be more scumseers wielding cruel blades and polearms, just waiting to grab and grope and toss away their enemies' items one by one.

DEFEAT

Scumseers are cowardly at heart and retreat if their attack fails. If they can't retreat they acquiesce to any demands, even giving up treasures to spare their hideous lives.

VICTORY

Scumseers tend to drown their foes. If their enemies surrender, they are magically mind-controlled to complete some sort of task to further the scumseer's plans.

SKELETON

Level	Classes	Parley	Attack	Defense
1–10	G, B, C	0	+0	-1
Folk, Any Number, Undead		**Block**	**Dread**	**Actions**
		0	1d8	1

The mindless, resurrected remains of the dead, brought to unlife by a necromantic curse. The great majority of skeletons in the Land of Eem are remnants from the Gloom King's army, which ravaged the world many centuries ago. Any skeletons raised after that age are done so by sorcerers and witches using but a pale echo of the Gloom King's magic.

ABILITIES

Fleshless
Skeletons gain +1 Block against bladed weapons.

Undeath Rattle (C)
When Defeated, may make a final attack against a Close target.

SOCIAL
Skeletons are generally indifferent unless people interfere with their orders, whatever that might be. In which case, the skeletons respond with violence. Only PC skeletons have any chance of Parleying with regular mindless skeletons. While the skeletons cannot respond, they may take simple commands.

COMBAT
Skeletons are not intelligent in their tactics, but they swarm and are relentless. They tend to simply attack who attacked them last. In this way, they can easily be lured. However, if in the presence of a lich or other master, they follow orders exactly.

DEFEAT
Defeated skeletons usually means crumbled skeletons. They fight until utterly destroyed.

VICTORY
Unless specifically ordered by their master to take prisoners, hostile skeletons slay their enemies or leave them for dead once they are neutralized.

SKROKWING

Level	Classes	Wrangle	Attack	Defense
5–10	C	1 (D)	+3	+1
Huge, Solo, Flying		**Block**	**Dread**	**Actions**
		2	1d12	2

The largest predatory birds in all of Eem, skrokwings patrol high above trade roads waiting to swoop down and carry away entire caravans. If a sudden shadow stretches over a cloudless sky, followed by the sounds of a cracking, thunderous *skrok*—run. The force of their wing beats stirs dust devils, and their talons can sever limbs. Skrokwings make their nests atop the highest peaks, formed of sticky, regurgitated wax that the birds swirl into domes and spires.

Names: Skydark, Sunscream, Thunderbeak, The Tornado

ABILITIES

Wing Beat
When the skrokwing lifts off for flight, or maneuvers in the air, all Close and Nearby targets must make a 9+ Might Check or get knocked **PRONE** and suffer 1d6 Dread.

Razor Beak
May make a Razor Beak Attack. On a Critical Hit, the target is **BLEEDING**.

Talon Strike
May make a Talon Strike Attack. On a 9+ Hit, the target is snatched up and **ENTANGLED**, suffering 1d6 **ONGOING DREAD**. The skrokwing can't Talon Strike while two targets are **ENTANGLED**.

Skrok
Once every 3 rounds, may emit a deafening screech affecting all Close, Nearby, Faraway and Distant targets who must make a Mettle Check:

1–2	Target suffers 1d6 Dread and becomes **PARALYZED** and **DEAFENED**.
3–5	Target suffers 1d6 Dread and becomes **FRIGHTENED** and **DEAFENED**.
6–8	Target is **DEAFENED**.
9–11	Target is unaffected.
12+	Target is emboldened, +1 to their next Check.

VULNERABILITIES
Skrokwings are intelligent creatures but only speak bird. Scaring away a skrokwing is nearly impossible, but it is possible to distract or captivate one with a shiny object to the point that they stop at nothing to have it.

COMBAT
Skrokwings are formidable foes but would rather carry off their desired prey into the skies and back to their nests than waste time fighting. If need be, they beat their wings to disorient foes and strike with their beaks and talons. They hate bows and arrows and will prioritize attacking anyone using them.

SLURPWORM

Level	Classes	Wrangle	Attack	Defense
1–6	G, B	1	+1	+0
Medium, Any Number		Block 0	Dread 1d6	Actions 1

Slurpworms are muck dwellers that bury their slimy bulk into mud pools, loose dirt, or debris, and wait for their prey to wander near their gaping, toothy mouths. Slurpworms are about four feet long but can swallow prey up to five times their size, stretching their slime-ridden membranes like rubber.

Names: Swallower, Ol' Gulpy, Murkmouth, Mudgrub

ABILITIES

Slurp

On a 9+ Hit, the target is **ENGULFED**, as the slurpworm attaches its mouth around their face; or, the target is **ENTANGLED** if the slurpworm attaches to another body part like the legs. Checks to escape suffer Disadvantage if multiple slurpworms are attached.

Strike and Burrow

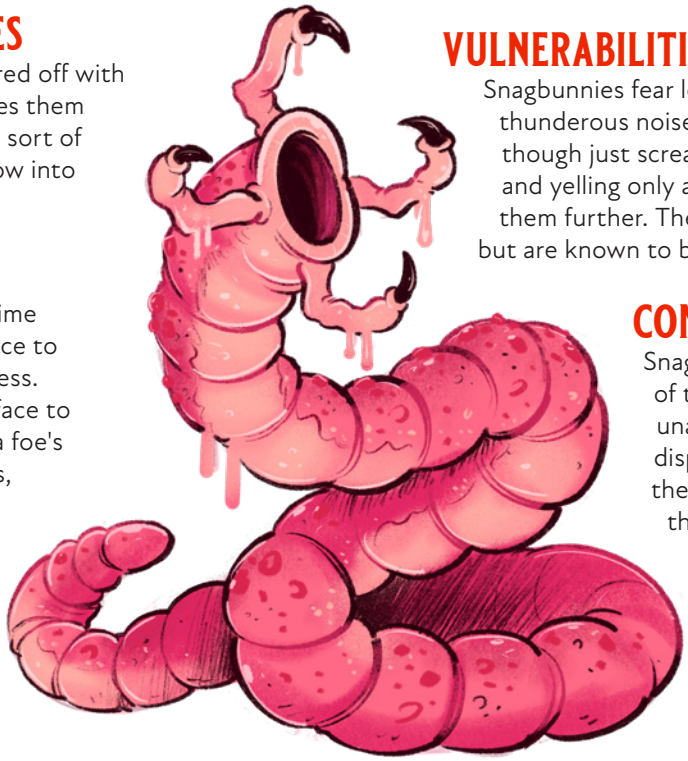
Once every 3 rounds, a slurpworm can make a Strike and Burrow Attack. On a 6–8 Hit, the slurpworm can't be Counterattacked as it burrows into the ground and avoids all attacks until the next round.

VULNERABILITIES

Slurpworms can be scared off with fire, which usually causes them to slither away into any sort of crevice, or rapidly burrow into loose earth.

COMBAT

Slurpworms waste no time going directly for the face to begin the slurping process. Slurpworms without a face to slurp start working on a foe's legs. They are swarmers, ganging up on *Medium* targets first, and they doggedly remain attached even if pummeled and squeezed.



SNAGBUNNY

Level	Classes	Wrangle	Attack	Defense
1	G	2	+2	-1
Small, Horde		Block 0	Dread 1d4	Actions 1

Disarmingly cute critters from afar, but the moment their furry mouths part to reveal a wide set of long, jagged, snaggleteeth—well, it might be too late to run. Most often spotted alone, quizzically sniffing the air with ears perked like a rabbit, the snagbunny relies on ambushing and overrunning its prey. These lone "scouts," as they're called, are actually never alone, for roving in the nearby underbrush is an army of hungry snagbunnies waiting to pounce.

Names: Needleteeth, Tricksy, Ankle Biter, Peaches

ABILITIES

Bite of Steel

On a 9+ Hit, a snagbunny latches on to the target, inflicting 1d4 **ONGOING DREAD** until pulled off (Might Check to resist).

VULNERABILITIES

Snagbunnies fear loud, thunderous noises, though just screaming and yelling only agitates them further. They love meat, but are known to be distracted by candy bars as well.

COMBAT

Snagbunnies swarm their enemies. Half of their horde sniff out the weakest, unarmored enemy, while the rest disperse among the others. Any time they sense weakness and fear in prey, they pounce on it and dogpile the individual. When their numbers are reduced to half, they retreat to their warren.

WEORG

Level	Classes	Parley	Attack	Defense
1–10	G, B, C	1	+2	-1
Large, Solo/Group		**Block**	**Dread**	**Actions**
		1	1d10	2

Sentient wolfen beasts that rove the hills and prairies throughout Eem, hunting prey in packs led by monstrous matrieorgs. Weorgs are notoriously cruel, vengeful creatures, known to terrorize villages for sport and steal away unlucky folk back to their dens for a meal.

Names: Sniv, Garku, Yorg, Snrg

ABILITIES

Pack Mentality
When weorgs outnumber their opponents, they roll Dread with Advantage. In addition, running from weorgs suffers Disadvantage.

Pounce
May charge and attack a Nearby or Faraway target with Advantage. On a 9+ Hit, the target is knocked **PRONE** and **ENTANGLED** by the weight of the weorg.

Bite and Retreat
On a 7–8 Hit, a weorg can't be Counterattacked and moves to Nearby range.

SOCIAL
Weorgs are vicious predators not easily scared off or corralled. Some view themselves as persecuted by the folk of Eem and the expansion of industry that has displaced their numbers. What they want above all is food and expansion of their pack's power and influence of the land.

COMBAT
Solo weorgs stalk their prey from afar, charge and then pounce. Groups of weorgs circle their prey and swarm, attacking and retreating like trained prizefighters sizing up and weakening their opponents. They are notorious for relentlessly chasing prey.

DEFEAT
If weorgs are clearly at a disadvantage they retreat and look for easier prey. Weorgs hold grudges against any who defeat them, sometimes hunting them across entire regions for revenge.

VICTORY
Weorgs press the advantage and go for the kill. They aren't satisfied with scoring a small meal and will chase down enemies that run away.

CRAFTING
Weorg Pelt Cloak (Crafting 🔨)
Components: Weorg Pelt + Wolf Pelt.
Effect: Grants +1 Block against critters.

WITCH

Level	Classes	Parley	Attack	Defense
1–10	B, C	2	+1	+0
Folk, Solo, Minions, Dwimmercrafty		**Block**	**Dread**	**Actions**
		0	1d8	3

Wielders of magic, curses, hexes, rituals and brews. Their magic may pale in comparison to the great wizards of the past, but their power is real and frightful. They tend to be recluses, preferring the company of their books and familiars to that of ordinary folk. Some modern witches have migrated to cities to make a tidy sum from peddling their magic.

Names: Balva, Magga, Gweldivere, Felleth

ABILITIES

Familiar
Witches keep familiars, often a cattypillar, rack owl, imp or homunculus. The witch can see and hear through the familiar who is also *Dwimmercrafty* in addition to its inherent Abilities.

Hex
Once every 2 rounds, may hex all Close, Nearby, and Faraway characters who must make a Mettle Check:

1–2	Target suffers Disadvantage and -1 Attack for the Conflict.
3–5	Target suffers -1 Attack for the Conflict.
6–8	Target suffers 1d8 Dread.
9–11	Target is unaffected.
12+	Target is unaffected and can't be affected by Hex for the rest of the Conflict.

Curse
Once every 2 rounds, may inflict a random curse on a Close, Nearby, or Faraway target (Mettle Check to resist).

Witchcraft (C)
Roll 2 random spells from the Spells table (p236). The witch may cast these spells once every round.

Critter Form (C)
May transform into a critter (example: a skrokwing, owligator, or something in Bestiary Vol. 1) while retaining the essence of the witch's appearance. The witch can't cast spells in this form, however.

SOCIAL
Witches are pragmatic and prefer not to fight if it can be avoided. Of course, some witches are downright evil and some are goodly. But most all witches want something in return, trading favors for favors. They often desire rare, difficult to acquire spell components. Especially wily witches love tricking the gullible into doing their bidding with bad deals, or dupe them into doing dirty work for some nefarious purpose.

COMBAT
Witches let their familiars engage in melee while they cast spells away from the fray. They hex and curse as much as possible, and they only tend to transform when things look dire or to show dominance.

DEFEAT
When a powerful witch gets into trouble, they transform to escape or make their last stand. Most acquiesce when all their resources are spent or if putting up a fight doesn't seem worth it anymore.

VICTORY
Witches like to gloat and make a mockery of Defeated foes by cursing them or forcing them into servitude.

CHAPTER 6

THE GM

Running the Game

MAKE THE LAND OF EEM FEEL ALIVE AND REAL AND WEIRD

Strive to make every NPC and creature *a person.*
In *Land of Eem,* few Adversaries are outright monsters. Most of them are people and act like it. It's your job to breathe life into them. Give them a voice, a point of view, and a motivation. Bestow your NPCs with an unusual, interesting, funny or otherwise memorable detail—a hook that paints a clear picture in a short time.

Use random tables to generate the setting.
Land of Eem has a multitude of random tables and you should use them liberally to evoke the world. Let yourself be surprised by what comes up. It's freeing when you realize that you don't have to be responsible for every little detail. And don't hesitate to tweak the results of a random result to better fit the current situation—you aren't beholden to what the text says.

Reveal information, but don't spoil mystery.
For the most part, you are the lens through which the players see the world and understand the action around them. So don't be stingy with information. Let the players make smart decisions and choices. Unavoidable "gotcha" moments aren't so fun for players and they will be more creative when they have information to work with. That being said, keep the tension of mystery and the unknown at your fingertips. It's a balance, to be sure, but nobody likes spoilers!

The world exists beyond the PCs' adventures.
Make the Land of Eem feel like a real place. Let the players' choices impact the setting and have consequences. Part of that means allowing the plans and plots of NPCs and factions to progress even if the PCs ignore them. If the PCs pursue one goal, whatever they neglect to interact with should advance without their intervention. That being said, only advance the plots of NPCs and factions if the players have actually learned about them.

OFFER THE PCS INTERESTING AND DIFFICULT CHOICES

Make them weigh their options.
Present meaningful choices to the players. Choosing to go down one path should have a different outcome than other paths. Use clocks and time crunches to create a looming threat and sense of urgency. If the PCs don't complete an objective in a certain amount of time (hours, days, weeks, sessions), some undesired consequence occurs.

Throw rocks at them. Put them in peril. Make them use resources.
Challenge the PCs and make them use every last bit of brain power to come up with creative solutions. Make them use up all their Abilities, Quest Points, and Courage. That means presenting a gamut of scenarios: social conflict, exploration, combat. Overcoming tricky situations is almost always more fun than just breezing through a session without any conflict.

Push the story forward. If things stall, have them meet a new NPC.
The worst thing for an RPG session is for the momentum to grind to a standstill. This can happen for a number of reasons, usually because the players feel like their ideas aren't working and they're not sure how to proceed.

The first step to get things moving again is to ask the players questions. So, what do you do? What does that look like? What are you trying to accomplish exactly? If all else fails, have them meet an NPC or use a random encounter. Use roleplaying and action as a means to move the story forward.

CHALLENGE THE PLAYERS AND BE THEIR BIGGEST FAN

Work with the players' ideas.

Use player input. This requires improvisation and thinking on your toes! But that gets much easier with practice, and besides, you've got the players to lean on for all their great ideas. While you certainly don't have to say "yes" to everything—because some ideas just might not make sense or fit the tone of your game—you should always try to find a nugget to work with, something to build on. "Yes, and..." might become "Yes, but it's not exactly how you thought it would be" or "No, but something kind of similar happens."

Listen and lean in to what the players say. In an attempt to make sense of things, they'll often speculate and jump to conclusions. Sometimes their speculations are better than your initial ideas and plots. Use them! Are they expecting a clue here? Give it to them. Are they suspecting that a rival from the past is involved? Change it so the rival is behind the dastardly plot. Be flexible, and accept that the game is more important than the plan.

Allow multiple solutions to problems.

As the saying goes, there's more than one way to skin a cattypillar. Players are bound to think of something that you would never conceive of. Never stay married to your own solution to a problem just because that's how you thought it would play out. You risk holding the game hostage and grinding everything to a standstill when the players are all out of ideas and don't know how to proceed.

Reward creativity.

When players have creative ideas or use their resources creatively, reward their ingenuity. Give a bonus to a roll, or perhaps don't even require a roll because the idea is so darn good. Reward players by making their ideas pay off in the fiction. Being creative at the table takes effort and engagement, so if players feel like their efforts aren't paying off, that can be discouraging. The game is richer if everyone feels like their contributions are impactful.

All this is not to say that GMs should always say yes to absurd ideas that don't fit the fiction. If a player's idea makes zero logistical sense, it's okay to say no and workshop things. Or, impose a penalty, Disadvantage, or Limited Outcome (p11). Let players play!

Be fair and consistent with rulings.

Rulings not rules: Don't grind everything to a halt debating over rules. If a rule isn't handy or clear at the moment, use the basic dice mechanic to resolve things that crop up.

Don't be afraid to hack the rules and experiment with mechanics on the fly. The core dice mechanic of interpreting results is flexible enough to cover any situation.

PITCHING THE GAME

How you pitch a new game and get your friends to play is an important consideration! Here are some touchstones and strong points of *Land of Eem* to help you convince your friends.

Touchstones

- It's like *The Lord of the Rings* meets *The Muppets*! You play colorful, sometimes whimsical, characters set against a backdrop of perilous fantasy.
- Fans of movies like *Labyrinth*, *The Dark Crystal*, and *The Princess Bride* will dig the lighthearted feel with darker undertones.
- Fans of *Adventure Time* will enjoy the humor.

Strong Points

- Sandbox style gameplay that evokes a sense of exploration and travel.
- Character Abilities that allow you to be creative and make things up!
- Fast conflicts and fights, and an initiative order that prioritizes non-Combat Actions.
- Tons of random items, crafting Components and hidden lore to discover.

NEW PLAYERS

Some folks might be hesitant to pick up a brand new system. To ease the mental overload, reassure them that they don't need to read the rulebook to get started. Just show them the Quick Rules Reference (see inside cover) and a pre-generated Character Sheet from the Quickstart Guide, and explain the very basic rules.

During gameplay, whenever a new player wants to do an action or engage with the world, encourage them to describe it without thinking about the rules: i.e. "I want to climb up the wall through the window," or "I swing across the vine to the other side." You'll respond by calling for a Check or just letting them do it if a roll isn't required.

Download the Quickstart Guide

landofeem.com

Creating Adventures

What every adventure needs:

1. Compelling Problems
2. Memorable NPCs and Adversaries
3. Interesting Locations
4. Enticing Rewards

COMPELLING PROBLEMS

At the heart of every adventure is a problem or conflict—a quest hook. Something that spurs the PCs' interest enough to take action: thwart a villain, rescue someone, investigate a mystery, etc. Use NPCs and rumors to introduce the PCs to quest hooks.

CREATING QUEST HOOKS

To create a quest hook, focus on inventing problems and conflicts, not overly detailed plotlines. Instead of outlining an entire series of events, write down ideas and concepts. The story will emerge from the players' reactions to things—how they creatively problem solve and deal with conflicts in front of them—not by following the GM's meticulous novel-like plot.

If there's one truth about RPGs it's that players always veer from any well-laid plans. Why waste time doing hours of game prep when nothing is going to unfold as you planned? Only truly prepare for the upcoming session, and reuse encounters and concepts the players never engage with. "Railroading," the act of forcing the players to follow a set plotline, can feel constraining to players that want to explore and feel like they have agency. So allow players to approach the story in their own way instead of keeping them on rails.

If the PCs actively avoid what the GM has planned for a session, remember that the world exists beyond their adventures. Ignored problems may result in changes and lasting consequences that affect the world around the PCs and their future adventures.

Example Quest Hooks

- The town's newly elected mayor has gone missing, having been secretly kidnapped by a rival candidate who intends to steal the position.
- A weorg terrorizes the countryside, threatening defenseless farmers. In truth, the weorg has been displaced from its homelands by industrialists and is desperate for food.
- A treasure hoard is rumored to be hidden in an abandoned castle. Multiple thieves and gangsters are after the treasure in a race to strike it rich.

MEMORABLE NPCS

Focus on interesting characters. Give them unique traits and a clear motivation. This goes for friendly NPCs (who might also be quest-givers), as well as the antagonistic NPCs behind the conflict. If you expect an NPC will be involved in a Conflict, give them the basic Adversary treatment ahead of time (Courage, Mettle, Attack, Dread, Actions, and Abilities) or use an established Adversary as a template (e.g. bandit or witch).

Jot down a few notes on how the Adversaries involved could react to the players' actions. Traits and Motivations help you quickly determine what an NPC might do in any situation. If the PCs try to parley with a witch, how might she respond? What would the witch do if the PCs stole her *Magic* wand? These are just options to have in mind. When it comes to the actual game session, you play to find out what happens.

NPC ALLIES

NPC allies are a useful tool in the toolbox. They are like a conduit to evoke the setting and even elucidate the story. Use them to provide information and support to the PCs, but be careful not to just give away every answer or overshadow the agency of the PCs. It's ultimately up to the players to invent solutions to problems.

One trick is to play NPC allies as foolish and flawed. Sometimes they're cowards with bad advice. If an NPC ally is likely to be involved in Combat, give them the basics: Attack, Defense, Courage, and Dread.

Example NPC Adversaries

SHERIFF WARNEY

A middle-aged boggart constable who lost the town's mayoral race and secretly kidnapped the winner in hopes of claiming the title for himself. He has the mayor tied up in the tunnels beneath the city. Likes to whittle wooden animals in his spare time and gives them as gifts.

- **Traits:** Controlling, traditional, claims people "just don't understand."
- **Motivation:** Doesn't hate his opponents, but doesn't trust they'll do a good job.

GORG THE WEORG

A ferocious, scarred weorg who was once happy in a big, dark forest, before lumberjacks cleared it. Now Gorg is furious that farmers have settled down in his hunting grounds and scared off all his usual game. So now the farmers are the game!

- **Traits:** Hates people, loves zozo bird meat, grumbly voice.
- **Motivation:** Scare away or devour the meddlesome farmers.

TRIPLE TOE ZATEENA

A cutthroat goblin gangster who is after hidden treasure, which she needs in order to pay off her debt to a crime boss in the big city. Or maybe she'll double cross him.

- **Traits:** Ruthless, smirking, flips a silver coin.
- **Motivation:** Do anything to strike it rich.

Example NPC Allies

DEPUTY DESTRA

A bogril constable who can't be in two places at once and needs help searching for the missing mayor. Destra knows everyone in town and will answer as many questions as she can. But she's loyal to Sheriff Warney and would never suspect his treachery.

- **Traits:** Gregarious, naive, claustrophobic.
- **Motivation:** Find the missing mayor.

FARMER JERIB

An old wug who knows the landscape and history of the area better than anyone. He has sympathy for the wildlife that was displaced when the old forest was felled, but he can't abide weorgs.

- **Traits:** Talks slowly, repeats himself a lot, carries a blunderbuss.
- **Motivation:** Farm his turnips in peace.

PEREGRIN PEAT

A shifty boggle, who probably can't be trusted 100%. But he's eager to get a piece of the treasure and will share information about where it's hidden. Unfortunately, Peregrin tends to leave out critical information like traps, guards, or how many goons are traveling with Triple Toe Zateena.

- **Traits:** Obsequious, forgetful, nervously chews on a toothpick.
- **Motivation:** Pay for his ol' grammy's medical bills.

INTERESTING LOCATIONS

Create places and environments that encourage adventure, exploration and discovery, evoke wonder, or elicit a sense of danger. Describe their physical features and sensory details. Make them dynamic by having active environmental hazards and features. Use Location Aspects liberally to spice things up (p189). Have local NPCs feed the PCs rumors about the location.

- What are its striking visual features?
- What dangers lie there, both evident and hidden?
- Is it difficult to find or hard to navigate?
- Who lives there now? Folk? Creatures, critters, creepers?
- What was its original purpose long ago?
- What remains of the old civilization that once inhabited it?

Example Locations

BEETLEMEAD

A very small town built on top of the ruins of an old city. Labyrinthine tunnels lie beneath the streets, but no one has ever explored them all. Some say the old city is still intact, but rife with beasts and other nefarious things.

- **Location Aspects (town):** Sewer grates, rat infestation.
- **Location Aspects (tunnels):** Awful stench, sticky ground.

STUMPER'S FARMSTEAD

Used to be a lush wooded area, but is now home to large industrial farms. Scarecrows creak in windy deserted fields ever since the weorgs came. A fearsome weorg roams around eating farmers who venture out past sundown.

- **Location Aspects:** Muddy fields, tree stumps, thorny bushes.

CASTLE REACH

An abandoned castle rests atop a perilously steep hilltop. Narrow paths and jagged rocks lead to a series of dilapidated towers. Rumor has it the castle once belonged to a forgotten order of Felmog knights and is home to a hidden treasure now sought after by bandits and burglars.

- **Location Aspects:** Crumbling stone, dripping slime, spore-filled mushrooms.

ENTICING REWARDS

Most players want to feel like their struggles have tangible rewards, that their PCs are making progress and becoming more powerful and effective. At the top of the list of enticing rewards are items and treasure: money, Materials, *Magic* items, *Relics*, etc.

But there are also other kinds of rewards that can be just as compelling:

New Allies

- A useful, influential friend.
- An NPC that joins the group.
- A favor from a faction or NPC.

Special Benefits

- Heroic titles that confer situational benefits.
- Boons (p232).
- Training in new Proficiencies.

Large, expensive things (usually best for high Level play)

- A personal vehicle (carriage, ship, flying machine).
- Animal (horse, mule, bogrillian tortoise).
- Housing in Bogtown, or a forest stronghold.

Example Rewards

- Finding the missing mayor rewards a PC with the title of *Beetlemead Deputy: PC has access to constable resources and authority to arrest criminals in the Hex.*
- Defeating the giant weorg rewards PCs with free food and lodging whenever they visit Stumper's Farmstead.
- Finding the hidden treasure of Castle Reach rewards PCs with an Ancient Hoard.

Running Conflicts

CREATE STAKES

Ideally, every Conflict with an Adversary should have clear stakes. What does the Adversary want? Why are they going to fight? What will be the physical and/or emotional consequences of failure or victory?

Thinking about the stakes helps drive the narrative, which is especially useful for coming up with the negative and positive consequences for dice results.

The GM defines the stakes for the Adversaries, which should normally be clear to the PCs at some point during the Conflict. Sometimes the stakes are obvious: the Adversaries want to harm or kill the PCs. This is especially true for critters who just want a meal. But encountering life and death stakes every time isn't always interesting. Adversaries should have a wider range of objectives and motivations that allow for a Conflict to end without killing the PCs. This leads to more compelling games and keeps players on their toes.

Boiled down to the basics, there are 6 types of Conflict stakes that can help GMs not only roleplay their Adversaries, but keep Conflicts more varied.

Harm

Hurt the PCs, defeat them in battle, kill them or eat them.

Humiliate

Embarrass the PCs, wound their pride, disgrace them publicly, or otherwise damage their reputation and social standing.

Prevent

Distract, delay, bar from entry/exit, or otherwise harry the PCs, preventing them from getting where they want to go or doing what they need to do.

Take

Seize or steal something from the PCs, deplete their resources, or even capture them or someone they care about.

Threaten

Intimidate the PCs, dissuade them from doing what they want, frighten them away, or extort them for resources.

Win

Claim something contested, outrace or catch the PCs in a chase, or outdo them in a competition.

LOCATION ASPECTS

Make Conflicts more lively and interesting by using Location Aspects (p189), short descriptors of the environment that add flavor and opportunity for player improvisation. When a Conflict starts, roll 2 Location Aspects based on the environment type. Encourage players to be creative in using the Aspects to their advantage. And whenever a Critical Miss or Miss with a Plus needs some interpretation, use the Aspects as inspiration.

Combat Encounters

Land of Eem is a game where PCs can easily encounter Adversaries way above their pay grade. PCs don't gain much extra Courage, if any, over the course of their careers, so they never become invulnerable bags of hit points that can easily stand toe to toe with a dragon.

If something is too difficult or dangerous for the PCs to handle, they should quickly learn that running away is always an option. This is why everyone who isn't fighting in a Conflict round gets to act first, so they have chances to avoid or defuse combat if desired. Instead of worrying about "balancing" combat encounters, make it clear that what the PCs are facing is a formidable foe. Describe the threat in plain terms.

THE ACTION ECONOMY OF COMBAT

Combat *is* fun, however, and in the interest of combat balance, one of the most important things to consider is the action economy of the Adversaries compared to the PCs. Each Conflict round, PCs have one Action that they can use to either Parley, Improvise, Run, or fight in Combat. Meanwhile, 4 sarpathi reaver Bruisers, each with 2 Actions, have 8 total Actions in a Conflict round.

PCs gain more Abilities and acquire *Magic* items that will certainly help them offset a skewed action economy, but a group of Level 1 PCs would have a very tough time against 4 sarpathi reaver Bruisers.

Instead of equalizing the Actions of both sides, use more Goons that can be defeated in one or two hits. Squishy enemies that pack a punch (glass cannons) are a great way to challenge the PCs, but not get them mired in a slugfest or on the wrong end of a party wipe. And your players will certainly feel effective and heroic after defeating squishy enemies that still posed a threat.

LIFE AFTER CHARACTER DEATH

Sometimes PCs die. But what happens when a player has to make a new character to join the party? Well, there are a number of ways to handle this situation and it all depends on your group's preferences.

- **Same XP:** The new PC starts with the same amount of XP that the old PC earned. This requires keeping an accurate tally of XP during a campaign.
- **Same Level:** The new PC starts at the same Level as the old PC without worrying about XP.
- **Hardcore Mode:** The new PC starts at a lower Level—even Level 1.
- **Extra Goodies:** Depending on their Level, the new PC might also start with a couple *Magnificent* and/or *Magic* items and a Heroic Title or two.

MASS COMBAT

Big battle scenes with dozens or even thousands of combatants on each side can be difficult to run. In *Land of Eem*, the trick is to zoom in on the small action scenes involving the PCs, and once that's complete, zoom out to the larger battle.

ZOOM IN

When it comes to the PCs, focus on their moment to moment action and Conflicts. What is their goal in the battle? Are they holding off a group of enemies? Engaging in a pivotal fight with the enemy leader? Or perhaps they are sneaking past enemy lines, capturing a strategic area, item, or person, or even escorting someone to safety?

Whatever the PCs are doing, their success or failure should impact the larger battle happening around them before the focus subsequently zooms out to determine the overall victor of the battle.

ZOOM OUT

Instead of rolling Attacks and calculating Dread for innumerable soldiers, only make one or a few Checks to determine the outcome of the big battle. These are essentially Checks of Fate (p11). Here are just a few questions that could be answered and interpreted with Checks for mass combat:

- Which side won the battle?
- Did the important NPC(s) survive?
- What happened to the surrounding location?

Make each Check from the point of view of the PCs or the subject in question. But first, tally bonuses and penalties based on the circumstances of the battle, and how the PCs affected the outcome or not. Particularly impactful factors might give Advantage or Disadvantage. Factors that could influence mass combat Checks:

- A side was ambushed or caught by surprise.
- A side had more troops or training.
- A side was better prepared and geared.
- A side had inspired morale.
- The PCs succeeded in their objective.
- The PCs helped turn the tide of battle.

Once the modifier is calculated (max +3 or -3), roll 1d12 and interpret the results just as you would any other Check.

VEHICLE COMBAT

NARRATIVE METHOD

Combat involving vehicles can be handled in two ways. The first way is to narratively describe vehicle damage. This is the default method in *Land of Eem*. PCs and Adversaries can harm vehicles but generally only if they have special weapons, tools, capabilities, or clever ideas. And when a vehicle is harmed, its current state is merely described: e.g. the front is smashed, it's on fire and smoking, the hull has been breached, it's malfunctioning, it's barely holding together, it's completely destroyed, etc.

TACTICAL METHOD

The second method for vehicle combat is relevant when two vehicles are capable of attacking each other with artillery weapons and the focus is on the tactical aspect of vehicular combat, as in ship-to-ship Combat on the high seas. In this case, the vehicles can suffer Dread but have a Hull rating instead of Courage. When a vehicle is reduced to 0 Hull, it becomes inoperable and is perhaps even destroyed (GM's discretion).

Vehicles also have several other notable features: crew, range, artillery slots, and size.

Example Ships

Sloop (*Small Vehicle*)
- Cost: Ancient Coins
- Hull: 20
- Artillery Slots: 2
- Minimum Crew: 2

Schooner (*Large Vehicle*)
- Cost: Ancient Coins x2
- Hull: 35
- Artillery Slots: 8
- Minimum Crew: 6

Galleon (*Huge Vehicle*, brig included)
- Cost: Ancient Coins x4
- Hull: 50
- Artillery Slots: 30
- Minimum Crew: 20

Vehicle Crew

Vehicles require a minimum number of crew members to operate the vehicle and fire its weapons. Without the minimum crew, the vehicle is ineffectual in a Conflict and possibly inoperable.

NPC crew members on the PCs' vehicle are controlled by the PCs. In combat, they are often necessary to fire artillery weapons. They always attack after Adversaries unless a PC uses an action to roll Initiative for them.

If the PCs control a large NPC crew that boards a ship or gets boarded, it's often best to use the mass combat rules (p180).

Range

Tactical vehicle combat uses Vehicle range bands, which are functionally the same as normal range bands, except the distance in feet is multiplied by 3 (Close ships are roughly 0 to 30 feet apart, Nearby ships are roughly 30 to 90 feet apart, etc.)

Vehicles equipped with artillery weapons can attack even at Extreme vehicle range. Only artillery weapons facing in the proper firing arc at a target can attack. There are four firing arcs: bow (front), aft (rear), port (left) and starboard (right).

Movement

Each round, a vehicle automatically moves one vehicle range band (Speed 1) unless piloted to move half or double Speed. Pilots control the direction of the vehicle, and must make Nimbleness Checks to steer and Might Checks to control under duress.

Artillery Weapons

Artillery weapon Dread is based on the weapon type, not PC Class. Attack bonus granted by artillery weapons only applies when targeting vehicles. Characters hit directly by artillery weapons suffer double Dread.

Vehicles have Artillery Slots, which limits how many artillery weapons they can have equipped.

- *Small Vehicle*: 2 Artillery Slots
- *Large Vehicle*: 8 Artillery Slots
- *Huge Vehicle*: 30 Artillery Slots

Artillery Weapon Type

Except for swivel guns, artillery weapons must be placed in a firing arc.

- Swivel Gun: 1d6 Dread. 2 Artillery Slots. Takes 1 person to fire. Fires in any direction, up to Nearby range only.
- Small: 1d6 Dread. 1 Artillery Slot. Takes 1 person to fire.
- Large: 1d8 Dread. Grants +1 Attack. 2 Artillery Slots. Takes 2 people to fire.
- Huge: 1d12 Dread. Grants +2 Attack. 3 Artillery Slots. Takes 3 people to fire.

Ramming

A vehicle can ram another when it moves at least 1 range band, inflicting Dread based on the ramming vehicle's size. However, the ramming vehicle also suffers Dread based on the target's size.

- *Small Vehicle*: 1d6 Dread
- *Large Vehicle*: 1d8 Dread
- *Huge Vehicle*: 1d12 Dread

Boarding

Characters can attempt to climb aboard a Close ship with an Athletics or Nimbleness Check. The goal is usually to attack Adversaries on the enemy ship and overtake the vessel. Use mass combat rules if PCs board a ship with dozens and dozens of enemy crew members.

Random Dungeons and Mazes

RANDOM DUNGEONS

Random Dungeons simulate a dungeon crawl when the GM doesn't have a dungeon prepared or a dungeon map on hand.

Random Dungeons use a meta currency called Keys. As the PCs go from room to room, they will gain or lose Keys, and encounter hazards along the way. Now, these aren't *literal* keys necessarily, but rather a way to track their progress through the dungoen.

PCs can spend various amounts of Keys to help themselves out or find treasure. For 5 Keys, they can find the story-related thing they are seeking, such as the person they're rescuing, the lost artifact, etc.

Whenever the PCs enter a new dungeon area, a different PC makes Search Check. On a 9+ the player should describe the dungeon and how they were successful in leading the way forward.

SEARCH CHECK	
1–2	Lose a Key and encounter a hazard
3–5	Encounter a hazard
6–8	Gain a Key and encounter a hazard
9–11	Gain a Key
12+	Gain 2 Keys

Dungeon Hazards

When a hazard is rolled, roll 1d6 to determine what kind, and then roll 1d100 on the corresponding Random Dungeon Hazard table. Alter the Hazard to better fit the dungeon's theme, as needed.

1D6	DUNGEON HAZARDS
1–2	Adversaries (p201)
3–4	Puzzle or Riddle (p206)
5–6	Trap or Obstacle (p203)

Spending Keys

KEYS	DISCOVERY
1	Find a helpful NPC.
1	Find a helpful item.
2	Find a Loot Pile.
3	Find an Old Hoard.
4	Find an Ancient Hoard.
5	Find What the Party is Looking For.
6	Find a Mythic Hoard.

RANDOM MAZES

Use a Random Maze to simulate a journey through a circuitous pathway or labyrinthine area on the fly. In a Random Maze, whenever the PCs enter a new maze area, a different player describes how their PC helps navigate the maze. Then, they make a Check of their choice. PCs can use their Skills and Abilities creatively but it should make sense in the fiction, and the PCs can't do the same action twice. Failures and Twists mean the party encounters a Maze Hazard.

The GM determines how many Successes (usually 3 or more) that the PCs must tally in order to find the maze exit or whatever they came looking for.

1D4	MAZE HAZARDS
1	Random Creeper
2	Yawning chasm, steep climb, rock barrier, or similar.
3	Narrow passage, tight squeeze, falling rocks, or similar.
4	Dead End: Lose a Success

APPENDIX A

RANDOM TABLES

TABLES

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Online random generators

landofeem.com

Wandering Intruder Table

WANDERING INTRUDER

For a more expansive table, see Bestiary Vol. 1.

1D100	WANDERING INTRUDER
1–20	Random NPC
21–30	Bandit
31–32	Cattypillar
33–34	Doggart
35	Dragon
36–40	Dweorg
41–45	Felmog Knight
46–53	Guard
54–55	Inkpot Spider
56–57	Kilorat
58–62	Kobold
63–64	Manticore
65–66	Merga Toad
67–72	Orch
73–74	Owligator
75–83	Rival Dungeoneer
84–85	Scumseer
86–87	Skeleton
88	Skrokwing
89–90	Slurpworm
91–94	Snagbunny
95–98	Weorg
99–100	Witch

REACTION TABLE

Roll 1d20 (or 1d10 for more danger) to determine the Wandering Intruders' reaction and disposition toward the PCs.

1D20	REACTION
1	Violent
2	Hostile
3	Angry
4	Hungry
5	Defensive
6	Unfriendly
7	Steals
8	Wants treasure
9	Suspicious
10	Annoying
11	Cautious
12	Unaware
13	Lost
14	Needs help
15	Inquisitive
16	Wants to trade
17	Friendly
18	Wants to join the party
19	Helpful
20	Generous

Random NPCs

Roll 1d100 for each column.

1D100	FIRST NAME	LAST NAME	FOLK	JOB	CHARACTER DETAIL	MOTIVATION
1	Grunkston	Wurlwort	boggart	blacksmith	with a limp	is searching for the long lost treasure of Wick the Wandering Magician.
2	Chuster	Ganderly	boggart	rat catcher	with one cloudy blind eye	has sworn an oath to defend folks like themself from bandits and thieves.
3	Faldo	Sambree	boggart	herder	with gaudy ringed fingers	is searching for their missing brother, a dungeoneer named Parney.
4	Sharkey	Tenderfeef	boggart	hunter	with a broken foot	is looking for a worthy investment for their life savings.
5	Sven	Wrynch	boggart	farmer	with a handsome hairdo	is journeying to Bubbletop to witness its natural beauty for the first time.
6	Nandy	Starward	boggart	demolitionist	with an eyepatch	is on the run from Tricky Toe gang debt collectors.
7	Pand	Cheel	boggart	dungeoneer	with a cruel smile	is hiding out from law enforcement after a caravan heist.
8	Shelly	Andur	boggart	underling	with a bad temper	is starting a new life after their business burned down.
9	Nance	Knorf	boggart	mercenary	with a gentle temperament	is collecting Elemental Components for resale to folks back home.
10	Zeek	Ribaldo	boggart	night watchman	with a lisp and a secret	is collecting herbs to sell while traveling from town to town.
11	Pinder	Krug	mushrum	brewer	with whistling front teeth	is on a quest for revenge against Red Boot bandit horse thieves.
12	Brianth	Hrumfwiddle	mushrum	noodle puller	with shifty eyes	is looking to acquire Magic items to sell to Felmog Outriders.
13	Shandy	Deek	mushrum	strongarm	with a beaming smile like they've got it all figured out	is looking for marks to swindle in a card game.
14	Braelin	Strongbottle	mushrum	bard	with a pierced nose	is secretly searching for a cure for their werewolf curse.
15	Glista	Shremp	boggle	miller	with a golden tooth	wishes Nork's Noodles would stop harassing their noodle restaurant.
16	Ophelia	Zoowurther	boggle	miner	with a an arresting gaze	wants to become a famous dungeoneer.
17	Sheanine	Nok	boggle	excavator	with a sooty pipe	wants to hunt down the skrokwing who ate their father.
18	Gorl	Tak	boggle	claims adjuster	with a hat made of feathers	wants to make friends with locals, being new to the area and all.
19	Flora	Sharkey	boggle	money changer	with a bird skeleton on their shoulder	is pretending not to be an infamous pirate called Black Goose.
20	Hooch	Donahee	boggle	messenger	with a missing hand	is preparing to enter the Diamond Run Regatta.
21	Fram	Dundamor	wug	poet	with a hook	is sharpening their wits by studying the Encyclopedia of Eem by P. Gandy Gandermun.
22	Peztamere	Fezdun	wug	sellsword	with a peg leg	wants to sell gear and supplies to adventurers.

1D100	FIRST NAME	LAST NAME	FOLK	JOB	CHARACTER DETAIL	MOTIVATION
23	Relf	Primwinkle	wug	master carpenter	in a wheelchair	wants to pawn off their cursed hat that makes them lie all the time.
24	Twee	Parnwarsh	wug	shopkeeper	with a pair of crutches	is on a fishing trip to catch every fish in the region.
25	Oggy	Muldorf	wug	tooth sharpener	wearing a suit of rusty platemail	wants to become a standup comedian.
26	Elza	Postlewain	kobold	weaponsmith	in shining armor	is searching for a misplaced shrym pocket watch that was a gift from their mother.
27	Captain	Gangroo	kobold	journeyman rope-maker	with a barrel of explosives on their back	hopes to propose to their sweetheart with a *Magnificent* ring they found in some nearby ruins.
28	Izadora	Nothwin	kobold	tunneling foreman	chewing on a wheat stalk	wants to hire bounty hunters to chase down the thief that took their priceless family heirloom.
29	Gale	Burglemut	spithra	deathtrap artist	eating a haunch of weorg meat	wants to open a circus with acrobats, clowns, and magicians.
30	Armington	Borgle	spithra	scribe	who can't stop blinking	is writing a book about the lost magic of Eem.
31	Icabod	Cragmanch	troll	marsh warden	sweating profusely	is looking for a variety of seeds for their expansive garden.
32	Nester	Twoo	troll	gardener	chuckling incessantly	wants to craft the finest sword in the land from starfell ore.
33	Rosaline	Chunch	troll	tailor	with good looks	wants to explore and catalog the Ruins of Ryloch in the Used T'be Forest.
34	Brum	Prunksly	bugbear	tinker	sucking on a lollipop	wants to avoid trouble, conflict, unpleasantness, and vainglory of any kind.
35	Braggly	Keen	bugbear	River Watch inspector	snacking on a roasted bat	is promoting their new invention: a cheese knife that melts the cheese as you cut it.
36	Quorg	Snout	bugbear	River Watch guard	with an honest-to-goodness lizard tail	is training pigeons to deliver singing telegrams instead of boring old messages.
37	Busky	Notch	bugbear	insect collector	on stilts	is saving enough money to send their kid to Dungeoneer Academy
38	Dook	Roon	bugbear	antique dealer	covered in soot	is searching for their long lost brother.
39	Mov	Lundy	bugbear	nature guide	covered in slime	is seeking revenge on the sarpathi who destroyed their home.
40	Blanch	Plasterpot	welkin	comedian	drinking a mug of rascal cider	wants to score one last treasure haul before settling down.
41	Olly	Canticle	welkin	cobbler	with wrists clapped in irons	wants to make enough money to buy a boat and sail the Scalawag Strand.
42	Dancy	Torchwith	welkin	shoe shine	with shackles around their ankles	is asking folks to join their new band.
43	Two-Top	Ironshod	welkin	chimney sweep	holding a sword twice their size	is gathering a search party to find their lost doggart.
44	Nanwich	Chants	welkin	carnival busker	with the hiccups	seeks revenge on a PC for wronging them in the past.
45	Skeez	Lugworm	gelatinous goo	actor	with a terribly snotty cold	is delivering a harshly worded letter to a PC from their rival.
46	Jusper	Broff	gelatinous goo	puppeteer	covered in spiderwebs	is training to become a competitive eating champion.
47	Dwin	Hoop	gelatinous goo	singer-songwriter	covered in paint	wants to rid the Mucklands of the Felmog Outriders.

1D100	FIRST NAME	LAST NAME	FOLK	JOB	CHARACTER DETAIL	MOTIVATION
48	Urchly	Murggle	bogril	mime	holding a bag full of boggles	is doing everything in their power to make SPL the richest company in Eem.
49	Winona	Spittertooth	bogril	mason	with a disarming smile	just wants to settle down and read a long box full of old comics.
50	Murine	Ish	bogril	alchemist	who smells just terrible	is doing research for a novel and wants to follow the party.
51	Olive	Lobrod	bogril	apothecary	who looks strikingly like a fish	needs to find a job so they can support their 10 kids.
52	Gwedy	Stringlewake	bogril	librarian	with a ruddy, leathery face	wants to run for mayor.
53	Pendy	Bandershoosh	bogril	soothsayer	missing all of their teeth	wants to clean up this place and kick out the gangsters.
54	Miriam	Frunch	bogril	witch	wearing the Iron Sun emblem	could really use a bite to eat.
55	Humdy	Preel	gnome	hex-breaker	wearing a mirrored mask	just wants recognition for all the hard work they've done.
56	Dar	Tucket	gnome	witch hunter	in a three-piece suit	wants to learn the secrets of magic and become dwimmercrafty.
57	Emor	Dumdy	gnome	magician	wearing bronze-colored mechanical wings	wants to figure out where their old, beat-up, treasure map leads to.
58	Reming	Widdlefiddle	gnome	cook	followed by an ordinary white duck	wants to regale anyone and everyone with romantic songs.
59	Carl	Jeepers	gnome	chef	with a dog at their side	dreams of opening a bakery.
60	Linell	Lampwright	human	gambler	wearing a blindfold	is an undercover spy for Unassailable Co.
61	Noggle	Sheeb	human	thief	with clothes two sizes too big	is an undercover Copperhat on a secret case.
62	Beeple	Nardly	human	pickpocket	pulling a cart filled with old books	is just looking to pickpocket the PCs once they've gained their trust.
63	Ganz	Gandalee	human	executive	pulling a cart filled with delicious fruit	is looking to hire some adventurers to escort them to Capstan.
64	Hooper	Tronks	human	tycoon	pulling a cart filled with old swords	lost a lucky coin in the well out front.
65	Selo	Plyx	human	toy maker	with a raggedy puppet on their hand	is an undercover Red Boot bandit.
66	Wilbur	Gleckles	human	cartographer	fiddling with a deck of cards	is sure he knows one of the adventurers from way back when.
67	Pepper	Tandy	goblin	healer	jingling a bag of Gold Coins	is looking to retire and focus on carving miniature models out of wood.
68	Hankle	Grunkles	goblin	jeweler	scarfing down a bowl of Nork's Noodles	wants to find their soulmate.
69	Vinny	Chumps	goblin	stonesplitter	trying to light a lantern	is hunting for an issue of Dungeoneer Magazine that mentions them by name.
70	Flower	Zwitch	goblin	sailor	with a crooked nose	is on a long journey to the land of Shrym beyond the Dustwall Mountains.
71	Shundra	Cheevel	goblin	soldier	with tattoos all over their face and arms	is moving to Dunk to start a business.
72	Ragtack	Squeege	goblin	accountant	holding a sprite in a tiny wooden cage	just wants to be left alone already.
73	Nashur	Spamwidge	goblin	merchant	polishing a rapier	wants to join the River Watch and turn their life around.
74	Harriet	Dundood	goblin	jester	carrying an armful of wanted posters	wants to drop everything and become an actor.

1D100	FIRST NAME	LAST NAME	FOLK	JOB	CHARACTER DETAIL	MOTIVATION
75	Kang	Fruthers	finfolk	thug	delivering a parcel	is searching for a long lost brother they believe is nearby.
76	Oobs	Ooble	infolk	rapscallion	who clearly doesn't take kindly to strangers	is an aspiring poet.
77	Reegle	Murmuss	dweorg	scalawag	who hasn't got all day	is mastering carpentry to become a homebuilder.
78	Yulina	Proodle	dweorg	hooligan	who never takes no for an answer	wants to join a sailing crew and explore the waters of the Scalawag Strand.
79	Bean	Grumperdink	dweorg	bandit	who can't believe their eyes	is convinced they're being haunted by the spirit of their ex-partner.
80	Vasonja	Skeelz	whalen	brigand	who just doesn't give a hoot	is looking to join a posse and exact revenge on local bandits.
81	Loretta	Rotunda	whalen	gangster	pawning off their gear	is headed to Krogland for the first time ever.
82	Salty	Mundoople	whalen	sputter engineer	who isn't from around here	is looking to hide their family's fortune somewhere safe.
83	Cryx	Rathbonnet	whalen	loremaster	who looks promisingly trustworthy	can't find a bodyguard to escort them to Bogtown.
84	Ernest	Snagtooth	whalen	wilderness tracker	with a pair of brass knuckles	survived a shipwreck and is writing a book about it.
85	Vera	Pinnersnout	quortle	scholar	who is certain they know you	invented a mechanical pen that makes copies of notes.
86	Val	Flabbershucks	quortle	sword instructor	who is no fan of the River Watch	is on their way out to make a wish on a falling star for money to pay their debt to Unassailable Co.
87	Sal	Lodbroom	quortle	tower guard	who has seen it all before	wants to find their way home to Munch, but can't remember the way.
88	Tully	Dipperswell	quortle	silversmith	who knows their way around a dungeon	discovered the ruins of an ancient tower and is on a lecture series.
89	Cord	the Obsequious	quortle	baker	strapped with a sign that reads: "Shame on me!"	is on the hunt for a *Magnificent* sword rumored to be hidden nearby.
90	Thrang	the Gentle	shrym	butcher	whistling beautifully	was hired to make the place look busier.
91	Halafox	the Brave	shrym	lizard catcher	with hands as big as anvils	has a real knack for repairing things.
92	Needle	the Cunning	shrym	squire	wearing a stack of a dozen different hats	is looking for new clients. Times have been tough.
93	Skuff	the Huge	shrym	armorsmith	with gems for teeth	is collecting stamps and spoons.
94	Owd	the Truthful	shrym	knight	with a third blinking eye on their forehead	is on a clean-up crew headed to The Spill.
95	Martha	the Untruthful	shrym	fletcher	with a prosthetic sputter-arm	is an old friend of a PC ally and has news from home.
96	Worm	the Cowardly	shrym	falconer	holding paper and a pen as if you should sign something	just wants to do hair.
97	Theol	the Mighty	imp	mechanic	eating live snails out of a wooden bowl	is on a journey to Hornswoggle Port to meet "some people."
98	Maise	the Rich	imp	beast master	brushing their hair with a fish skeleton	is getting a new tattoo of a star and flame design they saw once.
99	Sonja	the Brilliant	imp	construction worker	holding a tower shield riddled with arrows	is headed to Fort Bulwark to join the Bulwarks.
100	Mindy	the Wise	skeleton	architect	followed by a mindless skeleton	is headed to Capstan to work for the River Barony. Great dental plan.

Location Aspects

Roll and choose between the options that fit the current scenario best.

CITIES & TOWNS

1D20	LOCATION ASPECTS
1	Potholes OR Barbed Wire
2	Garbage Cans OR Corn Maze
3	Beggars OR Lantern Posts
4	Town Guards OR Fountain
5	Guttersnail Infestation OR Manhole
6	Sewer Grate OR Dusty Street
7	Crowded Thoroughfare OR Pack of Dogs
8	Dimly Lit Alley OR Rat Infestation
9	Construction Site OR Spooked Horses
10	Filthy Gutters OR Crumbling Shack

1D20	LOCATION ASPECTS
11	Back Alley Kitchens OR Pickpockets
12	Gathering Mob OR Slippery Cobblestones
13	Burning Barn OR Merchant Booths
14	Stone Walls OR Barrels and Crates
15	Secret Door OR Mayoral Procession
16	Fruit Stand OR Holiday Festivities
17	Rubbish Piles OR Muddy Streets
18	Derelict Mill OR Manure Wagon
19	Overgrown Graveyard OR Wooden Pillars
20	Portcullis OR Glass Windows

COASTS & OCEANS

1D20	LOCATION ASPECTS
1	Crashing Waves OR Rocky Cliffs
2	Heavy Rains OR Flotsam and Jetsam
3	Lightning Storms OR Giant Shell
4	High Tide OR Tangled Seaweed
5	Choppy Waters OR Circling Sharks
6	Vortex OR Sand Dunes
7	Jutting Rocks OR High Winds
8	Foggy OR Hot Sands
9	Teeming Tidepools OR Blinding Sun
10	Shipwreck OR Lurking Pirates

1D20	LOCATION ASPECTS
11	Sea Serpent Bones OR Ship Rigging
12	Echoing Caves OR Tidal Wave
13	Eroded Boulders OR Swaying Boat
14	Shifting Sand OR Rip Currents
15	Abandoned Lighthouse OR Pirate Hideout
16	Fishing Nets OR Seaspray
17	Low Tide OR School of Stinging Jellies
18	Derelict Pier OR Flotsam and Jetsam
19	Whirlpools OR Volcanic Eruption
20	Deafening Gulls OR Giant Conch Shell

DESERTS & PLAINS

1D20	LOCATION ASPECTS
1	Giant Fissure OR Ancient Seabed
2	Jagged Rocks OR Quicksand
3	Tree Stumps OR Burial Ground
4	Thorny Cacti OR Torrential Downpour
5	Windstorm OR Swarm of Locusts
6	Blinding Sun OR Abandoned Mining Equipment
7	Sand Dunes OR Dried Out Well
8	Uneven Ground OR Broken Wagon
9	Muddy Field OR Spider Tunnels
10	Dusty OR Contaminated Puddles

1D20	LOCATION ASPECTS
11	Blazing Heat OR Snake Pit
12	Boneyard OR Crowded Watering Hole
13	Subterranean Tunnels OR Rock Pedestals
14	Crumbling Ruins OR Stampeding Zozo Birds
15	Lush Oasis OR Sandstorm
16	Bramble Maze OR Lurking Bandits
17	Tumbleweeds OR Collapsing Mine
18	Scorpion Den OR Shifting Sand
19	Dead Trees OR Old Gallows
20	Canyon Labyrinth OR Oil Field

DUNGEONS & UNDERLANDS

1D20	LOCATION ASPECTS
1	Slimy Floor OR Narrow Passage
2	Sticky Ground OR Collapsing Beams
3	Loose Stones OR Screeching Bats
4	Utter Darkness OR Spike Pit
5	Damp and Wet OR Flowing Lava
6	Spore-Filled Mushrooms OR Writhing Snakes
7	Noxious Gas OR Crumbling Walls
8	Chasm OR Prison Cells
9	Stone Bridge OR Hanging Chains
10	Crumbling Stone OR Acid Pools

1D20	LOCATION ASPECTS
11	Knee High Water OR Stacks of Crates
12	Stalagmites OR Mining Explosives
13	Stalactites OR Dripping Slime
14	Large Bones OR Tangled Roots
15	Pulsating Spider Eggs OR Stone Tombs
16	Spider Webs OR Crystal Walls
17	Cold Wind OR Bottomless Pit
18	Awful Stench OR Burning Torches
19	Rat Infestation OR Crumbling Stairs
20	Low Ceiling OR Jutting Crystals

FORESTS & MEADOWS

1D20	LOCATION ASPECTS
1	Dense Trees OR Primitive Log Traps
2	Tall Grass OR Fallen Logs
3	Spiderwebs OR Charred Trees
4	Mischievous Faeries OR Rocky Stream
5	Stinging Bugs OR Hanging Vines
6	Crooked Branches OR Grassy Knoll
7	Large Shrubs OR Steep Gully
8	Thorny Bushes OR Drooping Trees
9	Fog OR Abandoned Shack
10	Muddy Ground OR Petrified Troll Dung

1D20	LOCATION ASPECTS
11	Prickly Nettles OR Sinkholes
12	Spore-filled Mushrooms OR Heavy Rains
13	Poisonous Mushrooms OR Mudslide
14	Clouds of Pixie Dust OR Broken Wagon
15	Falling Trees OR Dense Underbrush
16	Snaring Ivy OR Giant Toadstools
17	Overgrown Ruins OR Bed of Funghouls
18	Overlooked Bear Traps OR Angry Pixies
19	Hidden Treehouse OR Lurking Bandits
20	Booby Trapped Camp OR Gnarled Roots

INDOORS

1D20	LOCATION ASPECTS
1	Chandelier OR Huge Rug
2	Air Duct OR Fireplace
3	Ceiling Pipes OR Lots of Chairs
4	Stacked Crates OR Slippery Floor
5	Barrels OR Rotting Floorboards
6	Mounted Sword OR Cracking Beams
7	Dishes OR Spiral Stairs
8	High Rafters OR Large Windows
9	Hanging Hook OR Angry Dogs
10	Smoking Fire OR Taxidermy Critters

1D20	LOCATION ASPECTS
11	Cutlery OR Derelict Stairs
12	Large Tables OR Ceiling Hole
13	Throne Chair OR Banquet Table
14	Wine Bottles OR Trap Door
15	Crumbling Pillars OR Roaring Furnace
16	Grand Piano OR Giant Anvil
17	Bookcases OR Hanging Herbs and Spices
18	Ladder OR Arming Room
19	Benches OR Laboratory
20	Floor Grates OR Huge Tapestries

MOUNTAINS & HILLS

1D20	LOCATION ASPECTS
1	Jagged Rocks OR Sudden Blizzard
2	Treacherous Cliff OR Falling Boulders
3	Creature Cave OR Angry Vultures
4	Huge Boulders OR Wet Grass
5	Fog OR Crooked Trees
6	Wild Vines OR Crag Lizard Eggs
7	Slippery Rocks OR Mineral Veins
8	Sharp Incline OR Rotten Bridge
9	Slick Ice OR Melting Snow
10	Snow OR Steep Gully

1D20	LOCATION ASPECTS
11	High Winds OR Icy Trail
12	Raining OR Critter Den
13	Lightning Storm OR Volcanic Quake
14	Rope Bridge OR Waterfall
15	Mossy Ground OR Dark Cave
16	Narrow Path OR Crumbling Ridge
17	Tumbling Rocks OR Blinding Sleet
18	Freezing Wind OR Stone Stairs
19	Overgrown Trail OR Ancient Overlook
20	Crumbling Tower OR Harrowing Peak

RIVERS & LAKES

1D20	LOCATION ASPECTS
1	Rushing Water OR Rickety Bridge
2	Fetid Water OR Waterfall
3	Polluted Water OR Derelict River Boat
4	Heavy Rain OR White Water Rapids
5	Hailstorm OR Floating Logs
6	Misty OR Fierce Undercurrents
7	Flooding OR Murky Water
8	Sticky Mud OR Floating Barrel
9	Quicksand OR Slippery stones
10	Lurking Gators OR Derelict Pier

1D20	LOCATION ASPECTS
11	Sleeping Riversaur OR Fishing Trawler
12	Sharp Rocks OR River Pirate Flop
13	Tall Reeds OR Skeleton Bones
14	Deep Water OR Sinking House Boat
15	Wide River OR Crawlbad Eggs
16	Gambling Barge OR Shallow Water
17	Crab Traps OR Submerged Caves
18	Fallen Logs OR Bee Hive
19	Insect Swarm OR Giant Lily Pads
20	Collapsing Shack OR Whirlpools

SWAMPS & MARSHES

1D20	LOCATION ASPECTS
1	Murky Water OR Whirlpools
2	Sludge OR Deafening Toads
3	Mossy Stones OR Waste-High Water
4	Awful Stench OR Dangling Vines
5	Noxious Gas OR Misty
6	Drooping Trees OR Burning Gas Pockets
7	Leeches OR Lurking Gator
8	Stinging Bugs OR Flooded Mangroves
9	Quicksand OR Wrecked Skiff
10	Sinkholes OR Hornet Nests

1D20	LOCATION ASPECTS
11	Lurking Muckmen OR Tall Reeds
12	Spiderwebs OR Empty Hovel
13	Floating Wood OR Gator Traps
14	Tangled Roots OR Polluted Water
15	Burping Mire OR Bog Mummy Graveyard
16	Tar Pit OR Giant Lily Pads
17	Insect Swarm OR Poisonous Peat
18	Sinking Cabin OR Sticky Muck
19	Boiling Pool OR Giant Bones
20	Fetid Water OR Rotten Logs

Perilous Encounters

DRIPPY DOWNS

1D12	PERILOUS ENCOUNTERS
1	DWEORGS with empty cages hoot and holler, looking for their next captives to shove into their fighting pit. They attack with mancatchers.
2	An enormous, strange flower grows out of a tree stump. Spores erupt from it at the slightest touch causing grogginess. Vitality Check: On a 5-, become **TIRED**.
3	A short detour from the road and one of the PCs steps on a half-buried chest. The chest is marked with the Felmog symbol for the Order of the Cloven Tongue. It has five pouches of Ancient Coins. Felmog Outriders are looking for it and will ruthlessly hunt thieves.
4	The PCs find a shallow pool with a single SCUMSEER apparently asleep, or perhaps in a trance. Strangely, the PCs feel compelled to stay with the SCUMSEER for the night. Once asleep, the PCs find themselves trapped in a dream (a Random Dungeon) with the hungry SCUMSEER who wishes to devour their minds. Escape the dream to defeat the villain.
5	A caravan of merrymaking nomads invites the PCs to join them on their travels. They sing and tell stories, and even flirt. One nomad, however, intends to steal a *Magic* item from the PCs.
6	The PCs find a ruined windmill. Inside, the GHOST of a dead farmer demands revenge for the death of his beloved Leona at the hands of BANDITS! The GHOST screams as the PCs approach, assuming they are the BANDITS.
7	A KOBOLD toadie with a bag of SNAGBUNNIES holds up the PCs for any valuables they might have. If they refuse or have none, he throws the bag at the PCs and runs.
8	For the last several hours, a dense mist has gathered around the PCs' feet. This is no ordinary mist, this is GLOOM.
9	The PCs walk along a narrow rock ledge when the pathway crumbles beneath their feet. It will be a long, bumpy fall down a ravine if they don't catch themselves with a Nimbleness Check!
10	A gregarious bard, Elodie Elkhart, does her best to ingratiate herself to the PCs, singing a song of flattery. She is actually seeking revenge against one of the PCs for some past slight that the PC can't even remember.
11	A lonely DWEORG, named Urda, lumbers down the road and collapses at the PCs' feet with an arrow in her back. She is alive, but BANDITS are not far behind.
12	Ten boxes of Subterranean Pits and Lairs LLC explosives got soaked during a flash rainstorm. Half a dozen boggles are trying to dry them out with burning torches.

FLEABAG COUNTY

1D12	PERILOUS ENCOUNTERS
1	A band of WEORGS wander into town and they're terrorizing the streets!
2	A horrible stench clouds the air. A boggle street crew is rerouting a busted sewer line when the whole thing goes kablooey!
3	An earthquake rumbles, knocking down buildings and causing fires in town. Within a crooked spire apartment, a boggart child screams from the window.
4	A PC somehow offends a FELMOG KNIGHT who demands that they bow before him and kiss his mud-covered sabatons, or pay the price!
5	While in a tavern, a bitter Rival from a PC's past sits down at the same table and looks the PC square in the eye as they draw a knife. "You've got a lot of nerve coming back around here."
6	A band of grave robbers approach with a freshly stolen Old Hoard from a local mausoleum. They draw their weapons to ensure there are no witnesses, but little do they know that they've awoken undead SKELETONS!
7	Circus wagons rattle down the road with an upbeat tune playing from a hurdy gurdy. All the wagons are sealed shut except for the first, where a hooded Ringmaster BANDIT hails the PCs before blowing shimmering dust into their faces. Mettle Check to avoid falling asleep and being captured as attractions by the evil Ringmaster and his BANDITS.
8	At a local fair, Nedgar Beem, the Smarmy Bard of Fleabag County, must correctly guess the PC's homelands. If he fails, he'll be executed by the order of High Magistrate Orvil Kreech!
9	Kaal the Cleaver, FELMOG KNIGHT and Dreadknight of Kreeth, is hunting an NPC that the PCs know.
10	As the PCs watch a puppet show, one of the puppeteers is mysteriously murdered mid-show! No authorities are within miles to solve the crime.
11	Ickaboyd Bean sells *Magic* hats (all except one isn't **CURSED**).
12	A group of RIVAL DUNGEONEERS, Subterranean Pits and Lairs LLC "talent scouts," eye one of the PCs as a perfect specimen for their Underlands chain gang.

QUAGMASH

1D12	PERILOUS ENCOUNTERS
1	A **KOBOLD** painter insists on painting a portrait of one of the PCs. Whoever gets painted must make a Mettle Check or get trapped in the painting by the **KOBOLD** warlock! The trapped PC can still communicate, but is physically trapped for one session or until freed. The **KOBOLD** flees as soon as the spell completes.
2	A group of **ORCHES** leap out of the reeds with axes. They're angry that the PCs didn't knock first when they entered their "home," a pile of sticks and mud some yards back.
3	The lead PC trips over the skeleton of a lost traveler. It looks human, but peculiar, as if it were mutated in some way. If a PC touches the skeleton with their bare skin, they must make a Mettle Check to avoid a random curse.
4	Shallis Shadewand, a powerful **WITCH**, takes a stroll through the Quagmash. Upon seeing the PCs, she asks them for a "favor." Steal the nose ring from Big Orch or be **CURSED**.
5	The PCs are suddenly swallowed up by a sinkhole and spat out into an abandoned mine filled with odd passages and strange rooms (Random Dungeon).
6	**SKELETONS** march through the mud and mist only a few yards from the PCs. They ignore everything around them as voices whisper in the mist. If they notice the PCs, they attack.
7	The only way across an expanse of boiling swamp water is a rickety bridge that could collapse at any moment. Nimbleness Check or fall into the boiling water for 1d12 Dread per round.
8	The PCs are enveloped by a freezing cold wave of **GLOOM**, and all sound is silenced.
9	The sound of chanting disturbs the swamp. Eyes glow like lamps under the gnarled, exposed roots of rotten trees. **SCUMSEERS** emerge from the water and attack the PCs who have disturbed their unknowable ritual.
10	Hot geysers erupt throughout the landscape. PCs must make 3 Athletics Checks to avoid being blasted for 1d6 Dread.
11	The PCs encounter an impassable mire. Going around it will add 2 days to their travels and any Travel Checks suffer -2 for those 2 days.
12	A billowing fog of **GLOOM** surrounds the PCs as **SKELETONS** emerge from the shadows. The unmistakable sound of a **WITCH** cackling echoes in the eerie darkness.

RIVER COUNTRY

1D12	PERILOUS ENCOUNTERS
1	The lead PC steps into a sinkhole and is immediately surrounded by a group of **SLURPWORMS**.
2	As they are crossing a river, the PCs' vessel breaks apart in the middle of some rip roaring rapids.
3	River Watch **GUARDS** appear to be shaking down bugbear smugglers. They are secretly paying the smugglers for their goods and attack when noticed.
4	The PCs find a peaceful crick, teeming with fish and floating fireflies. Suddenly, the famous riverboat Waterlogger hurtles toward the PCs as it has lost control. The crew panic and gamblers leap over the side into the water to escape.
5	Monsoon weather causes massive flooding in the River Country! A small child thrashes in the water, screaming as she's carried away, while her parents helplessly look on from atop the roof of their hut.
6	The PCs interrupt smugglers selling an ornate wooden box to some **FELMOG KNIGHTS**. The Felmog assume the PCs are Rascals of Rascalton and attack. Inside the box is a *Relic* stolen from Bubbletop.
7	An attractive human strikes up a flirty conversation with a PC. After several minutes, an intimidating boggart strides up next to the human and grabs the PC by the collar; they are married.
8	A single **SCUMSEER** rests in a pool reading a waterlogged book. They warn the PCs not to come any closer, or else the book will take hold of them. Mettle Check to resist being enthralled by the book. On a failure, the PC(s) are compelled to take the book, which the **SCUMSEER** fights to keep. The book is called Corvan's Black Sorcery and reading from it applies either a random curse to the reader or a random spell with one-time use.
9	The shadow of a **SKROKWING** darkens the sky over the PCs before it dives to snatch a random PC and take them back to its nest in the Dustwall Mountains.
10	The water turns black, choppy, and churns with **MERGA TOADS**, making the PCs' craft tilt and roll.
11	A local dam built by Krog & Sons, Inc. suddenly collapses, flooding the area and washing over the PCs (they are carried to a random location within two Hexes).
12	River Baron Alrad Fane's ship *White Wisp* emerges from the fog resplendently. Baron Fane demands the PCs fight in his ship-hosted gladiatorial games against a menagerie of Adversaries.

SCALAWAG STRAND

1D12	PERILOUS ENCOUNTERS
1	A half-sunken ship emanates an ominous aura. Mettle Check to resist being drawn toward it. If lured in, a coven of nyad sea **WITCHES** attacks.
2	A **SKROKWING** drops a whale out of the sky as its interest switches to the PCs.
3	A Felmog crew transports precious relics to their ship. One **FELMOG KNIGHT** shouts, "We are not alone!" and commands the others to attack.
4	A massive whirlpool swallows a fishing vessel right off the port bow. The crew will surely perish without immediate help.
5	**GLOOM** claws the water like a spectral hand. In its midst, a derelict ship glides silently through the water. The ship looks deserted until you spot the shadows of **SKELETONS** on deck.
6	The sea is angry and waves crash against the rocks as dark storm clouds gather. Ships are battered, cargo is under threat of being lost, and anyone on the shore could be washed out to sea.
7	**BANDITS** aboard a stolen Muckland Harbor frigate spot the PCs, who they take for easy marks.
8	A **MANTICORE** picks at the bones of a beached whale. It sees the PCs and licks its chops.
9	The PCs find a boiling tide pool filled with steaming clams and shrimp. An enormous **ORCH** emerges from inland and tosses red hot coal into the water before eyeing the PCs with a hungry look.
10	A flock of **OWLIGATORS** spring from an outcrop of rocks and try to claw the PCs.
11	A small hut sits precariously on slimy rocks. From inside, a sweet, melancholy voice sings an old tune. Inside is a beautiful **REEF NYAD** (sea **WITCH** in disguise).
12	A *Huge* galleon pierces the fog. Muckland Trading Co. **GUARDS** shout, brandishing their cutlasses and readying the cannons. The PCs must submit to an inspection for contraband or be blown to smithereens.

USED T'BE FOREST

1D12	PERILOUS ENCOUNTERS
1	The sky darkens and a giant **SKROKWING** swoops down to grab the PC with the shiniest armor in its talons.
2	Azrak the Poet recites a poem to the PCs. "Three Orders bound by oaths, Forsake their past and bow to death. Alas for Kreeth, alas for Khet, and the Iron Suns that were." Azred demands a poem from the PCs in return. Fail to reply and the PCs all share the same random curse.
3	A goblin engineer has his tie caught in a giant stump grinder. If he doesn't get free in the next thirty seconds, he's mulch!
4	A Subterranean Pits and Lairs LLC armored carriage is under attack by a horde of **ORCHES**.
5	A group of **BANDITS** chase a shrym, shouting “traitor!” As the shrym, Shumwise, bumps into the PCs, he swears he isn't a turncoat and has no idea where Brunt Manheel's loot is! Save him from Brunt's gang and he vows to be the PCs’ devoted servant.
6	**KILORATS** spill from a sewer grate in the middle of nowhere that is spewing green gas. They are violent and attack viciously. Breathing in the gas for more than 3 rounds causes aggressive and violent tendencies for 1d6 days.
7	The road veers off into a field of thorny bushes. **KOBOLDS** skulk in the shadows and attempt to lure the PCs into a net trap to **ENTANGLE** and rob them.
8	It starts to rain acid pollutants from a grey-green cloud. If the PCs don’t find shelter immediately, they suffer 1d10 Dread and a random exposed *Mundane* item is destroyed.
9	Miners flee a mine erupting with molten rock as a disturbed hive of **CAIRN STINGERS** buzz furiously about. The only escape from the spewing lava is to leap from stone to stone.
10	A boggle cries for help, hanging from the sail of a spinning windmill. If the PCs attempt to save the boggle, she shoos them away. "There's no more room, find your own escape route!" Suddenly, **WEORGS** attack.
11	There’s an explosion nearby and a plume of smoke streaks across the sky. A giant piece of mining equipment falls directly toward the PCs!
12	Former Krog & Sons **RIVAL DUNGEONEERS** demand the PCs hand over their belongings or join their new dungeoneering outfit.

Dangerous Encounters

DRIPPY DOWNS

1D12	DANGEROUS ENCOUNTERS
1	The road trails into a narrow ravine that is obstructed by what looks to be a wheel of cheese the size of a house. The road is impassable unless the PCs are in for a difficult climb, or if someone is hungry enough to eat it.
2	A cross-eyed miner wearing nothing but a hard hat and a beard stretching to his ankles, is convinced the PCs are the crew of someone named "Bad News" Branagan. The miner won't suffer those serial claim jumpers again!
3	One of the PCs is mistaken for a famous **BANDIT** by a local sheriff due to a very crudely drawn wanted poster.
4	Rains beat down hard, drawing ravenous **SLURPWORMS** to the surface.
5	Oofar the **DWEORG** wants to sell a **FUNGHOUL** pet, and he won't take no for an answer.
6	A procession of bugbears honor a fallen comrade. They take issue with anyone who does not follow their particular etiquette of spitting on the road before they pass.
7	A bogril woman stands looking out at a pond. She is clearly forlorn and if pressed, asks the PCs for advice. She is in love with a quortle but her parents don't approve.
8	A wandering **SKELETON** emerges from a thicket and continues on without looking at the PCs. It is drawn towards a tunnel filled with other digging **SKELETONS**.
9	A **KOBOLD** sits on a mossy stone but then disappears. She follows the PCs while invisible until they get into any trouble, at which point she helps but demands all the loot.
10	A feral **CATTYPILLAR** lunges at a PC who is small in stature (or perhaps a PC's pet).
11	The PCs get lost in a cursed meadow and find themselves traveling in a loop. No progress is made traveling today and tomorrow's Travel Check suffers -1.
12	A shrym floating from the sky with a parachute warns the PCs to look out for debris. His flying machine exploded and it's coming down!

FLEABAG COUNTY

1D12	DANGEROUS ENCOUNTERS
1	A boggart kid gets their wrist tangled in the string of a giant kite. There are only a few moments before the kid takes off to a deadly height.
2	A gang of running, raggedy children knock a PC down as they pass. When the dust settles, the PCs discover they are each missing a random item from their inventory.
3	The local sewer overflows with slime as a plumber fears their coworker might be in real trouble down there.
4	A **BANDIT** tries to stash their loot on one of the PCs, offering to share half of it if they help them hide from Copperhat **GUARDS** closing in.
5	A PC sees a wanted poster with their face on it. Worse, they are wanted for murder!
6	Gerwick the goblin says he has a treasure map and offers it to the PCs for half of what they find. It's actually a trick, an ambush by **BANDITS** in the hills.
7	Stewart the watchman patrols the edge of town with his trusty hound Migs, on the hunt for a menacing pack of **WEORGS**.
8	A cantankerous wagon driver almost hits the PCs on the street. Worse, there's a crowd just up ahead, directly in his path.
9	A mangy **DOGGART** begs for food scraps. If fed, the **DOGGART** follows the PCs. The next night, the **DOGGART** momentarily transforms into a goblin, revealing that he's wearing a **CURSED** necklace called the Hound's Collar and can't remove it.
10	A town crier relays that Baron Munchly, the local oil tycoon, is looking for his lost daughter. Baron Munchly suspects his daughter was kidnapped by **BANDITS** nearby.
11	Knights from the House of Munch, little more than poorly equipped, elderly boggart adventurers, demand to know why the PCs have trespassed on royal land.
12	A sputter-plow is out of control and starts to overheat, ready to explode. A goblin farmer begs for help to shut it down.

QUAGMASH

1D12	DANGEROUS ENCOUNTERS
1	A random PC steps in a beartrap, suffering 1d6 Dread. The whole area is booby-trapped with them.
2	The PCs find the ruins of a stone building sunken into the swamp. Half submerged is a rusty iron door. Someone thumps on the other side of the door, possibly trapped, but they offer no response otherwise. If the door is opened, a **SKELETON** attacks.
3	Bubbling waters indicate something struggling in the marsh water. A bogril fisherman is sinking in the mud after jumping in to hide from a gang of Red Boot **BANDITS** who were stealing bait.
4	As the PCs walk across some stones, the stones begin to move. These are the shells of ornery **BOGRILLIAN TORTOISES**. Nimbleness Check to avoid falling or angering a tortoise.
5	A **WEORG** trapped in a **DWEORG** beast trap begs for help. The **WEORG** is untrustworthy, but will begrudgingly thank the PCs for their help.
6	Nurm the boggart stepped in a bubbling ooze that he can't identify and the smell won't wash off. Ever. At least, not without some serious help. The PCs risk catching the smell just by talking with Nurm.
7	A boggart woodsman lost his **DOGGART** in a muddy ruin filled with dangers (Random Dungeon).
8	A mushrum family's cabin is sinking into the mud and they need help to save it.
9	A private detective covered in mud surprises the PCs and explains they are investigating a rumor that one of them is a burglar. The detective was (unknowingly) hired by that PCs Rival, out of revenge.
10	A wounded **FELMOG KNIGHT** requests aid as they are too weak to escape the swamp alone. Travel Checks suffer Disadvantage while with the Felmog.
11	Sickening toxic fumes from the swamp burn the PCs' nostrils and make them feel queasy. Vitality Check or become **WEAKENED**.
12	A village of quortles has hit hard times due to their failing algae harvest. They think evil spirits are at work in these parts and are looking for warriors to get rid of a ghost that haunts their best pond. The ghost, however, is really a **SCUMSEER**.

RIVER COUNTRY

1D12	DANGEROUS ENCOUNTERS
1	A stagecoach floats downstream with a family of boggarts inside crying for help!
2	Two constables of the River Watch fend off a gang of Tricky Toe **BANDITS**. Bravely, the two constables bid the PCs to get away while they can, but they are certain to be overrun without aid.
3	The next rest is hard going with the gargling **OWLIGATORS** making so much noise all night.
4	The way is blocked by a white water rapid. Finding a safe place to cross would take a full day—otherwise strap in for a wild ride.
5	An actress from Junktown is on the run from loan sharks. She's hoping the PCs can escort her to the next town, and pretend she's with them to avoid recognition.
6	A team of boggle privateers are sailing what looks like a gigantic bar of soap through the river. The suds in their wake are building up almost twenty feet into the air and heading straight towards the PCs!
7	The PCs arrive at a small lake with a ferry. No matter what they say, the ferryman demands payment upfront to cross. His ferry is the only craft allowed on the lake. "Don't like it? Take it up with River Watch."
8	The next campsite that the PCs choose floods during the night, bringing a group of **MERGA TOADS** into camp.
9	River Watch **GUARDS** pull the PCs aside to inspect their belongings. They seem to be fishing for a bribe.
10	A shrym riverboat captain's vessel is hung up on some roots. The shrym can't swim and asks the PCs to dive down and cut him free. Only issue is that a **SCUMSEER** lurks in the root system.
11	A Dungeoneer Magazine journalist named Hedge Barnum is looking for a scoop. Hedge follows the PCs and keeps pushing them to take on risks.
12	A criminal chain gang splits stones while watched by River Watch guards with crossbows. Suddenly, Red Boot **BANDITS** spring from the water and try to rescue their comrades.

SCALAWAG STRAND

1D12	DANGEROUS ENCOUNTERS
1	A huge patch of **FUNGHOULS** float aimlessly as they devour sea life along the shoreline.
2	Two goblins stand back-to-back on the shores of a deserted beach, holding rapiers while their entourages wait with grim anticipation. A mediator, a goblin in a wig proclaims: "Master Raggle and Master Keeg. First to poke the other with the pointy bit wins the captaincy of the good goblin ship, Profiteer. Any interference or cheating will result in immediate termination from the Mucklander Trading Co. as well as death by sea urchin. Are you ready?"
3	Subterranean Pits and Lairs, LLC engineers blast a seacliff with dynamite. Look out for debris!
4	A **KOBOLD** dressed in purple robes scours the shoreline, snatching up turtle eggs. He stuffs them into a basket with a giggle, "Heehee! Tonight I dine on turtle soup!"
5	An impenetrable fog rolls in from far off the shore. Navigating the pale mist proves nearly impossible and adds 1d4 days to any journey.
6	A group of **ORCHES** rig a rickety boat to set sail for Terror Island. They refuse any warnings and proclaim that they will claim the island for the Big Orch.
7	A boggart dungeoneer by the name of Ty Hunchbuckle, is in the process of free climbing a treacherous seacliff to steal a **SKROKWING** egg. Anyone that speaks to him causes him to lose his concentration and nearly fall, putting him in a tight spot.
8	A naval ship from the Muckland Trading Co. readies its ballista and boarding party. They demand a good explanation for trespassing into Trading Co. waters.
9	A ship has broken up on some rocks just off shore and the crew plead for aid.
10	The PCs find an old smuggler's camp. The camp is abandoned, save for mindless **SKELETONS** dressed in pirate garb digging holes aimlessly. They attack if harassed.
11	A human sailor pleads for food and fresh water. He's been lost at sea for days after a **KRAKEN** attack.
12	Cannons rumble in the distance as Muckland Trading Co. vessels fire them for target practice. Only problem is they can't see the PCs and the cannonballs are landing too close!

USED T'BE FOREST

1D12	DANGEROUS ENCOUNTERS
1	An escaped prisoner is on the run from a tycoon for stealing a precious gem. They swear their innocence, but beg for help hiding a beautiful blue gem.
2	Gramble's Fun Fair is here! The carnies are ghoulish, but the games are free. Should a PC win, their prize has a random curse.
3	A stage coach approaches with just enough seats available, free of charge. **BANDITS** attack the coach just a few miles into the journey.
4	Eddie the **MANTICORE** is on strike, raging about inadequate dental insurance and vacation pay. He's got a crowd, but they're not listening and that makes Eddie want to eat them.
5	A wild-looking **KOBOLD** insists he is a wizard and accuses the PCs of stealing his invisible dog.
6	A **SKROKWING** flies overhead casting a huge, ominous shadow.
7	Bogril Bulwarks attempt to arrest the PCs for robbing a caravan. Their description matches the witness' testimony perfectly. The witness is a random PC's Rival.
8	A fight between SPL and Krog & Sons **RIVAL DUNGEONEERS** breaks out on the road. Each side demands to know which side the PCs support.
9	A shrym named Blimey Peach is stuck in her own giant mousetrap. Peach frantically tries to escape before the **KILORATS** come back.
10	A troupe of boggart musicians are missing their kazoo player. They need a replacement to perform for the local crime boss or they're in big trouble.
11	A **SNAGBUNNY** hops toward the PCs. It's cute until it grins, revealing devilishly sharp teeth. Half a dozen more leap out of hiding places to attack.
12	A Subterranean Pits and Lairs surveyor falls in a sinkhole. Worse, **SKELETONS** move to attack them.

Discoveries

DRIPPY DOWNS

1D12	DISCOVERIES
1	A Bogril Junkmonger auctions a *Magic* item to a small crowd. The final price is 2 pouches of Gold Coins to win the auction unless the PCs make a higher offer.
2	The PCs discover a hill covered in holes and several discarded shovels. Dig one more hole and discover a Loot Pile.
3	The PCs find an old cottage filled with pickles and eggs in jars (1d4 Normal Rations).
4	A woodsman has their leg trapped in a WEORG trap. They cannot speak any folk language, but their wound clearly needs urgent help. Free him and he transforms into a green bird and drops a pouch of Gold Coins.
5	A stone at the base of a tall tree reads: "The Tallest Tree Reveals." Climbing the tree reveals a small cave nearby where there's an Old Hoard hidden within.
6	The PCs find a muddy, old ruin. A Lore Check reveals the ruin to be the ancient DWEORG city of Hrg—a Random Dungeon.
7	The PCs find a five foot tall stone with a FAERIE rune engraved in it. Tracing a finger over the rune grants a random Boon.
8	The PCs find a giant toadstool tree. The mushroom's cap must be fifty feet in diameter. Beneath the cap spores drift like snow. If a spore touches anyone, they gain +1 Courage for the session.
9	Boggle doctors sell medicinal moss, lichen, fungus, and other herbs that cure poisons, bolster Courage (1d6), and cure sicknesses. Costs Silver Coins.
10	A magician called Marteeny the Magnificent riding on the back of a pig approaches the PCs. The magician offers to perform a real, honest-to-goodness magic trick for Gold Coins. To prove his magic, the magician makes their "oinker," Tanya, disappear. Carefully observing the trick (12+ Perception or Trickery Check) grants the Ability called Sleight of Ham: Once every session, PC may make a pig disappear or reappear with a wave of a hand.
11	A beautiful peacockatrice—a critter thought to be extinct—emerges from a bush and struts away not 30 feet in front of the PCs.
12	The PCs find a shady glen where a gallant UNICORN named Xanadar grazes on the pink flowers. Xanadar will answer one question on any topic, accurately.

FLEABAG COUNTY

1D12	DISCOVERIES
1	The PCs find an abandoned farmhouse, home to a friendly CATTYPILLAR who loves to eat vermin and fish.
2	The PCs find a derelict mansion overgrown by weeds and lichen. Investigation reveals a Loot Pile in the fireplace.
3	A boggart named Winston eats a noodle dinner with a gigantic bear. He invites the PCs to join them and not to mind the bear—that's his cousin Elroy. "A KOBOLD transmogrified him some years back, but he still has a taste for noodles."
4	A sword stuck in a tree stump is vibrating. Remove it from the stump and it starts singing and won't stop until it's stuck in another tree.
5	A boy skipping rocks makes a wish to go to Dungeoneer Academy, then asks what the PCs will wish for.
6	Rare snowfall leaves a fresh blanket of white over the rooftops of the nearby houses. It reminds everyone of their best memories of the Hearthlight holiday, which they should be encouraged to share.
7	An archery tournament is set to take place later in the day, and the winner takes home a small fortune, two pouches of Gold Coins.
8	A lost shipment of Nork's Noodles bobs in a muckpool. PCs can collect 1d4 Normal Rations.
9	A farmer with a wagon full of hay and pigs offers the PCs a ride for the next day since they seem to be going the same way.
10	The PCs find a lush pond full of fish and basking turtles. Fishing Rolls gain Advantage here.
11	For a moment, it looks like a huge dragon sweeps across the sky. It's actually a kite, with several more trailing behind. Seems to be some sort of kite festival.
12	Wheel tracks in the mud lead to a troupe of bards performing a puppet show out of their wagon to a group of local children. One of the bards is the Backstory Ally of a PC.

QUAGMASH

1D12	DISCOVERIES
1	Abandoned camp full of supplies, including 6 instant carrot soup cups (Quality Rations).
2	The PCs meet a **MUSHRUM** named Zona'imbok. They've never met outsiders and they'd like to observe the PCs, with their permission, of course.
3	The skeleton of a **KOBOLD** is crouched over a scroll while holding a pouch containing a tangle of weeds and a slimy eye. The scroll reads: "Cursebreaker Potion—moppet spider eye, witchweed."
4	The ruins of an old camp look to still have some stockpiles of exploration equipment: a lantern, 30 feet of rope, and a pair of waders.
5	The famous Tuba Kings took a wrong turn and have never been more lost in their lives. They'll trade the naming rights for their next tuba ballad if the PCs help them to the next town.
6	**ORCHES** have caught a ten foot fish and are so happy about it that they invite the PCs to join the feast.
7	The PCs stumble into a substantial patch of bogflowers. Each PC can collect 1d4 of them.
8	The PCs find a floating tavern called Gargling Gator, captained by a gnome named G. Spooner Hamperstamp. Spooner hails the PCs and invites them in for a drink and a rest. The boat's headed the same direction anyway, so they may as well travel in comfort.
9	A blind bogril beggar rattles a mug with Copper Coins in it. Should the PCs offer some coins, the beggar smiles. At a later date this beggar will help the PCs.
10	A suit of discarded armor, entangled in vines and moss, bears a Star and Flame symbol on it. The armor is too far gone to have any value, but close inspection reveals a map to a nearby Old Hoard etched inside.
11	A bogril monk chants a delightfully soothing song as he paddles a boat through a stretch of deep water.
12	Trees with gnarled faces begin speaking. They beg the PCs to tell them all the news that they've missed after napping for a hundred years.

RIVER COUNTRY

1D12	DISCOVERIES
1	There is an old boggart stranded on top of an enormous cabbage. The boggart explains he would have planted a garden here had he known the soil was enchanted with growth magic.
2	The PCs stumble upon the home of a cooper named Cooperson, his wife, Mrs. Cooperson, and their 16 children. They are the most delightfully hospitable people and offer a roof, a meal, and homely hearth to share stories.
3	A traveling herb peddler offers a substantial discount so she can rid herself of her stores and retire to the beaches of the Scalawag Strand. Buy one, get one free!
4	A **TROLL** struggles to build a new bridge. Help him build it and he grants a handwritten decree that legitimately allows passage over any **TROLL'S** bridge without paying the toll.
5	Something twinkles in the water. Turns out it's a Starfell Shard, one of the most valuable Elemental Components in the world.
6	A group of rascals hoot and holler in the wilderness as they celebrate their daring escape from a River Baron's prison barge. The rascals, led by Holly Goodfoot, raise their cups to the PCs and declare a pox on the River Barons, those gluttonous thieves. "Trust in the Rascals of Rascalton and good old Honest Jym!"
7	A traveling weaponsmith offers maintenance for the low price of Copper Coins. Honed weapons gain +1 Attack during the next combat.
8	The Firefly Festival is in full swing as quortles dance and light lanterns. All are welcome to join the festivities. PCs can also purchase a Jar of Fireflies for a pouch of Silver Coins, which acts as a lamp that only works outdoors at night, but never burns out.
9	A small shrine and statue of a robed bogril, overgrown with moss, rests in a pretty glade. An inscription at its base reads: "Wisdom is to wait." Rest here for the night and the bogril, the spirit of Ogo, comes to life and answers any one question from a PC.
10	A tree is covered with colorful ornaments, which are actually good luck charms, hung by folk for the coming of the new season. Taking one grants Advantage on the next Hunting or Fishing Check.
11	A boggart aristocrat with an enormous feathered hat looks a bit worse for wear. Duke Dandoodle had a few too many drinks and fell out of a River Baron's boat. He offers a pouch of Gold Coins to reunite him with civilization.
12	An out of service, boarded-up River Watch Tower says "No Trespassers." Inside, there are 1d6 Normal Rations and 1d6 random *Mundane* items.

SCALAWAG STRAND

1D12	DISCOVERIES
1	A hundred-foot-long severed tentacle stretches over the beach. It is still grasping a person in its suction cup grip, dressed in a highly advanced diving suit. The suit still works, but has a long dead skeleton inside.
2	A whalen rascal named Bolly offers a meal of fried squid sticks in exchange for any juicy rumors.
3	A welkin explorer named Wimbly is incredibly happy to see someone else out in the wilderness. They're eager to help the PCs reach their destination without delay, if they don't mind the company.
4	A **FAERIE** trapped in a bottle floats on the water crying out for help. Help her escape and she gladly gives her map to a nearby *Magnificent* item.
5	Beautiful weather and a strong breeze grants Advantage to anyone sailing today.
6	A gigantic conch shell is furnished on the inside with furniture, decorations, beds, and a fully stocked pantry. It is otherwise abandoned.
7	A pelikin paints a seascape but is struck by the PCs' grace. The painter considers the PCs folk heroes and wants them to pose for the night.
8	Fireworks explode in the night sky. A ship in the distance fires them from its cannons to celebrate its maiden voyage on to the great sea. The ship is filled with explorers who invite the PCs to join them on their voyage.
9	Dolphins spring out of the water and splash the deck. They laugh and play before disappearing into the surf. One dolphin speaks to a random PC, saying: "Love your hair!" before disappearing into the surf.
10	Something glitters in the sand along the shore. A large pearl worth two pouches of Silver Coins rests amongst a tangle of seaweed.
11	A sea snail the size of a stage coach inches slowly out of the sea. "Which...way...to...Muck...land...Har...boooor?"
12	Two **PIRATES** try on a variety of colorful clothes from a pile and ask the PCs what they think. If given an honest opinion, they offer the PCs a free outfit of their choice!

USED T'BE FOREST

1D12	DISCOVERIES
1	The PCs find an abandoned picnic spread on a rock. A friendly gnome waits to "ambush" them with lunch, eager for any rumors or interesting stories.
2	A gaggle of boggles climb on top of each other, trying to fit into a trench coat. The boggle acting as the "head" puts on a hat and tries to play off that he's a goblin tycoon, late for an exclusive party at Subterranean Pits and Lairs LLC. The boggles awkwardly shakes hands before stumbling into the wilderness.
3	The PCs find a tunnel lit by luminescent fungi. Any mushrooms taken glow faintly for several weeks.
4	A toadstool ring grows all around a cool, clear pool. Drinking from the pool heals 2 Courage, but compels the PCs to spend another Travel Turn of their journey here.
5	The PCs find an abandoned carnival. All the games and prizes are intact, but there's no sign of the carnival workers.
6	A gelatinous goo named Jurt is thrilled to meet the PCs after weeks of lonely travel. The goo invites the PCs to join them for three days and grants +1 Wilderness when looking for Elemental Components.
7	An abandoned farmhouse rests in a dune, with a well outside the front door. The well looks functional. Pull up the bucket for water and it contains a pouch of Gold Coins.
8	A boggart alchemist called Tibby has a patented potion she's named "The Strong Stuff." One free sample to anyone interested. Strong Stuff Potion: gain Advantage on the next Might Check.
9	A piece of red yarn is tied to a shovel at the mouth of a cave. The yarn leads deep into the cave to a chamber filled with nothing but the ball of yarn sitting on a stone pedestal beside a note: "Congratulations! You're the lucky winner of Larby Flabisham's Infinite Ball of Yarn. Good for not getting lost, lassoing critters, and knitting as many sweaters as you'd like." The *Magic* ball of red yarn never runs out, and grants the Wrangle Feline Proficiency.
10	The PCs bump into one of their Backstory Allies. They are happy to join the adventure and reminisce about old times.
11	Crates strewn about the path and wheel marks lead to an abandoned wagon. One crate is filled with soggy and ruined dynamite but one stick is perfect.
12	A huge beanstalk grows from a crack in the ground, reaching high into the sky. If someone climbs to the top, they can see far ahead, granting Advantage on the next Travel Check.

Random Dungeon Adversaries

1D100	NAME	ADVERSARY ENCOUNTER
1–2	**Cardsharps**	Boggart bandits, armed to the teeth, play a rowdy game of cards.
3–4	**Mushrum Food**	Hungry mushrums, frothing at the mouth, clack their spears against their shields ready to attack.
5–6	**Sarpathi Grave Robbers**	A group of sarpathi explorers rob a mausoleum's sarcophagi, looking for treasure.
7–8	**The Ghost**	An angry ghost paces back and forth in an empty chamber. They have lost a precious family heirloom in the dungeon: a scroll case full of treasure maps.
9–10	**Impish Behavior**	An imp dangling in a cage begs to be released. They swear they are innocent and had nothing to do with poisoning their master. They certainly didn't steal his cache of potions! If the PCs free the imp, a sorcerer decked out in potion vials ambushes the PCs in the next room.
11–12	**Mung Drip**	Dripping, hungry mung ooze from the cracks in the ceiling. A mung Goon emerges every round until the PCs leave.
13–14	**Kilorat Frenzy**	Kilorats are in the midst of a feeding frenzy, devouring the remains of a giant beast.
15–16	**Bounty Hunter**	A bounty hunter has finally caught up to one of the PCs. Someone from the PC's backstory or a previous adventure wants them captured.
17–18	**Bandit Initiation**	Bandits initiate a new member into their ranks. If they spot the PCs, they vow to eliminate any witnesses!
19–20	**Huzzah Game**	Three bandits play a high stakes game of Huzzah with a dozen more as an audience. They need one of the seats filled since they killed the last guy for cheating. Play or be on their bad side.
21–22	**Orch Sty**	A group of orches pile mud and garbage into a giant mound in the center of their room. They don't want to be disturbed!
23–24	**Chained Riversaur**	An enormous, growling riversaur is chained in a watery chamber far too small to hold its immense bulk. Its eyes flash yellow and its silver blue scales glimmer in the pale light.
25–26	**The Dead Walk**	A group of skeletons tunnel with pick axes, and slowly turn their heads toward the PCs as they walk in.
27–28	**Rack Owl Roost**	A roost of slumbering rack owls attack anything that makes a sound.
29–30	**Roving Muckmen**	A pack of roving muckmen slowly creep forward, coating every part of the floor with slick, oily muck.
31–32	**The Worm Host**	A friendly boggle greets the PCs. He had a nasty run-in with slurpworms several hours ago, and could definitely use some help. After a few moments, a brood of plyxian pile worms bursts from his chest and attacks.
33–34	**Hole in the Wall**	In a long corridor, several drunk dweorgs shout obscenities from behind holes in the wall as they shoot firespits.
35–36	**Waiting to Pounce**	A blynx stalks the passageways, tailing the PCs until they are vulnerable.
37–38	**Crag Lizard Lair**	A sleeping crag lizard wakes at the slightest sound. Its heavy, cold breath stinks up the passageway with the smell of rotten meat.
39–40	**The Torchbearer**	A lone torchbearer, surrounded by her slain companions, struggles to fend off a group of yowljacks.
41–42	**The Rival Dungeoneer**	A rival dungeoneer cuts the rope bridge between you and him, as angry muckland bats flap toward the nearest light source.
43–44	**Trial By Combat**	A rival group of dungeoneers want to settle who gets dibs on this dungeon. Their strongest fighter against the PCs' strongest fighter.

1D100	NAME	ADVERSARY ENCOUNTER
45–46	**Gremlin Games**	A horde of gremlins play horseshoes after devouring a team of sputter-horses.
47–48	**Harpy Coven**	A coven of harpies fight over a bone, but toss it aside and grin devilishly when the PCs arrive.
49–50	**Weorgs and Dweorgs**	Three dweorgs struggle to bring down a lassoed, thrashing weorg.
51–52	**Big Baby Spiders**	A pulsating web sac is about to burst with hungry giant inkpot spiderlings.
53–54	**Catch of the Day**	A haggard gnome fishes for guppies in a fetid pond but soon catches something huge on the line: a riversaur!
55–56	**Bored Vampire**	A bored vampire lord wants entertainment, or else!
57–58	**Bogsnap Surprise**	A hallway full of carnivorous bogsnaps bite and reach with their viny tendrils.
59–60	**Scumseer Ambush**	Scumseers attack from knee-high water and attempt to drag the PCs into the deep, dark water.
61–62	**Harpoons from Below**	Reef nyads emerge from a subterranean lake and attack with harpoons.
63–64	**Slumbering Ettin**	A sleeping ettin tosses and turns, blocking the way forward.
65–66	**Haywire Sputter-guards**	A group of haywire sputter-guards patrol the corridors, spinning blade saws and spouting gouts of flame.
67–68	**Kidnapped**	Goblin bandits drag away a kidnapped traveler while rifling through their bags for anything of worth.
69–70	**Outrider's Hoard**	A Felmog Outrider has discovered a treasure hoard and believes the PCs are there to steal it from them.
71–72	**Muckland Bats**	A colony of starving Muckland bats cloud the area as they flap and scratch.
73–74	**Bowls of Noodles**	Warbling trapnoodles infest several discarded Nork's Noodle bowls, striking out with sharp teeth.
75–76	**The Inkwell**	An old well is home to an inkpot spider that springs up to snatch the PCs.
77–78	**Blemmy in the Brig**	An angry blemmy, chained to an iron pole, lashes out at anyone that comes close. If released from the pole, however, it becomes friendly and grants a Key.
79–80	**Krowl Catacomb**	A horde of krowls pick through a multitude of discarded bones. Their black eyes blink at the opportunity to add more to their collection.
81–82	**Masks of the Phantasms**	Several phantasms wake from their spectral sleep. Each takes the form of a different PC before they attack!.
83–84	**Red Knight**	The Red Knight, searching the world for a worthy adversary, happens upon the PCs and bids them to choose a champion. If the chosen PC defeats the Red Knight in a duel, they earn his respect.
85–86	**Yowljacks Don't Share**	A group of yowljack marauders have stalked the PCs through the dungeon to rob them.
87–88	**Breaking a Terrorsaur**	A terrorsaur with a bridle and saddle rages in a cramped room. Impossibly, someone must have been training it.
89–90	**Skeeter Cloud**	A plume of buzzing fury zooms out from a dark corner. Skeeters attack, stinging everything in sight.
91–92	**Chromadyte Cadre**	Chromadytes work to preserve a shattered crystal formation. They assume the PCs are responsible and ready for a fight.
93–94	**Used T'Be Tiger Den**	Animal bones crack beneath the PCs' feet. Deep in a darkened corner, a growling Used T'Be Tiger slowly stalks, licking its fangs.
95–96	**Tricky Toe Heist**	A group of Tricky Toe gangsters is startled by your approach. They were in the process of stealing a precious gem and they won't give it up.
97–98	**Gator Pit**	The way forward is concealed by a deep pit of slurry and muddy water. Within the pit is a *Huge* gator that scrambles up to attack at the first disturbance.
99–100	**Witch's Toadies**	Kobolds with curvy knives collect components for their master, a witch. The PCs have ears that are perfect for her spell!

Random Dungeon Traps & Obstacles

1D100	NAME	TRAP/OBSTACLE
1–2	**Mung Trap**	The door forward has a circular brass lock where the doorknob would be. Failing to pick the lock, or trying to bash the door down, causes a trapdoor in front of it to open into a 20-foot drop and a pit full of mung.
3–4	**Corridor of Beasts**	A hallway lined with five iron cages, in which a menagerie of critters skulks: a koogra, a ramgore, a thunderhorn, a dracopillar, and a merga toad. In front of each is a concealed pressure plate that lets out the starved beast.
5–6	**Sword Altar**	Two stone altars stand on opposite sides of the room. An ornate sword rests on the farthest stone altar. Removing the sword triggers a series of rotating blades that fly from the floor, ceiling, and walls. Placing the sword on the other altar stops the blades.
7–8	**Sticky Tome**	An old leather-bound book with unfamiliar writing rests on a table. Opening the book is harmless, but turning the pages triggers a mystical, gummy ooze that curses the book's handler with hands so sticky they can't release their grip from anything they touch. Rune words to undo the curse and open the exit door are written on the inside back cover.
9–10	**Scumseer Idol**	The crude, black stone idol of a tentacled monster rests in a small pile of gold. Removing the idol ignites torches all around the room as it weeps black oil. The idol weeps and floods the room until the oil touches the torches and explodes (2 minutes). The only exit is a small grate in the ceiling.
11–12	**Sinking Causeway**	A 50-foot causeway sinks under the weight of more than one person. X-in-6 chance it sinks per person walking across at one time. When the causeway sinks it plunges into cold, brackish water filled with frost jellies.
13–14	**Brittle Bridge**	An ordinary door opens onto a crystal bridge connecting this room to the next. For each person that crosses it, the bridge becomes more brittle and ultimately breaks (X-in-6 chance it crumbles per person walking across). Below is a 30-foot fall into a pit of chromadytes.
15–16	**Crossbow Chandelier**	An elaborate ballroom with a marble dance floor, punch bowl, and music emanating from the walls. A huge chandelier spans above the dance floor, made from dozens of crossbows. Passing beneath the chandelier without dancing activates the crossbows (4d4 Dread, fires 4 times before exhausted).
17–18	**Golden Gator**	The way dead ends into an empty treasure room with a large, golden gator statue in the corner. The gator's mouth is partly ajar with a shining weirding gem in its jaws. Removing the gem results in the gator's mouth snapping shut inflicting 1d12 Dread, but a secret door opens. Quickly replacing the gem with a similar sized object prevents the trap from triggering, and the door will open.
19–20	**Hand Grabber**	The way dead ends into an empty room with a locked chest in the corner. Any attempt to unlock the chest conjures a toothy maw that latches onto the offender's hand, inflicting 1d6 Dread every minute. The creature gleefully lets go if fed something delicious.
21–22	**Super Spring Traps**	An uneven wooden floor hides a series of spring traps with enough power to propel a PC directly into the hard stone ceiling (1d6 Dread).
23–24	**Golden Soup**	A room with a cauldron hanging over a doused fire and a coin-operated door at the far end. Within the cauldron is a slimy translucent soup with square coins glittering at the bottom. Anyone attempting to collect the coins suffers a random curse. Relight the fire, however, and the soup instantly burns away, making the coins safe to take.

1D100	NAME	TRAP/OBSTACLE
25–26	**Biting Rope**	A collapsed hallway floor over a chasm. A single rope hangs from the ceiling, just out of reach, but long enough to swing to the other side. Tiny quills woven into the rope make it painful to grab and difficult to let go (1d8 Dread and Roll+Might to let go).
27–28	**Whispering Wall**	A fresh, whispery breeze blows from the outline of a false secret door at the far end of a hall. When the false door is opened, arrows fire from a Felmog porcupine siege device on the other side (1d10 Dread). The real secret door is on the right side, barely discernible by deep grooves in the stone.
29–30	**Fountain of Swords**	A fountain babbles in the center of an ornate room. The surface glimmers with cool light, but upon closer inspection, the fountain is actually a well with a ladder leading down. But a dozen enchanted, liquid swords spring out and attack (as creeper—Attack:+2, Dread:1d8).
31–32	**Abandoned Gauntlet**	The room looks to be an abandoned training room with brass golems and a low, collapsing ceiling. The only way through requires crawling, and the golems whir to life when anyone comes near, spinning with bludgeons and blades.
33–34	**Collapsing Stairs**	A staircase spirals downward. The stairs moan and creak and once the PCs reach the middle, the stairs flatten into a slide that drops them into a locked prison cell. The exit is on the other side of the bars.
35–36	**Phantasmal Pendulum**	A chamber filled with a dozen swinging pendulums, their silver blades ringing as they slice through the air. Only three of them are real, the rest are illusions.
37–38	**Eavesdropper's Wall**	Behind a trick wall, a group of bandits awaits the PCs, overhearing their every word. The bandits wait for an opportune moment to reveal themselves, ready to strike.
39–40	**The Illusionary Path**	A tunnel diverges into two paths: one dark, dank, and covered in cobwebs, the other well-lit and clean. Anyone who closely examines the clean path can tell that it's a magical illusion. However, the well-lit path is indeed the safe path to the next area, while the dark path leads to an inkpot spider nest.
41–42	**The Dumbwaiter**	The only exit is a dumbwaiter, big enough for one person. It lowers down into a kitchen where a villainous chef (as warrior) is looking to cook PCs and feed them to a captive gator.
43–44	**Cave-In**	The passage is unstable and the ceiling begins to rumble and crack. Rocks and debris shake loose and anyone who doesn't immediately dash forward gets caught in the cave-in (Nimbleness Check or suffer 1d12 Dread).
45–46	**Portcullis**	A rusty iron portcullis suddenly crashes down, trapping half the PCs inside the room with four sputter-guards equipped with flamethrowers.
47–48	**Reverse Gravity**	The PCs find themselves impossibly standing on the ceiling of a barren room. A single switch on the floor deactivates the magic and opens the way forward.
49–50	**Wall of Fire**	A 5-foot thick, blazing wall of fire blocks the hallway, so hot it scorches the PC's eyebrows.
51–52	**Wall of Ice**	A solid, frozen mass of ice blocks the way, so cold the PCs can see their breath. The ice is about five feet thick.
53–54	**Lava Flow**	A slow, babbling flow of lava divides the room, easily 15 feet wide.
55–56	**Moving Platforms**	A series of moving platforms float in seemingly random patterns above a yawning pit. They move to the rhythm of an old folk song from the Drippy Downs.
57–58	**Acid Pool**	A large, still pool of acid about thirty feet wide blocks the way. Anything less than *Magic* metal sizzles, smokes, and dissolves violently within seconds.
59–60	**Bed of Funghouls**	A docile bed of funghouls covers the floor. They look like normal mushrooms until something gets close, then they gnash their teeth and growl ravenously, ready to devour.

1D100	NAME	TRAP/OBSTACLE
61–62	**Rolling Drill**	A patrolling mechanical drill powered by mad boggles plugs up the passageway as it barrels toward the PCs, demolishing and ripping anything unfortunate enough to be left in its path.
63–64	**Flooded Chamber**	A chamber flooded with water. The exit is hidden somewhere at the bottom through a grate. A ryzophant patrols the water.
65–66	**Rickety Rope Bridge**	A rickety rope bridge stretches over a chasm. It holds the PCs' weight if they step lightly, but the more they struggle the more it swings, potentially throwing everyone into the chasm.
67–68	**Kaleidoscorpion Den**	A colony of stinging kaleidoscorpions skitter all over the ceiling and walls, casting disorienting kaleidoscopic patterns that obscure the way forward.
69–70	**Sinkworm Brood**	The ground of the passageway is composed entirely of sinkworms—writhing, squirming, and waiting to devour anything that steps on them.
71–72	**Guttersnail Nest**	A nest of guttersnails slowly inch along the floor and walls. Their sticky slime covers the floor as their shells knock together like billiard balls.
73–74	**Ligershark Pool**	A deep, dark pool is home to a ligershark, impossible to see from the shore. The water is 100 feet deep, and 30 feet to the other side.
75–76	**Raging Ramgore**	A ramgore rages in a pit below, smashing its huge horns into the walls, cracking the stone. The only obvious way across is the left wall, which is covered in worn climbing grips.
77–78	**Menace in a Jar**	A room stacked with two dozen huge jars that teeter precariously on narrow shelves in tight rows. Every jar contains a muckman.
79–80	**Skeeter Hatchery**	Buzzing, skittering sounds reveal a hatchery of skeeters hovering around hundreds of their egg clutches, all stuck to the walls and ceiling.
81–82	**Pillar Bridge**	A dozen wooden pillars are driven into a pit, 5 feet apart from one another. Writhing singe vipers wait below.
83–84	**Witchbreath**	A dense fog of witchbreath, otherwise known as gloom, fills the chamber and passages. Everyone is immediately filled with a deep sense of dread.
85–86	**Lost Prison**	A series of closed jail cells packed with skeletons, save one that holds a random NPC. If set free, a stone golem appears and tries to imprison everyone.
87–88	**Enchanted Painting**	A huge beautiful painting of a forest landscape dominates a small chamber. Inspecting the painting reveals that the birds and clouds move slightly and a weorg blinks its red eyes. The painting is an enchanted portal. The PCs must navigate the wilderness to reach the other side, chased all the while by the menacing weorg.
89–90	**Choppers**	A series of five huge cleavers line the hallway, still as death. Any movement into the hall sets them off in violent chopping motions.
91–92	**Rat Thief**	A nabber rat skitters into a tiny hole, dragging away what must be the key to the next chamber door.
93–94	**Throngweed Maze**	A maze of black, thorny throngweed blocks the way, leaving no room to pass without getting scratched up by the barbs.
95–96	**Poison Gas**	A nondescript hallway. Faint footsteps in the dust line the edge of the walls. Unless the PCs hug the walls, yellow, sour-smelling poison gas floods the area, causing them to pass out. When they awake, their weapons are gone—stolen by goblin bandits.
97–98	**Collapsed Tunnel**	The tunnel forward has partially collapsed. Not even a boggle could squeeze through without moving rocks and debris for quite a while.
99–100	**Molten Moat**	A half-raised drawbridge hovers over a moat of molten lava, and beyond the drawbridge lies a closed portcullis. The winches to lower the bridge and raise the portcullis are located behind the portcullis.

Random Dungeon Puzzles & Riddles

1D100	NAME	PUZZLE/RIDDLE
1–2	**Mirror Mirror**	In an exitless room, there is a mirror, a rusty knight's helmet, a wooden stool, and a candlestick resting in the corner of the room. While the PCs are reflected in the mirror, the candlestick is the only object in the room that reflects in the mirror. Only by following their own reflection to pick up the candle stick will a hidden door open.
3–4	**Phantasmal Password**	An old, withered phantom knight composed of spectral green light guards an impassable door and asks repeatedly: "What is a good password, hm?" The phantasm is earnestly looking for suggestions, and only lets the PCs pass if they come up with a good idea dealing with chivalry, honor, or the like.
5–6	**Thirsty Wall**	A door opens up to a dead end stone wall with a riddle written on it: "The key is found in every rill, every lake, and every gill." Splashing water on the stone door opens it.
7–8	**Maestro's Floor**	The stone tiles in the room rise and fall periodically with music, like piano keys. If the tune is perfectly repeated aloud, the music stops and the tiles form a staircase downward.
9–10	**The Strange Door**	There is a door with 10 locks on it and one key left inside the first lock. A sign in big bold letters reads: HOW STRANGE. Opening every odd lock: 1, 3, 5, 7, 9, will unlock the door. Opening any of the even locks: 2, 4, 6, 8, 10 locks the door. Opening all 10 locks in any order, traps the key and electrifies the door (1d8 Dread).
11–12	**Never-ending Staircase**	A winding staircase with no end, spiraling upwards or downwards infinitely with torches that line the staircase. Traversing the staircase in total darkness leads safely to the exit.
13–14	**Conqueror's Sword**	A chamber filled with once magnificent swords, now long rusted with neglect. The bones of a forgotten conqueror sit at the far side of the room with empty hands and a riddle carved into his throne: "Present to me my mightiest weapon." There are hundreds of swords in the room, a quill, and a giant book that lists the swords' names, like: Deathbringer, Ruinmaker, Stormcleaver, Sword of Conquest, Blade of Giants, and Destroyer of Hamarung. Bring the conqueror a sword, and it hovers and slashes at the PCs (as creeper Attack:+2, Dread:1d10). Bring the quill to the conqueror and a secret door opens.
15–16	**Eyes of the Griffon**	A stone griffon head marks the exit into the next chamber, however its eye sockets are hollow and the door is thick and magically sealed. There are two gems hidden in the room beneath the stone floor, and placing them into the eye sockets of the statue opens the door. However, a nest of slurpworms reside beneath the floor as well.
17–18	**The Snorting Door**	An immense iron-banded door with the brass face of a wild boar grimaces in the darkness. When approached, the boar animates and snorts rudely in a grumbling tone, "Nope. No more. Tired of bein' treated like dirt, I am. Rude, rude, rude, you all are! All's I do all the day is open, shut, open, shut. Well, I'll tell you lot, today the way is shut. So don't boss me!" The door is impassible unless the PCs say "Please."
19–20	**Spitting Serpent**	A two-headed golden serpent statue coils around the room. The left head has its mouth closed with its tongue sticking out and closed eyes (pushing in the tongue opens two ruby eyes). The right head is open-mouthed, baring its fangs with two emerald eyes. Inside the right snake's mouth appears to be a door, with two slots for gems. Removing one of the emeralds causes the serpent's fangs to flood the room with poisonous mist. Putting the rubies from the left snake's mouth into the right snake's slots opens the door.
21–22	**The Cursed Painting**	A finely adorned room with nice furniture and a locked brass door with ornate scribbles on the metal. A massive fresco on one wall depicts two ettins fighting over a key. Touching the key materializes it, and the same goes for the ettins.
23–24	**Runes on the Door**	A door marked by several glowing magic runes. They must be translated from runic to decipher their meaning: "I'm not a diamond but go on a ring and I've got teeth but I won't bite. What am I?" Speak aloud the answer (a key) to open the door.

1D100	NAME	PUZZLE/RIDDLE
25–26	**The Bull's Eye**	A simple wooden door with a bull's eye painted onto it in red and white. Strike the bull's eye with a projectile from the other end of the room and the door swings open. Miss, and the projectile bounces back at the attacker inflicting Dread.
27–28	**The Caskets**	A room with no doors filled with 10 caskets. One of the caskets is actually a secret passageway. The others are full of undead skeletons that attack if opened. Every round of Combat, another skeleton rises out of one of the caskets.
29–30	**Venom Darts**	The floor of this hall is covered with tiny holes. Any pressure on the floor fires venomous darts from the floor in that area, inflicting 1d6 Dread and **POISON**. On the opposite side of the hall, 30 feet away, is a lever which disarms the darts.
31–32	**Thirsty Skeleton**	A skeleton chained to a door mimes and points at his mouth. If given a drink, the skeleton shouts, “Don’t touch the door!” Touching the door with bare flesh magically chains the person as well, and summons an obsidian golem.
33–34	**That's a Mouthful**	A locked door with a knocker shaped like a menacing dragon's face spews insults at the PCs. However, the knocker is missing its ring. Stuff something into the dragon's mouth and use it to knock and the door opens.
35–36	**The Dead End**	A long hallway leads to a dead end stone wall. Etched into the wall is a message that reads: "Eyes on me if you want to escape." If the PCs turn around they find themselves trapped. The only way out is to look at the etched message and walk backwards.
37–38	**Seven Knights**	A chamber with 7 portraits of 7 Knights, all named: Faria, Arrnon, Dario, Gregarius, Borz, Eileen, Cherith. There is a large door with 7 nails pounded into it. Placing the portraits in alphabetical order opens the door.
39–40	**Conversation With a Book**	A library full of books on mundane subjects. There is no interesting lore or magic here, just textbooks and uninteresting histories. In the middle of the room is an out of place book with "Tell me everything," written on the inside jacket. There is no pen, but if "everything" is written in the book, the door to the next chamber opens. If something else is written, the book tries to magically suck the PC inside itself starting with their hand.
41–42	**Switches**	A hallway with 5 levers protruding from the walls and 5 iron doors thwarting the way forward. When a lever is toggled it opens a door, but must be held in place to keep the door open, otherwise it slams shut. All doors have concealed spike pit traps right after them, except for the final door.
43–44	**The Mechanical Owl**	A mechanical owl perched on a petrified tree branch hoots above a locked door. The owl sputters and clicks, then cocks its head and asks: "I can ford the angriest river, but never learned to swim. I can scale the greatest canyon, but never learned to climb. What's my name?" Speak aloud the answer (the wind) and the door opens.
45–46	**The Greedy Goblin**	A gaudy, papier-mache goblin with bright green skin and clownish makeup stands beside an iron gate. The goblin's eyes seem to follow you, despite being inanimate, and its gaping grin looks more menacing than joyful. There is a sign draped around its neck that reads: "Hungry? Me too! Feed me. Feed me a snack with a head and a tail, but no legs, feet, arms, or hands." Drop "a coin" in its gaping grin and the gate opens.
47–48	**The Shushing Statue**	A statue of a Felmog Knight looms in a static pose, with a finger over its lips. There are words carved into the plinth on which it stands: "You already possess this precious treasure. Yet, you want to share it. But when you share it, you will lose it forever. And should you keep it, you can never spend it...or enter.” Share a secret aloud to open the door.
49–50	**Repeating Vapor**	A room is a dead end, and a disembodied voice echoes throughout: "You can hear me, but cannot see me, and I cannot reply without being spoken to. What am I?" A hidden door is revealed if the word "echo" is uttered.
51–52	**The Hungry Pit**	A huge chasm full of funghouls divides the entrance from the way forward. A rusty panel device with a keypad at the edge of the cliff reads: "Passcode Required. The more that you give me, the smaller I am. The more that you steal, the bigger I get. What am I?" Should a PC type in "Pit," the chasm fills with dirt falling from the ceiling.

1D100	NAME	PUZZLE/RIDDLE
53–54	**Cackling Jack**	The ceiling has crumbled away and the light shines in through the cracks, revealing piles of bones. Birds squawk and cackle in the dark above, out of sight. A voice like breaking glass laughs, "Innocent am I! No crime was done. Yet every day I take part in a murder for fun! Tell me, what am I?" Should someone say the answer (a crow), Cackling Jack swoops down to reveal himself and leads the PCs to the next room. Any other answer and a murder of scare crows attacks.
55–56	**The Pauper and the King**	A grand tapestry of a pauper, a king, and a cow dominates the room. The pauper sits on a pile of mud, the king sits on a throne. Stitched into the tapestry are these words: "The pauper has it. The King needs it. And the cow knows it. What am I?" Say "Nothing" aloud and the tapestry falls to the ground, revealing a secret door.
57–58	**The Bellowing Forge**	A bright, furious forge spits fire and growls with crackling heat. A message cut from the hot metal and fire illuminates the words: "I am black when I'm born. Red when I'm alive. White when I die. What am I?" The answer is "coal" and uttering it squelches the forge's fire, revealing a passageway through the furnace itself.
59–60	**The Beggar and the Thieves**	You find an old beggar hunched by a locked door who laughs and says: "I was headed to the Middle-Route Run and met a thief and 40 thugs. Each thug had 60 brutes. Each brute had 80 goons. Each goon had 90 hounds. How many were headed to the Middle-Route Run?" Answer "one" and the beggar opens the door, otherwise thieves burst through the door and attack.
61–62	**The Caves**	A cavernous room with a subterranean river snaking through it. Three bridges cross the river to three separate cave mouths. Words are etched into the floor in front of the middle bridge: "Day or night, I never sleep. I always run, I never creep. I sing and speak without a voice. Take your time to make your choice." The river is the way forward while the three caves each lead to a random Adversary.
63–64	**The Thousand Year Scroll**	A mute skeleton in robes hunches over a scroll, overlooking a stairway blocked by a glimmering gate with a lock made of adamant. On the lock there are numbers 1–10 and letters A–Z. The scroll reads: "What comes once in a minute, twice in a moment, but never in a thousand years?" The answer is the letter "M" and selecting that letter on the lock opens the gate.
65–66	**Candles in the Library**	A library filled with lit candelabras glitters in the dark. A door on the opposite side of the room is locked with an altar before it. The altar has a marker with the words: "Young I am tall, old I am short. What am I?" The answer is "a candle," and placing one lit onto the altar opens the door.
67–68	**Wrinkled Riddle Master**	A chamber with a door on each of the four walls, the ceiling and the floor. A small, hunched creature in a hood sits on a stool. The creature, a knobby, one-eyed tommyknacker says, "What am I?" And nothing more. Should the PCs answer "a riddlemaster" all of the doors open (each progresses the dungeon). For each wrong answer, a random Adversary comes out of a door.
69–70	**The Toad Door**	A giant toad's head blocks a green door to the next chamber. The mouth is open and its long tongue is like a carpet to a green door. On the door are the words: "I twinkle yet I am no star. I blink but never with my eyes." The answer is a "firefly" and speaking aloud opens the green door. On a wrong answer, the tongue springs alive and attacks (as thoad).
71–72	**The Maze Map**	The PCs stand at the entrance of a maze. Above the entrance reads: "Woods without trees, mountains without stones, oceans without water, cities without houses. What am I?" The answer is a "map" and uttering it aloud opens a compartment with a map of the maze. Navigating it otherwise requires traversing a Random Maze.
73–74	**The Hound**	A weorg hound chained to the center of a bone-littered floor barks and growls at the PCs. A chest of treasure rests between the hound's feet. Suddenly, the hound speaks in a gravelly, throaty snarl, "What animal keeps the best time?" Answer "watchdog" and the hound laughs and becomes friendly, nudging the treasure chest forward with its nose, which holds a key.
75–76	**This Reflection**	A bedchamber is in disarray, the bed shredded, the chest of drawers splintered and a vanity mirror the size of a tower shield is cracked down the middle. When anyone approaches, their reflections stare back at them intently. One of the PC's reflections says: "What is deaf, dumb, blind, and mute, but always tells the truth?" The answer is "a mirror" and uttering it correctly reveals a secret hatch and prevents the doppelgangers in the mirror from bounding out to attack.

1D100	NAME	PUZZLE/RIDDLE
77–78	**The Laughing Dead**	A catacomb lined with skeletons of the long dead, bound in burial wrappings. On the far end of the chamber, a large box jiggles and shakes. A voice moans inside and says: "Listen. Answer. Answer or join us. How...do you get a skeleton to laugh?" A pause. "Three tries. Or everyone dies." The answer is "tickle its funny bone." If answered correctly, the skeletons all laugh, then go silent forever, and the box opens revealing a dark hole.
79–80	**The Fungal Door**	A magically sealed door overgrown with lichen stands before you. On the stone arch above, carved words read: "This is a room you cannot enter." If the word "mushroom" is uttered, the door opens.
81–82	**The Goblin Mouth**	A door in the shape of a grotesque goblin mouth is locked by iron teeth. It says the phrase: "I sometimes slip, even though I'm held. If you're smart, you'll use me well. What am I?" If anything other than "tongue" is answered, a noxious gas emits from the mouth (Mettle Check or become **WEAKENED**), otherwise a long carpeted tongue unfurls, opening the door.
83–84	**The Heavy Rock**	A large boulder sits in the middle of a room with no doors. The rock cannot be moved by any means. Carved into the rock are the words: "Forwards I'm heavy, backwards I'm not." The answer is "a ton," and when spoken aloud, a hidden hatch in the floor opens leading downward.
85–86	**Copper Statues**	Three copper statues stand in a room with no doors. One statue is a sarvang, one is a ramgore, and one is a gator. The words, "It has a copper head and it has a copper tail, but it has no body" are inscribed on the floor. The answer is "a copper coin" but each time a wrong guess is uttered one of the statues comes to life and attacks.
87–88	**The Clam**	The door slams shut behind the PCS as they enter a chamber with ankle-high, murky saltwater. In the center of the room is an ancient clam that utters: "You keep me when you do not need me, and throw me out when you do." Answer “an anchor,” and a hidden passage is revealed. With a wrong guess the water begins to rise to the ceiling as the clam repeats the question over and over.
89–90	**The Comedian**	A cackling cackletrice blocks a sealed door and paces back and forth like it's doing a stand-up routine, but it never gets to the punchline. "Wait, wait, wait--Have you heard this one? What is a sea serpent’s favorite dish? HAHA!" Answer ”fish and ships” and the door unseals. Particularly unfunny guesses make the cackletrice angry.
91–92	**The Weeping Ghost**	You find what looks to be an old kitchen with dishes and food strewn about. A knife is stuck into a cutting board and next to it a plump ghost gorges himself on food: "You’re the one who cut me up. Yet you’re the one who weeps at my death! What am I?" The answer is "an onion," and the ghost reveals a secret door behind the pantry. If guessed wrong, the ghost shouts "NO!" and tries to eat the PCs instead.
93–94	**Ghost in the Dark**	You walk into a completely dark room where all light is magically snuffed away. A ghostly whisper says: "All night long, I cry and cry, though I am not alive. And if I stay awake all night, I will surely die. What am I?" If "candle" is guessed, the lit outline of a door reveals itself in the dark. Otherwise, an angry ghost attacks.
95–96	**The All-Mighty Dragon**	The door to the next room is actually a snarling dragon head that growls: "I am the beginning of eternity! I am the end of space and time! Don't you know what I am? If you do, say it or fry!" Each PC gets one guess and if none says "the letter E," the dragon breathes fire on the PCs (1d12 Dread). Correctly answering opens the dragon’s mouth to reveal the way forward.
97–98	**The Haunted Workshop**	A workshop with piles of lumber, hammers, saws, nails, and sandpaper. When the PCs enter, the entrance and exit shut and the tools come to life, attacking the PCs! A piece of parchment lies undisturbed on a workbench. The paper reads: "I'm a kind of wood that's never straight, never crooked, has no weight, and can’t hold a nail. What kind of wood am I?" The answer is "sawdust" and uttering it makes the workshop go quiet and the doors open.
99–100	**The Dawn Door**	The room is empty except for a massive, impassible door with a giant grinning sun peaking over a mountain painted onto it. These words are written below the image: "Never have I been, but always shall I be. We haven't met, yet you're expecting me. What am I?" Should the PCs answer "Tomorrow," the door swings open.

Magic Items

To roll 1d200, roll 1d20 and 1d10, just like rolling 1d100 (except the 20 counts as 00.)
The second column is for rolling a random item by Type.

1D200	1DX	TYPE	NAME	SLOTS	PROPERTIES	ITEM LORE
1	1	Alchemicals	**Balm of Fury**	0	Grants two attacks per round in Combat when applied to the hands. 1d6 Usage Die.	Stinks to high heaven like fish and frog farts, but it sure whips people up into a mighty fury.
2	2	Alchemicals	**Epolian Poultice**	1	Heals all **WOUNDS**, **POISON**, and Lasting Injuries. 1d6 Usage Die.	The medicinal arts of Epoli are among the many forgotten wonders of history, but in secret places, some yet remain.
3	3	Alchemicals	**Unicorn Shampoo**	1	Grow or revitalize a thick, flowing head of brightly colored hair. 1d12 Usage Die.	Made from the hair strands of unicorns, who absolutely never lose hair or have bad hair days.
4	4	Alchemicals	**Welkin Ointment**	0	When rubbed on one's arms, grants flight for an hour. 1d12 Usage Die.	Used by ailing or injured welkins who need a little extra help getting off the ground to fly.
5	5	Alchemicals	**Dust of Banishment**	0	Sprinkle this on non-*Magic* item to make it disappear. 1d6 Usage Die.	A powerful dust, left from the aftermath of a lich's demise.
6	6	Alchemicals	**Elixir of Ettin Speech**	0	Drink to permanently learn the Ettin tongue and gain Advantage when Parleying with Ettins. 1d6 Usage Die.	Ettins are ornery and difficult to reason with, that is unless you share their tongue.
7	7	Alchemicals	**Elixir of Gliding**	0	Drink to glide from a height as if on a hang glider. 1d6 Usage Die.	Having lost her husband to the perils of an unsure foot on a steep, winding path, an enchantress made 30 bottles of this elixir to celebrate their 30 years of love and friendship.
8	8	Alchemicals	**Elixir of Mimicry**	0	Drink to mimic any voice or critter call heard before. 1d6 Usage Die.	The alchemist-thief Okese Onose used his impressive concoction skills to make his heists more efficient. After all, who doesn't heed the voice of a trusted friend?
9	9	Alchemicals	**Jumping Blood**	0	A drop of this blood on an inanimate object gives it the ability to jump up to 20 feet high at the user's command. 1d6 Usage Die.	Sprong vipers are known to leap and attack their prey from a great distance, and it would seem that a witch has harnessed the viper's natural abilities within a vial of blood.
10	10	Alchemicals	**Potion of Dreams**	0	When consumed, the drinker thinks of a person, place, or thing that they want to see in their dreams. Upon sleeping, they can see and interact with the subject of their desire for [Level] minutes. 1d6 Usage Die.	Alchemists have long believed that all power resides in our dreams.
11	11	Alchemicals	**Cagey Potion**	0	Drinking this potion deflects any unwanted questions into harmless drivel. 1d6 Usage Die.	Crafted by an ancient spy network called the Midnight, each member carried one of these potions in the event they were caught.
12	12	Alchemicals	**Tonic of Shouting**	0	The drinker's voice becomes thunderous, audible for miles for [Level] minutes. 1d6 Usage Die.	Voice amplification was the obsession of Teeknok the Meek, shrym thaumaturge of Thurf. When he finally perfected his tonic, he had to replace every window for 10 miles.
13	1	Belts	**Silver Link**	0	Once every session, shrink to the size of an apple for [Level] minutes.	A slender silver chain used to infiltrate the pixie hive of Leenell the Mad.

1D200	1DX	TYPE	NAME	SLOTS	PROPERTIES	ITEM LORE
14	2	Belts	**Loro's Loop**	1	Grants +1 Block. Charm Check: Once every session, may cause an NPC to have a crush on them for one hour.	A braided leather belt that's actually the lost wedding band of a giant named Loro.
15	3	Belts	**Reflecting Girdle**	1	Once every session, may reflect light to **BLIND** an Adversary for the rest of the encounter.	Polished by pixies to a mirrored shine, this brilliant armor is sure to make your foes blink.
16	4	Belts	**Belt of the Road**	1	Once every session, may rub this belt's buckle to conjure a saddled riding horse for one hour.	For the adventurer who sometimes needs a steed, but doesn't want to worry about stabling, feeding, or hoping your horse doesn't get stolen by bandits.
17	1	Bladed Weapons	**Coral Saber of the Nyad King**	2	Once every session, may cast a powerful wave of water. In Combat, all large or smaller Close and Nearby Goons and Bruisers are knocked **PRONE** and swept in the current.	Coral Sabers are the finely crafted side-arms of honored nyads in the sunken kingdoms. Very rare, and rarer still is the King's!
18	2	Bladed Weapons	**The Diamond Cleaver of Skash**	2	Grants +1 Attack and Dread. Can turn to a bag of coal dust and back again at will.	The War of the Shimmering Shar unearthed many treasures and oddities, including this ancient, glittering axe of the skash. The magic used to create this weapon is lost, but its metamorphic properties are still potent. Coal into diamonds and diamonds back to coal.
19	3	Bladed Weapons	**Fedwor, Great Axe of the Octopus**	3	Grants +2 Dread. On an 8 Hit, the target can't Counterattack, and the wielder may attack the same target again.	This nimble weapon was once wielded by the deep lord, Elobek the Octopus, and was fourth of eight mythical weapons owned by the mighty cephalopod.
20	4	Bladed Weapons	**Longsword of the Jester**	2	Once every session, a Hit from this blade can make the target laugh hysterically, falling **PRONE** and **STUNNED**.	Hexed by the dejected jester Mervyn Framble, this longsword forces laughter unto its enemies with every vengeful blow.
21	5	Bladed Weapons	**Soothsayer's Word**	2	Once every Combat, reroll an Attack. Each session, may ask the GM a yes or no question and expect a reliable answer.	Forged by the famed Stroud the Soothsaying Smith. He often braved the Middle-Route Run and decided that his sword should be able to make predictions as accurately as he did.
22	6	Bladed Weapons	**Steel Blossom**	1	Blooms a flower whenever it hits an Adversary, healing 1 Courage to the wielder.	A short sword forged by the pixie smith Oon. It was her proud belief that for every drop of blood spilt in war, there should be a gift of life.
23	7	Bladed Weapons	**Vrang's Dual Axes of the Conquering Crab**	3	Grants +1 Attack and +2 Dread. Once every session, may **ENTANGLE** an Adversary or grab hold of a Close or Nearby object.	Crafted from the severed limbs of the legendary krabrak Vrang, these dual axes were enchanted to retain the crushing force of the mighty crab man.
24	8	Bladed Weapons	**Battleaxe of the Shedu**	3	Once every session, may **BLIND** all Goons or one Bruiser for 1d4 rounds.	Legend says this glimmering axe was forged by the shedubim in the stars.
25	1	Blunt Weapons	**Brigand's Ball and Chain**	3	Also a Flexible weapon with [trip]. Grants +2 Dread. Intimidate Checks gain Advantage against bandits and thieves.	Once an instrument to shackle the worst of bandits, this heavy, iron ball and chain was repurposed as a weapon by Mauvra the Smasher, Brigand and Warlady of River Country.
26	2	Blunt Weapons	**Staff of Corridors**	3	Once every session, the wielder can slam the staff to the ground, revealing the direction toward a chosen person or thing within a dungeon.	Navigating dungeons is difficult work, so treasure hunter Marloon the Finder found a better way to skip all the deadends.

1D200	1DX	TYPE	NAME	SLOTS	PROPERTIES	ITEM LORE
27	3	Blunt Weapons	**The Night Watchman**	1	Once every session, peer through the glass center of the hilt to see clearly in the dark. 3 Charges: Use 1 Charge to discern if someone is lying. Replenish 1 Charge by not sleeping for a night.	This truncheon was the heirloom of Mayor Marylin Froun of Hedgewater Mabel.
28	4	Blunt Weapons	**Windywhirl**	2	Grants +2 Dread. 4 Charges: Once every session, use 1 Charge to summon a swirling dust devil, which **ENTANGLES** 1d4 Close or Nearby Adversaries, inflicting 1d6 Dread per round. Replenish 1d4 Charges in the middle of a windstorm.	A powerful mace forged by desert elves and gifted to the shrym hero Irizz the Windy, who led her people across the steppes of Shrym to reclaim their home from the Mad Ettins of Orss.
29	5	Blunt Weapons	**Winged Staff of Hamarung**	3	Grants +3 Dread. 3 Charges: Use 1 Charge to slam to the ground and create a 50-ft line in any direction, which no one but the wielder can pass.	This black staff, adorned with bat wings, was once wielded by the Wardens of the Imperial City of Hamarung to safeguard the royal family and nobility.
30	6	Blunt Weapons	**Pommel of the Lion**	1	Grants +1 Attack. The wielder gains Proficiency in Bravery and can never be **FRIGHTENED**.	A gold, lion-shaped pommel and hilt from a two-handed broad sword of Lionen. Legends say that knights rode winged lions to battle and soared through the skies like great and terrible birds.
31	1	Chest Armor (Heavy)	**Collar of the Warden**	3	Grants +2 Block. Once every Combat, summon the spirits of the armor to Block 1d12 Dread against the wearer or a Close or Nearby ally.	A shining silver gorget imbued with the spirits of every wearer that came before.
32	2	Chest Armor (Heavy)	**Raiment of the Violet Knight**	3	Grants +1 Charm, -1 Defense, and +2 Block.	A beautiful suit of platemail, enamelled purple and adorned with golden vines.
33	3	Chest Armor (Heavy)	**Thundering Armor**	3	When struck, the armor reverberates inflicting 2 Dread to the attacker. The wearer's Attacks made with blunt weapons inflict +2 Dread.	Challenge a Thunder Warrior of Eenos if you dare. They never go quietly and striking their legendary armor clatters teeth and rattles bones.
34	4	Chest Armor (Light)	**Hide of Ishryx**	1	Grants -1 Defense, +2 Block, and immunity to cold.	Powdery white, scale mail woven from the scales of Ishryx the Cold after being defeated by Sir Maglamore of Waed.
35	5	Chest Armor (Light)	**Scumseer Chains**	1	Grants -1 Defense. The wearer can freely swim and breathe underwater.	Dingy, rusted chainmail imbued with the gifts of the scumseers, deep creatures who dwell in dark waters and dream of the day they shall emerge as the masters of Eem.
36	6	Chest Armor (Medium)	**Shirt of Shadows**	2	Grants +2 Block. In shadow, the wearer becomes almost impossible to see.	The Witch-Son Torax Zenethir used this black chain armor to usurp the throne of the Cloven Tongue, ushering in the Invisible Dominion.
37	7	Chest Armor (Medium)	**Hauberk of Mirth**	2	Grants the wearer and every Close ally +5 Courage at the beginning of any Combat.	A brilliant, prismatic chain hauberk forged in the gnome city of Mirth.
38	8	Chest Armor (Medium)	**Ring Mail of the Pirate King**	2	Grants +1 Block. Attracts a **LACKEY**, as per the Dungeoneer ability.	Kingly ring mail made from the bejeweled rings of merchants and nobles robbed blind by the famed pirate, Lady Shin Shin MaDoor.
39	1	Cloaks & Capes	**Bearskin of Trivia**	1	Lore Check: Once every session, invent a true piece of trivia about a critter, creeper or animal.	A bearskin cloak worn by the great gnome L. Dorothy Tanno, who traveled all of Eem conversing with all of its creatures. Tanno was credited as a source for P. Gandy Gandermun's Encyclopedia of Eem.

1D200	1DX	TYPE	NAME	SLOTS	PROPERTIES	ITEM LORE
40	2	Cloaks & Capes	**The Will o' the Wisp**	1	Grants +1 Sneak. The wearer can become incorporeal at will when in marsh, swamp, or wetlands terrain. While incorporeal, the wearer can't suffer or inflict Dread or touch anything.	The quags of Quagmash are treacherous, so the enchantress Sharash of the Order of the Cloven Tongue enchanted a cloak that allowed her to pass through any dangers.
41	3	Cloaks & Capes	**Ventriloquist's Cloak**	1	Once every session, the wearer can throw or change their voice to be unrecognizable.	An undersized cloak with a bright red hood, originally stitched for a wooden dummy before a boggle burglar put it to better use.
42	4	Cloaks & Capes	**The Velvet Sparrow**	1	Royalty and nobility generally find the wearer charming (perhaps infuriatingly so). Grants Proficiency in Etiquette, Heraldry, and Dancing.	A beautiful, albeit gaudy velvet cape known to make the noble class jealous.
43	5	Cloaks & Capes	**Humphree's Flowing Cape**	2	Attack: Once every Combat, the cloak may steal a Close or Nearby target's held weapon.	Humphree Hutch wasn't much of a duelist, but when he bought this cape from a wandering wizard he learned the cape was better at disarming foes than he was.
44	6	Cloaks & Capes	**Cloak of Coordination**	1	The wearer never fumbles or trips during a Conflict. Once every session, reroll a failed Nimbleness Check.	An unassuming cloak of green wool enchanted by a magician to help her legendary clumsiness.
45	1	Flexible Weapons	**Bolas of Persuasion**	1	Once every Combat, on a 9+ Hit, target Goon or Bruiser becomes **ENTANGLED** and can be commanded to surrender.	Finely woven leather bolas enchanted by the Witches of the Cloven Steppe. Originally a gift to the first Commandant of the River Watch.
46	2	Flexible Weapons	**Expanding Whip**	1	Grants +1 Attack. [entangle] Can extend up to 30 feet at the wielder's will. Once every Combat, may attack a Faraway target.	Clearly designed to wrangle and wrap flying creatures.
47	1	Food & Drink	**Bogril Glowing Cheese**	1	Gain +2 to a skill for 1 day. 1d6 Usage Die.	Not all cheese is created equal.
48	2	Food & Drink	**Draught of the Campfire**	1	Drink to feel full and rested. Also removes **TIRED**, **WEAKENED**, and **POISONED** conditions. 1d6 Usage Die.	Quests can be hard on the body and mind, and this draught of liquid was developed to make a traveler feel as if they never left home.
49	3	Food & Drink	**Hasted Pastry of the Tycoon**	0	Grants Proficiency in Wheeling and Dealing. 1 Use.	Baked by a warlock to improve the business of a used wagon salesman.
50	4	Food & Drink	**Friendship Breath Mints**	0	Eating this breath mint while conversing with someone establishes a friendly connection. 1d6 Usage Die.	Good breath is a polite accommodation when networking with new folk. Gnomes know this well, which is why their breath mints are so darn good.
51	5	Food & Drink	**Sizeable Mushroom**	1	Grow to the size of a troll or shrink to the size of a forest boggle for 1d12 days. 1 Use.	The Fungal Jungle of the Underlands is a vast expanse of wondrous mushroom forests and toadstool dells, full of amazing growths.
52	6	Food & Drink	**Radish of Truth**	0	Whoever eats this radish can't tell a lie for a month. 1 Use.	It is often extraordinary to experience the bounty of a gnome's garden.
53	7	Food & Drink	**Frying Pan of the Fortress**	1	Fresh food cooked in this pan feeds +12 people per use.	Gnomes love to cook for friendly gatherings. Sometimes their magical benevolence can be repurposed, in this case, to feed an army.
54	8	Food & Drink	**The Everlasting Boghopper**	0	If kept under the tongue, the user can easily leap 10 feet in any direction.	This grody, crusty, muck is meant as a tasty treat for gelpies, but it grants amazing athletic ability!

1D200	1DX	TYPE	NAME	SLOTS	PROPERTIES	ITEM LORE
55	1	Footwear	**Molten Sabatons**	1	+1 Block. Once every session, may pierce and crumble rock with a single kick.	Crafted from magma metal, dweorg warriors used these during the Unseen War to cause subterranean avalanches.
56	2	Footwear	**Ratwalkers**	1	The wearer can walk narrow paths and tightropes with ease.	Sewn by Stella the Streetrat and enchanted with her knack for narrow escapes, these furry boots won't turn heads, but they're great in a tight spot.
57	3	Footwear	**Clogs of Comedy**	1	Click the heels to make all those Close and Nearby erupt with laughter.	The comedian Hack Shmapplegap always had a backup plan in case he bombed on stage, which was quite often.
58	4	Footwear	**The Twinkletoes**	1	These boots are resistant to slipping and sticking, and immune to heat and cold.	These garish, gaudy gumboots are a necessity for any dungeoneer to keep their footing down in the Underlands where wet, webbing, magma, or ice could send one to an early grave. Too bad only three pairs were ever made.
59	5	Footwear	**Imp-Winged Boots**	2	The wearer can flutter about like an imp.	These stylish hip boots were once worn by a vampire who, due to a sickness, had lost his power of flight.
60	6	Footwear	**Solomun's Scalers**	1	The wearer can easily scale any incline or sheer wall.	The mountaineer Solomun Haver was the first boggart to ever reach the top of Mt. Hetch thanks to these hobnail boots, and to this day a treasure he buried still remains at the mountain's peak.
61	7	Footwear	**Spritely Sandals**	1	Once every session, the wearer can reroll a Nimbleness Check.	These glittery sandals were cobbled by the gnomes of Dingledell, where nothing goes farther than a story and a good pair of footwear.
62	8	Footwear	**The Yowling Dogs**	2	These boots bark and sniff like a dog. They can pick up on a scent like a hound, granting Advantage to Search Checks when given a scent to follow.	Not the most subtle pair of footwear in Eem, as they were accidentally enchanted with the spirit of an old hunting hound named Yowler.
63	1	Gloves	**Tenderheart Gloves**	1	Once every session, touch an ally to heal them for 1d12+1 Courage.	These enchanted gloves were once owned by a gnome who traveled the Huxweald helping injured animals.
64	2	Gloves	**Gauntlets of the Giant**	2	Grants +1 Attack and the wearer rolls Dread with Advantage.	Hammered from magic steel by the Sorcerer-smith of Maax, these dull-colored iron gauntlets were once worn by a Felmog Knight who fought toe to toe with a giant.
65	3	Gloves	**Hands of Sleight**	1	Nimbleness Check: Once every session, the wearer can make an object they're holding disappear for up to [Level] minutes.	A magician's best friend, these delightful magic gloves are perfect for transforming a humdrum street performance into an amazing show.
66	4	Gloves	**Dazzling Detectors**	1	Once every session, may name an object or creature. The gloves glow bright white when within Faraway range of the named subject.	These dazzling leather gloves were originally enchanted to aid a gnome truffle farmer securing her truffles.
67	5	Gloves	**Mittens of Obliteration**	1	Once every session, may blast powerful beams of energy, destroying all non-magical, non-living matter in a 3-foot wide path, up to 20 feet long.	Gnome mothers knit mittens that ward off more than just the cold.
68	6	Gloves	**Kobold Gloves of Pickpocketing**	1	Grants the Rascal Ability **STICKY FINGERS**.	These small black gloves of kobold make are any aspirational rascal's best friend.

1D200	1DX	TYPE	NAME	SLOTS	PROPERTIES	ITEM LORE
69	1	Headwear (Cursed)	**Hollow Helm of the Iron Sun**	1	Inflicts Disadvantage on Perception and Search Checks, but bestows +4 Dread.	There are those who would sacrifice gazing upon a beautiful vista, a spectacular sunrise, or the warm smile of a lover, to evoke dread in their enemies.
70	2	Headwear	**The Dragoon's Guile**	2	Grants +1 Trickery. Once every Combat, on an Attack result of 5, Hit with a Counterattack instead.	This horned, green great helm hides the wearer's eyes. A good dragoon knows that for every ounce of grit you need two ounces of guile.
71	3	Headwear	**The Taskmaster's Hat**	1	Knocking on this hard hat twice summons a helpful boggle named Eep.	Working in the deepest dungeoneering tunnels can be a real grind. Always nice to have help.
72	4	Headwear	**The General's Visor**	1	Once every Combat, after an Adversary is defeated, may force 1d4 Goons or one Bruiser to make a Mettle Check or flee.	Sapphire greathelm of General Jarbag the Pincer. A legend on the battlefield, for he always knew when to retreat and when to press the attack.
73	5	Headwear	**Volcanic Mustache**	1	Grants +5 Block against fire. Once every session, may spit fire at a Close or Nearby target for 1d10 Dread.	This mask was hammered and beaten by the titan smith, Vulkor, who plucked three of his own iron whiskers to forge it.
74	6	Headwear	**Cloven Cowl of Concealment**	1	Renders three chosen items on the wearer completely undetectable by ordinary means.	Few are more cunning than the Felmog knights of the Order of the Cloven Tongue. Their true purpose is almost always concealed by illusion and deceit.
75	7	Headwear	**Junkmonger's Goggles**	1	Grants +1 Treasure Hunting.	Junkmongers have an eye for treasure.
76	8	Headwear	**The Clay Mask**	1	Once every session, this mask can be sculpted to change the wearer's appearance. Tinker Check to look like a specific person.	Used by a gelpie who wished for nothing more than everyone in the world to adore him.
77	9	Headwear	**Top Hat of the Pirate King**	1	Attracts an **UNDERLING** NPC follower, as per the Dungeoneer Perk.	The bigger the hat, the better the pirate, as they say. This courtly, gaudy top hat has lured many a rapscallion to the cause of a charismatic pirate, namely King Huely Spitfork the Bloody Bay Boggart.
78	10	Headwear	**Ursat's Ersatz Ur Hat**	1	Once every session, may fool people into thinking the wearer is royalty.	An ornamental crown forged by the sorcerer Ursat in the style of the ancient kings of Ur.
79	1	Jewelry	**Korvack's Pinky Ring**	0	Once every Combat, blast an Adversary with a bolt of energy automatically inflicting 1d6+2 Dread.	Korvack the Sorcerer had many powerful rings. This one was worn on his pinky finger.
80	2	Jewelry	**The Amber Cage**	0	Mettle Check: Once every session, may freeze a Goon or Bruiser in amber for 1d4 hours.	An amber amulet with a pulsing shadow inside of it. It is said the ring was forged by creatures of the Abyss to prevent intruders from wandering into their hidden palace.
81	3	Jewelry	**Ring of Rage**	0	Once every Combat, the wearer may gain -1 Defense and taunt an Adversary to attack them for 1d4 rounds.	This tarnished ring has a muddy, brown stone and is said to agitate anyone on command, sending them into a momentary unbridled rage.
82	4	Jewelry	**Cloven Tongue Anklet of the Vulture**	0	Upon defeating an Adversary, gain 1d4 Courage.	The Cloven Tongue Countess of Khet appeared to be invincible in battle.

1D200	1DX	TYPE	NAME	SLOTS	PROPERTIES	ITEM LORE
83	5	Jewelry	**Brooch of the Sailing Star**	0	Grants +1 Inspire if worn by a Bard or Knight-Errant.	This rare golden brooch was worn by the Knights of Epoli, gifted to them upon returning from war or daring adventures by the nobility of their golden city.
84	6	Jewelry	**Wandran's Jewel of Treasure Finding**	1	Grants +1 Treasure Hunting.	The famed magician and treasure hunter Wandran made many tools to assist in his searches. This is his most prized by far.
85	7	Jewelry	**The Gnome Ring**	0	The wearer can speak with critters.	A simple gold ring, a gnome made it as a gift for their closest companion who could not understand the animals.
86	8	Jewelry	**Finger of Shadow-Walking**	0	The wearer can move silently and hide in shadows completely undetected.	Worn by many thieves and one queen, this ring made of darkling essence makes sneaking and eavesdropping easy.
87	1	Legwear	**Immovable Long Johns**	2	Grants +1 Block. The wearer cannot be moved from their position by physical force.	Hundreds of years ago, the lumberjacks of Mt. Hetch wore long johns like these to withstand the powerful winds and hail storms in the harrowing peaks.
88	2	Legwear	**Gnomish Dingle-Breeches**	1	Grants Proficiency in Gnome Lore.	These tight-fitting trunks were actually a gag gift to P. Gandy Gandermun given to him anonymously with a note that simply read: "For Smarty Pants."
89	3	Legwear	**Pantaloons of the Wandering Monster**	1	The wearer can summon a random friendly creature from the Wandering Intruder table (p184).	These enormous pants are bright yellow with purple polka dots. They're impossible to miss by design.
90	4	Legwear	**Kilt of Telekinesis**	1	Once every session, the wearer can move one or more objects (up to 100 pounds) with their mind.	Boruz the caber tosser commissioned this witch-wrought hex-kilt to win the Bogswain Log Lord Competition.
91	1	Mount Armor	**Barding of the Ember**	3	Grants all Close and Nearby allies +1 Courage in Combat, and the mount's rider +1 Dread.	Forged of starfell metal in Epoli, this extraordinary barding was passed down among Knights-Errant of the Order of the Ember for generations.
92	2	Mount Armor	**Barding of the Messenger**	3	The mount can sprint at incredible speeds for short distances. In Combat, the mount has 3 Speed.	The fate of the old kingdoms sometimes fell into the laps of heralds who had to swiftly relay messages across the Land of Eem.
93	1	Musical Instruments	**Bludgeoning Bagpipes**	3	Once every Combat, may knock a target **PRONE** with a blustery cacophony.	Bogril music isn't subtle, nor are their bagpipes. These are particularly bold, as they were hexed by a witch to knock the socks off the audience.
94	2	Musical Instruments	**The Secret Concertina**	1	5 Charges: Use 1 Charge to reveal all secret doors within earshot. Replenish 1 Charge by learning an important secret.	The warble of the concertina was tuned and enchanted by a wizard with good humor: "Where there's a warble there's a way."
95	3	Musical Instruments	**Lute of the Verdant Glade**	2	In the hands of a Bard, Invigorate heals +2 Courage. Once every session, a healed listener also replenishes a Quest Point.	Strung with unicorn hairs, its dulcet tones make listeners feel like they are resting in a verdant glade.
96	4	Musical Instruments	**Swashbuckler's Cowbell**	1	Once every session, the wielder can grant +1 to all allies' non-Combat rolls for a Conflict or until they stop playing the instrument.	The metronomic rhythm of this cowbell, once played by the swashbuckling bard Helio Zephyr, gives reassuring order to chaos.
97	5	Musical Instruments	**The Muck Plucker**	2	In the hands of a Bard, Invigorate heals +1 Courage. Play to walk over mucky water and muddy terrain as if it were solid land.	The Merry Gnome of Puddlejump was said to walk on mucky water while wildly plucking at his banjo.

1D200	1DX	TYPE	NAME	SLOTS	PROPERTIES	ITEM LORE
98	6	Musical Instruments (Cursed)	**The Grumbling Mouth Organ**	0	In the hands of a Bard, Invigorate heals +1 Courage. Whoever plays this harmonica becomes possessed by the spirit of Slagfoot Grumbleonion, a gruff blues musician who wants revenge on his former music partner.	Slagfoot Grumbleonion was betrayed by his music partner Churly Cho. The two boggarts had a rivalry surrounding the affections of a young singer.
99	1	Pets & Personalities	**The Amazing Elastic Snail**	0	The mollusk can stretch, flatten, and squeeze through just about anything.	Ordinary in every respect except one, this snail accidentally ate an enchanted flower in the garden of the famed wizard Ambrosious Isdemus Ix, and can squeeze, stretch, bend, and flatten into any shape of equivalent mass, on command.
100	2	Pets & Personalities	**Filo Symm, the Welkin Ghost**	0	Once every session, the spirit of Filo Symm provides information on a desired Lore subject as if a 12 was rolled.	Filo Symm was a welkin academic, learned in the subjects of archaeology and ancient history. However, he lacked the knowhow of real world dungeoneering, and bit the dust when he mistimed a jump over a yawning pit. He regrets never finishing his thesis on Ancient Bugbear Burial Mounds and Their Relation to Postmodern Ideations of Self Within Bugbear Society.
101	3	Pets & Personalities	**Guardian Golem**	-	Guards doors and objects with unyielding ferocity. (Attack:+1, Defense:-1, Courage:15, Dread:1d10, Block:+2).	In the Age of Flame, any wizard worth their salt had a stone golem guarding their library.
102	4	Pets & Personalities	**Ishta, the Cat Familiar**	-	This peculiar cat understands any language but only speaks the common tongue. She can also identify alchemical ingredients.	A former familiar of the witch Velga Doddersmoot, this cat escaped her clutches after years of poor treatment. Demands treats at inopportune moments.
103	5	Pets & Personalities	**The Thespian's Talking Clam**	3	Speaks in quotes and one-liners from old plays and literature, happily feeding its owner lines when called upon.	Many schmucks and duds have employed this ancient clam to help woo their love interests with flowery dialogue from plays long forgotten. It is said that the clam once belonged to a famous thespian who would run lines for hours with the talking bivalve.
104	6	Pets & Personalities	**The Wordsmith's Dorgon**	-	This talking dorgon fetches items and even reads books cover to cover if given time.	Bookwyrm, the familiar of P. Gandy Gandermun, would often help her master read through tomes and scrolls of ancient lore as the gnome penned his masterwork encyclopedia of Eem.
105	7	Pets & Personalities	**Wandering Garden**	2	This flower pot is a roving garden, capable of growing one herb at a time. Place an herb in the garden and 3 sessions later, another herb of the same type grows.	The flower pot sways back and forth as if bobbing to music, and must have wandered away from a gnome's garden.
106	8	Pets & Personalities	**Whispering Goo**	1	This tiny baby goo only speaks in whispered Gelatinous Gooese but is +3 Wilderness to Gather Materials and +1 Treasure Hunting.	Many gelatinous goos are stolen from their clutches and enslaved by dweorgs, like this timid little fellow.
107	9	Pets & Personalities	**Smith's Homunculus**	12	A walking forge that decreases the Materials needed to craft an item by 1d6 (minimum 1).	Wizards take shortcuts when they can and this walking forge knows a few.
108	10	Pets & Personalities	**Floating Skull of Spelunking**	2	This raspy-voiced, spectral skull can be sent to scout ahead, but only functions underground or in darkness.	The ghostly skull of the late miner Nicodel Kavish was the only thing that remained following the disaster of Helgroathe Mine.

1D200	1DX	TYPE	NAME	SLOTS	PROPERTIES	ITEM LORE
109	1	Polearms	**Wing Clipper**	3	Grants Advantage on Attacks against flying Adversaries. Once every Combat, on a 9+ Hit, a large or smaller target becomes **SLOWED**.	In ancient times Felmog learned many tricks to win skirmishes against the Wing Knights from Lionen. One of them involved a specially-trained unit called the Black Halberdiers equipped with *Magic* halberds that grounded flyers.
110	2	Polearms	**Marsh Devil's Pike**	3	Grants +1 Dread. When plunged into water or mud, summons a grinning imp familiar for [Level] hours.	Originally gifted to the King of Quagmash to make him chuckle.
111	3	Polearms	**Monster's Call**	3	Once every session, this weapon can call and summon a random Adversary from the Wandering Intruder table under the user's control (p184).	The most famous bugbear weapon in the world, forged by the huntress, Una Unda.
112	4	Polearms	**Dungeoneer's Expanding Trident**	1	This pocket-sized rod expands into a trident at will. Grants +2 Dread in trident form.	The official Dungeoneer Brand Trident is a mainstay for Subterranean Pits and Lairs, LLC management, frequently awarded as a gift to Managers of the Year.
113	1	Ranged Weapons	**Snake Skewer Longbow**	3	Grants +1 Attack and +5 Dread against snake-like Adversaries.	Shrym and snakes generally don't mix, which is why the wiley wizard Sheldon of Shrym strung this *Magic* bow.
114	2	Ranged Weapons	**Quiver of Flames**	1	All arrows pulled from this are flaming and inflict Burning.	Rumored to be the work of Seamus the Red, a nomadic master of fire.
115	3	Ranged Weapons	**The Troll Shooter**	1	Grants +1 Attack and Inflicts 1d12 Dread against trolls.	A slingshot designed by a kobold who lived by the motto: "Trounce a troll and avoid that toll!"
116	4	Ranged Weapons	**Tonguespitter**	3	Attack: Squeeze this toad's belly to make its sticky tongue slap a Close or Nearby target.. May grab handheld objects and bring them back or pull the user towards an object like a grappling gun.	It has been surmised that this toad once swallowed a faerie, and ever since has been touched with faerie magic, in the form of an astoundingly long and sticky tongue.
117	5	Ranged Weapons	**Boomerang of Incapacitating**	1	Always returns to the wielder's hand after an attack. Attack: Once every session, on a 9+ Hit, knock a Goon or Bruiser unconscious.	Hunting is so much easier when the prey is stunned. That's why bugbears imbue their hunting implements with stunning agents made from magic toadstools and poisonous frogs.
118	6	Ranged Weapons	**Tamer's Arrow**	1	On a hit, an unaware critter becomes tamed and follows the user for a session.	Made by gnomes, this taming arrow is a harmless but powerful tool for wrangling ornery critters.
119	1	Robes & Shirts	**Eetoo's Tunic**	0	Counts as Heavy Armor with none of the downsides.	Stitched for Prince Eetoo of Ryloch to ward off assassination attempts, this royal tunic is a marvel of enchantment. Too bad Prince Eetoo wasn't wearing a helmet.
120	2	Robes & Shirts	**The Fluent Robes**	1	Once every session, the wearer can choose to be fluent in a chosen language for the session.	Used long ago by heralds of the Empress of Epoli on diplomatic missions. Every thread contains the memory of a language lesson taught by the wizard Ambrosius Isdemus Ix.
121	3	Robes & Shirts	**Spiked Blouse**	1	If an assailant grabs the wearer, spikes appear, inflicting 1d8 Dread.	Created by Crazy Urny's Custom Traps for Muckland department stores as a shoplifting deterrent. The spikes worked great, but nobody wanted to look like a foppish pirate.
122	4	Robes & Shirts	**Suspenders of Shadows**	0	Once every session, the wearer can become a shadow for a [Level] minutes.	Black leather suspenders of the Thief King of Thurf, the legendary footpad and knave. Snap the suspenders and transmogrify into a living shadow.

1D200	1DX	TYPE	NAME	SLOTS	PROPERTIES	ITEM LORE
123	5	Robes & Shirts	**Turtle's Neck Turtleneck**	1	The wearer can retract their head into the garment like a turtle, making themself appear headless. Nimbleness Check: Once every Combat, on a 6+, avoid a Hit with a Counterattack.	A stylish green turtleneck with soft fabric, enchanted by a quortle wizard to offer protection to their closest friends.
124	6	Robes & Shirts	**Valorous Frock of the Centipede**	1	Wearer suffers no Dread or Conditions from insect Adversaries.	This frock was a gift from the gnomes of Mirth to the hillock-dwelling folk of twifflemoot fields whose tea crop was once threatened by a legion of giant centipedes.
125	7	Robes & Shirts	**Vestments of Larbie's Make**	0	Grants +10 Inventory Slots. The magical pockets can hide items as large as a roasted ham.	The gnome Larbie Flabishum was a renowned tinker who always needed extra pocket space for his doohickeys and doodads.
126	8	Robes & Shirts (Cursed)	**Tabard of the Hanged Man**	2	Grants +1 Intimidate, but draws the ire of all Felmog Knights.	The Order of the Hanged Man was once a noble order of Felmog, equal to the Black Candle, Iron Sun, and Cloven Tongue. But some forgotten transgression made their name all but unspeakable amongst Felmog society to the point of bloody, violent revulsion.
127	1	Shields	**The Wizard's Apprentice**	2	Medium shield. At the start of the session, the shield stores a random spell that may be cast once or else disappears.	Being a hedge wizard's apprentice is dangerous work, and it was often best to carry protection.
128	2	Shields	**The Beetle's Back**	3	Large shield. Might Check: Once every session, topple a sturdy structure, like a stone wall, boulder or tree. Attack: Once every Combat, Stun and knock an Adversary **PRONE**.	This giant beetle fossil was discovered by a shrym called Rindy in a lost city of boulders in The Desert With No Name. Rindy surmised magic beetles as big as boggarts lived there, and used their mighty shells to build their boulder city.
129	3	Shields	**Buckler of the Goblin's Grin**	1	Small shield. Laughs audibly when an Adversary's attack misses the wielder, inflicting a -1 penalty to their next Attack. Once every Combat, may Counterattack when an attacker misses.	It was quite disconcerting to be on the side of the bugbears during the War of the Willows, as maniacal laughter rang through the air and the Goblin's Grin Battalion swept in from the south in a pincer maneuver, wielding garish bucklers.
130	4	Shields	**Woebegone**	2	Medium shield. Twice every Combat, Block 1d8+2 Dread.	An oaken shield carved by faeries. Originally a gift to a Knight-Errant who fought to protect the faerie's village from an army of skeletons some generations ago.
131	1	Tools	**Cavalry's Saddlebags**	3	+10 mount Inventory Slots, and they can magically hold objects as long as a polearm.	The soldiers of Kril found it a great convenience to store massive polearms and greatswords in a simple saddlebag on the long march to war.
132	2	Tools	**Angry Manacles**	2	If the wearer tries to escape, the cuffs bite them for 1d8 Dread.	Saved for only the most notorious criminals in the dank dungeons of Old Munch.
133	3	Tools	**Bellows of Separation**	1	Once every session, a gust from the bellows can unbind two connected objects.	The kobold warlock Mandible Shankwhif needed a quick way to separate the subjects of his experiments gone wrong.
134	4	Tools	**Quonnet's Trusty Crowbar**	1	Once every session, opens any locked or sealed door, chest, or container.	A favorite tool of the thief Quonnet Fimp, who famously pilfered the estate of the Mad Earl of Scrunk.

1D200	1DX	TYPE	NAME	SLOTS	PROPERTIES	ITEM LORE
135	5	Tools	**Draconic Leash**	1	Grants the Gnome Ability **TAME CRITTER** to the wielder, but it can also be used against dragons and drakes.	Threaded by beings of might and wonder to wrangle dragons.
136	6	Tools	**Druidic Rope**	2	Magically moves and ties itself on command.	Crafted of living vines by the sarpathi of the south.
137	7	Tools	**Dungeon Keeper's Divining Rod**	1	Grants +1 Treasure Hunting and +1 Search to find water, oil, bones, and minerals.	Orfong the Defiler made his first fortunes using this rod, until he accidentally dropped it down a chasm after escaping the clutches of Fangrath, the Giant Inkpot Spider.
138	8	Tools	**Dwimmertongs**	1	These tongs can touch anything without damaging them and won't transfer curses and poisons to its user.	Favored by witches and warlocks to carefully handle **CURSED** objects and deadly poisons.
139	9	Tools	**Stilts of Striding**	3	These stilts can grow from 1 to 10 feet tall under foot and require no skill to use.	When the Quagmash was even muckier and inhospitable, the great boggart pioneer Teamond Dogwater used these to cross the Icky Strait.
140	10	Tools	**Irving the Intelligent Shovel**	3	Always knows the best place to start digging. Grants +1 Treasure Hunting, and digging goes twice as fast.	This sentient shovel was imbued with the smug personality of a ltreasure hunter named Irving Crumweld. It is profoundly overconfident, made worse by its 100% success rate.
141	11	Tools	**Ladder of the Rainbow Brigade**	0	This tiny stick expands into a ladder that can reach up to 100 feet.	A handy tool for Rainbow Brigade soldiers, it was first used to scale the walls of Castle Rengwere to defeat the Werewolves of Nok.
142	12	Tools	**Magic Fishing Pole**	3	3 Charges. On a natural 12, while fishing in a body of water, use 1 Charge to find a random *Magic* item instead of a fish.	P. Nudward Bindlebaum used to fish for lost treasures in the Shipwreck Straits until he met the wrong liger shark.
143	13	Tools	**Parthanaul's Printing Press**	10	Makes 1d1000 copies of any non-*Magic* book, pamphlet, scroll, parchment, or paper. After the first use, requires **VOLCANITE** to function.	Gabanto Parthanaul was an early goblin businessman who started the first newsletter.
144	14	Tools	**Singing Rope**	2	Tie someone up with this rope and they'll be sung to sleep with a sweet lullaby.	A magical rope used by the bounty hunter, Tannik Broadbeam of Lionen, to subdue rowdy captives. It is said that the rope's lullaby was sung to Broadbeam by his mother.
145	15	Tools	**The Book Cooker**	0	This quill grants Proficiency in Forging Documents while using it.	Stolen from a sorcerer's treasure hoard by bandits, this quill helped one of those same bandits build a fraudulent empire.
146	16	Tools	**Beacon of the Starless Midnight**	1	A cubic contraption that beams a signal of light into the night sky. Anyone looking for the signal can find the user.	Created in ancient times to aid quest knights who would get lost in Quagmash.
147	17	Tools	**The Doggy Paddler**	0	A dog figurine that transforms into a self-propelled, doggy paddling canoe.	Whittled from the branch of a magic tree, in the likeness Z. Wilhemeena Groom's most favorite pet, the canoe is the subject of many children's stories in River Country.
148	18	Tools	**The Royal Seal**	0	This wax can adhere two objects permanently. 1d6 Usage Die.	This simple stick of wax and bronze seal was created by the famed Wizard and Royal Librarian Asmod the Brilliant, in an effort to seal off his library forever and protect it from thieves.

1D200	1DX	TYPE	NAME	SLOTS	PROPERTIES	ITEM LORE
149	19	Tools	**Parachute Pot**	1	Hold upside down over one's head while falling to float to safety.	Gnomish military cooks during the Hetch War would bring up the rear in marching order, and were often subject to ettin boulder attacks that sent the cooks careening off the mountainside. The gourmet chef E. Minty Shudswurth created this model for the Rainbow Brigade.
150	20	Tools	**Handcuffs of the Wraith Warden**	0	These phantasmal handcuffs phase in or out of corporealness based on the guilt or innocence of the prisoner.	Not of the living world, but forged in the absolute darkness of the Ink Vale by the smithies of vampires who lord over the lightless kingdom at the bottom of the Canyons of Pim.
151	1	Trinkets	**Prop Comic's Grimoire**	1	Once every session, may pull out a *Mundane* item for comedic purposes.	The kobold pioneer of prop comedy Rutabaga Trot was more than just a comedian. He was a wielder of magic, and copiously inscribed each of his item incantations to make the crowds howl with laughter.
152	2	Trinkets	**Shandworth's Book of Machination**	2	The owner gains Proficiency in Engineering while in their possession.	Shandworth was one of the sputter-mechanic pioneers in the realm of Shrym. Few copies of the book remain and are highly coveted by goblin tycoons and warlords.
153	3	Trinkets	**Charismatic Libram of Instantaneous Fun**	1	The owner may change the tone of any situation to that of chaotic fun, at which point the book disappears.	Written by a troupe of comedic actors performing for the noble court of Zam, who were particularly picky about their entertainment.
154	4	Trinkets	**Schlemrick's Book of Useful Excuses**	1	The owner gains Proficiency in Making Excuses while in their possession.	The famed thief, Orlin Schlemrick, often had a magnificent list of excuses for his knavery. So many that some years after his death, his apprentice made a book of them to help upstart knaves improve themselves.
155	5	Trinkets	**Meesus's Magic Bird**	1	This little wind-up bird can relay a short recorded message to a familiar place up to 10 Hexes away (traveling 4 Hexes a day).	An early prototype of sputter technology that isn't magic per se, but it works like magic. Unfortunately, the inventor of the bird, Meesus Skitterfoot, died tragically in a cyclops raid, and the technology was never put into mass production.
156	6	Trinkets	**Gnomish Tuning Fork of Matrimony**	0	Charm Check: Once every session, cause two targets to fall in love for a session.	While morally questionable at best to make two people fall in love, gnomes never use this item unless it would prevent catastrophe.
157	7	Trinkets	**Molten Spoon**	1	Turn a spoonful of water into molten lava. Completely heat resistant.	Dweorg blacksmiths created this spoon so that they could feed hot magma to volcanoid captives—the only thing the creatures can eat.
158	8	Trinkets	**Whistle of Monster Tongues**	0	Once every session, anyone who hears the whistle can speak the language of a present creature or critter for an encounter.	Used by referees for the ancient sport of Bronzeball, which pitted angry monsters against a team of bronze-armored boggarts. If a foul was called on a monster, it was important that the ref could explain the call, lest they be eaten in a fit of rage.
159	9	Trinkets	**Pocket Hang Glider**	0	A collapsible, pocket-sized hang glider.	Designed by the eccentric goblin inventor Geegie Nando, in an attempt to aid her escape from a daring heist of the Unassailable Co. Treasury.

1D200	1DX	TYPE	NAME	SLOTS	PROPERTIES	ITEM LORE
160	10	Trinkets (Cursed)	**Skrimplenek's Pencil**	0	Compels its user to scratch out all the words in every book they see.	When the boggle warlock Deeder Skrimplenek went mad from reading a portion of the Necronimatat, he made it his mission to scratch out every word from every book in existence.
161	11	Trinkets	**Canned Skrokwing**	1	Open up the can to release a **SKROKWING**. Danger guaranteed.	How did we fit a giant thunderbird into a small little can? Well, that's our little secret.
162	12	Trinkets	**Bag of Lightning**	0	Filled with lightning. 3 Charges: Use 1 Charge to inflict 1d12 Dread to absolutely anyone Close and Nearby.	The kobold hex-thief, Snarlyx Shyx, thought he could capture the power of a storm. And though he succeeded, he did not survive to loose it upon his gnome enemies.
163	13	Trinkets	**Flaming Decanter**	1	5 Charges: Use 1 Charge to turn any pure liquid into incendiary fire oil. Attack: Throw the decanter at a Nearby target. The target and anyone Close to them suffer 2d6 Dread. 1d4 Charges can be replenished by filling the decanter with magma.	Non-natives to the Underlands know that if there is one thing you need to survive, it's fire. This transmuting goblin decanter assures any wayfarers will have plenty of fire-oil to cause havoc and mayhem.
164	14	Trinkets	**The Woodcutter's Deck**	0	When thrown with force, each card can slice through any wood, but is destroyed in the process. 30 cards.	Soobo Tigh was a woodcutter so keen on card playing that he wouldn't suffer a cheat. Beware.
165	15	Trinkets	**Mung Rock**	0	3 Charges. Use 1 Charge: Make a ranged Attack, and on a 6+ Hit, the target becomes **ENTANGLED** by splattered, sticky slime.	The product of an elemental wizard's creative use of Mother Nature and magic, this enchanted stone houses the properties of a merciless mung of the Underland deeps.
166	16	Trinkets	**Carrot of Pain**	0	While held in their off-hand, increases user's Dread die by one step (e.g. 1d6 to 1d8) up to a maximum of 1d12.	Grown in the rib cage of a giant, the carrot of pain adopted all of the vile wickedness the giant collected in his belly and sprouted from the earth with a rind as red as blood.
167	17	Trinkets	**Brush of Beast Flight**	0	Once every session, brush a critter to grant it flight for an hour.	Taming a dragon is hard work and not worth the trouble. So gnomes found another solution: to make pigs fly.
168	18	Trinkets	**Gum of Clairvoyance**	0	Place a chewed stick of gum at a location to monitor the Nearby area from afar with clairvoyant powers. 3 sticks of gum.	A wizard with a gum addiction was very self-conscious about it and wanted to know if the other wizards were talking about her. They totally were.
169	19	Trinkets	**Larbie Flabishum's Astrolabe**	3	Once every session, the user may triangulate their location accurately without any access to maps, landmarks, or stars.	Made by the hands of the famed gnome inventor, Larbie Flabisham, for travelers lost without the stars.
170	20	Trinkets	**Cube of the Riddlemaster**	1	3 Charges: Use 1 Charge to get a hint for a riddle or puzzle. (The GM provides 3 multiple choice answers).	Having lost 1/3 of her adventuring party to the Death Riddles of Roogmunder, Elzi the Alchemist procured this mysterious cube to aid her with solving riddles.
171	21	Trinkets	**Dungeoneer's Eye**	1	The wearer can see someone or something's true form even if disguised or transmogrified.	This Unassailable Co. monocle was developed to boost treasure hoard security. No magic is too strong, no mustache too real to fool this top-of-the-line, wonder tool!
172	22	Trinkets	**Egg of Insight**	1	Ask the egg a question and give it a shake. Mettle Check: On a 9+, a phoenix emerges from the egg and answers the question truthfully and accurately before it flies away forever.	When the fortune tellers and prophets are at a loss, they shake a phoenix egg and hope for the best.

1D200	1DX	TYPE	NAME	SLOTS	PROPERTIES	ITEM LORE
173	23	Trinkets	**The Frilled Dragon's Mirror**	1	Once every session, someone who looks into this dragon scale sees an important or relevant memory from their past.	Frilled dragons have long lives and longer memories.
174	24	Trinkets	**Burbling Mirror of Useless Knowledge**	1	Lore Check: Once every session, may create a piece of useless trivia.	The entity living in the reflection of this mirror knows a whole lot about nothing. For what purpose? None can truly say. But there is something to be said for vengeful wizards with a sense of humor.
175	25	Trinkets	**Disc of the Flame and Star**	1	A Bard, Gnome, or Knight-Errant gains +3 Courage with this in their possession.	This dinner plate-sized wall decoration tells the visual story of the Star and Flame of Epoli.
176	26	Trinkets	**Gem of True Aim**	0	When socketed permanently into a bow, the weapon grants +1 Attack and +2 Dread.	Cut and polished by a warrior mage called only by his moniker: The Trueshot.
177	27	Trinkets	**Gleaming Doohickey**	0	Shines like a star in darkness. Undead creatures suffer -1 Attack and Dread in its presence.	Originally intended as a gnomish night light, but repurposed as crypt-fiend repellent.
178	28	Trinkets	**Lock of the Lone Warrior**	0	Once every session, add +1 to a Vim or Vigor Skill Check after it's rolled.	The dark braid of an unknown warrior of great merit. Sometimes, memories are far more potent than magic.
179	29	Trinkets	**Unicorn Tchotchke**	0	+1 Treasure Hunting. However, faerie folk dislike whoever carries it.	A charm whittled by greedy goblins from the gleaming horn of a unicorn.
180	30	Trinkets	**Rug of Misdirection**	3	Any *Large* or smaller individual who steps on the rug falls into an extra-dimensional hole, and is trapped for [Level] hours.	A beautiful rug woven as a deadly trap to protect a magician's secrets. It also really brings a room together.
181	31	Trinkets	**Bag of Marbles**	0	Use a marble to trip up Adversaries giving chase, slowing them enough to successfully escape. 1d6 Usage Die.	Brightly colored marbles in a simple cloth sack. Eenchanted by a boggle magician who accidentally summoned scary creatures one too many times.
182	32	Trinkets	**Dweorg Lure**	0	3 Charges: Use 1 Charge to lure the nearest dweorg to the user's location.	A trinket originally made by a very lazy Underwizard, who never liked to leave his tower for material components.
183	33	Trinkets	**Electric Marbles**	0	Once every session, when tripped, these marbles explode and crackle with a field of electricity inflicting 1d8 Dread to anyone Close or Nearby.	"I'll show you!" were Borgam the wizard's last words at the Tri-Muck County Marble Competition, just before he spilled his marbles.
184	34	Trinkets	**Gizmo of the Chronomancer**	1	The user can stop time for [Level] minutes, causing all other beings to freeze in place as if time stands still. Anyone touched by the user is unfrozen and able to act for the duration.	This jumble of cogs and spinners was engineered by the mysterious Chronomancer, Leelyn Loolyn, or The Lady Without Time, a wizard obsessed with choices and consequences during the War of the Wizards.
185	35	Trinkets	**Kobold Whistle**	0	Startles kobolds who will listen to the user's commands for [Level] hours.	Exceedingly rare, a kobold whistle is carved by the magic hands of gnomes to deal with mischievous kobold toadies and witches.
186	36	Trinkets (Cursed)	**Miraculous Cube**	1	This is the most miraculous cube anyone has ever seen. It does nothing, but by golly, everybody who sees it wants it.	The cube is little more than a gambling die, painted gold and **CURSED** with covetousness by a wizard that wanted to draw a bandit's attention from real treasures.
187	37	Trinkets	**Pulmo's Automatic Yo-Yo**	0	This magical yo-yo does tricks on its own and is sure to draw a crowd.	Performing can be exhausting. That's why Pulmo the Magical Fool enchanted his Yo-Yo to take the stage long enough for him to take a quick break.

1D200	1DX	TYPE	NAME	SLOTS	PROPERTIES	ITEM LORE
188	38	Trinkets	**Rapscallion's Alarm**	0	While engaged in some sort of knavery, this amulet buzzes in the mind of its wearer when danger approaches.	This tiny, coin-sized object was commissioned by Denahee Doon the Duke of Thieves, a wealthy rapscallion who couldn't afford to lose his fortune.
189	39	Trinkets	**The Cropduster**	1	5 Charges: Use 1 Charge to release clouds of foul-smelling troll farts from the orb like a time bomb.	The troll hex-maker, Sharnwold the Putrescent, thought it would be funny to jar his own farts in an orb and ruin parties at the perfect moment.
190	40	Trinkets	**Deck of Clowns**	0	6 Cards: Use a card to summon a different goblin clown, after which the card disappears. 1: Sammo - Make someone laugh hysterically. 2: Borpo - Disgust someone. 3: Jolno - Frighten someone. 4: Zupo - Anger someone. 5: Oneego. - Confuse someone. 6: Yago - Make someone cry.	Long ago, the first traveling matriarch of the Munch Family commissioned a kobold witch to capture a week's worth of entertainment into a single pocket-sized playing card deck. Great fun for the matriarch, not so much for the clowns.
191	41	Trinkets	**Prismatic Twig**	0	Once every session, wave this twig for a show of dazzling lights that hypnotizes 1d4 Goon and/or Bruisers.	Snapped from the branches of a Prismatic Pine, this twig dazzles and glows with a blinding intensity.
192	42	Trinkets	**Balloon of Forecasting**	1	If sent into the atmosphere, choose a weather type to affect an entire Hex Cluster.	The wizard called Myndlian spent her days studying the patterns of Eem's weather and invented an amazing device to create kinder weather for local farmers.
193	43	Trinkets	**The Treetamer**	1	Mettle Check: Once every session, may bend and shape non-sentient trees.	This wand looks like nothing more than a pinecone on a stick. Brownie magic is entirely derived from their love of trees.
194	44	Trinkets	**Seed of Hurricanes**	0	Plant this seed and a hurricane strikes the current Hex at a chosen time, up to 1 day later. The storm randomly moves twice to another Hex before it dissipates. 1 Use	A sorcerer once attempted to catch a hurricane. Though the effort was successful, the sorcerer was never heard from again.
195	45	Trinkets	**Potato of Storms**	0	Once replanted into the earth, summons a tremendous rain storm that floods an entire Hex Cluster. 1 Use	A legendary potato grown by the gnome farmer W. Oldrip Nobb to save the township of Buttonhollow from drought and famine. There is a statue of the gnome next to the town's mill.
196	46	Trinkets	**Pen of Might**	0	Grants +1 Might and +1 Courage when wielded like a weapon. When used for writing, it turns everything into a strongly worded letter.	A wizard once gifted this pen to their lawyer after they successfully defended against a sorcerer with a grudge.
197	47	Trinkets	**Paw of Necromancy**	1	Once every session, gain control of an undead Goon for [Level] minutes. In Combat, it lasts until the end of the Conflict, at which point the undead crumbles to dust.	Struck from the limb of a werewolf, this morbid trinket will herd the lesser undead like a dog herds sheep.
198	48	Trinkets (Cursed)	**Comb of Vanity**	0	Styles the owner's hair and cleans their clothes, but they grow more obsessed with their appearance after every use.	Many luxurious pompadours have been combed to wispy baldness by this dainty wooden comb.
199	49	Trinkets (Cursed)	**Chime of the Old Fog**	1	This chime does not ring in the wind, but if rung by hand, summons a cloud of hostile **GLOOM**.	Legend tells of a Thaumatat called Zhadazar, a grim and terrible miracle maker and servant to the Gloom King.
200	50	Trinkets (Cursed)	**Hourglass of the Wolf**	0	Whoever flips this hourglass will turn into a werewolf after 1 minute when the sand passes completely to the lower bulb.	A wedding gift for Kaled Khasadar, Count of the Order of the Black Candle and Ruler of Felmog. The guest who gave it was never heard from again.

Relics

1D100	NAME	SLOTS	PROPERTIES	ITEM LORE
1–2	**Abner's Spectacles**	0	Grants +1 Search and immunity to illusions. Spend 5XP: Once every session, detect all Close and Nearby traps or see in a straight line up to 6 miles away (into another Hex).	The wizard Abner Twifflmoot of the Bing, yes that was his name, was a bit paranoid at the end. Having traversed a lifetime of perils and dangers, he enchanted his spectacles to perceive the slightest uncertainties that could impede him.
3–4	**Amulet of Oram**	0	Grants +1 Trickery. Once every session, may capture the reflection of a person. The wearer can disguise themself as that person until a new reflection is captured. Spend 5 XP: The amulet can capture and store 3 reflections at a time.	The unique reflective gem set in the center of this amulet resembles a mirror more than anything else. Created by the sorcerer Oram of Hamarung, known as a saboteur and architect of political intrigue.
5–6	**Anvil of Aryn**	12	Weapons crafted with the anvil grant +1 Attack, while armor and shields grant +1 Block. Spend 10 XP: All *Mundane* items crafted with the anvil are *Magnificent* instead.	Aryn of Roog was considered by many of her time to be the finest smith in all of Eem. Her anvil is said to retain the potency of a magical spell cast upon it by a traveling enchanter looking to trade services for a pair of iron boots.
7–8	**Audrastica's Amber Eye**	1	Grants the ability to see invisible things, or things hiding in the dark, and to see through any solid substance up to 10 feet thick. Spend 5 XP: Gain the Knight-Errant Ability **DISCERNING EYE**.	Using this glittering amber lens, the ancient sorceress known as Audrastica was intent on seeing all that could be seen beyond what meets the eye.
9–10	**The Battle Kite**	2	This semi-autonomous craft can attack flying targets twice per round, or non-flying targets once per round (Attack:+1, Defense:-1, Dread:1d8. If hit twice, the kite is disabled until the end of the Conflict). Spend 5 XP: Once every Combat, on a 9+ Hit, the target is **POISONED**.	Not magical per se, but a *Relic* of substantial rarity, this kite is outfitted with an array of blades and darts. Developed by Kel of Shrym, an inventor who created the world's first battle kite to defend the City of Sparks from a swarm of sarvangs.
11–12	**Betsy the Broomstick**	3	Twice every session, may fly for [Level] minutes. While in flight, the broomstick can perform fantastic and dextrous maneuvers with Advantage, and can move to Distant range in one 1 round. Spend 5 XP: May carry 2 allies on the broomstick as well.	The fabled broomstick of Cathra the Not-So-Forgiving, stolen from her lair by thieves. It is said that the same thieves were captured and spent the rest of their meager lives as tadpoles in a jar.
13–14	**The Black Ring**	0	The wearer's hand shrivels into charred black bone, but they are now immune to aging, curses, disease, and poison. Spend 10 XP: Learn 3 random spells, but also lose 3 maximum Courage.	Once owned by the sorcerer who would come to be known as the Gloom King. Finding this ring immediately triggers the group to be pursued by the Gloom King's sorcerous cult members known only as Hayn of the Broken Circle.
15–16	**The Bounding Bag**	-	This bag doubles the owner's Inventory slots. If stolen, Sneak Check for the bag to return to its owner. Spend 5 XP: One character can hide inside the bag indefinitely (counting as 6 Slots).	Used by the merchant king Gorgi of Glenvale as an insurance policy.
17–18	**Bumblewood's Last Stand**	3	Medium Shield. Grants +2 Block. 3 Charges: Use 1 Charge to conjure the spirit of Cornelius Bumblewood, an olden knight of the realm. Bumblewood is an expert on chivalry and romance, and he will lend his sword and shield to any just cause (Attack:+1, Defense:-1, Dread:1d10. Disappears when hit twice.). Spend 5 XP (repeatable): Replenish 3 Charges.	Cornelius Bumblewood was a knight of the realm who quested well into his seventies. On his final quest to save a maiden fair, he was gobbled up by a mighty wyrm, but not before he slayed the beast from within.

1D100	NAME	SLOTS	PROPERTIES	ITEM LORE
19–20	**Countersmock**	1	Once every session, cancel a spell when it is cast, or dispel a magical effect for [Level] x 10 minutes. Spend 5 XP: Grants +3 Block against magical attacks.	As with many of the most powerful objects in the world, this shoddy smock is quite ordinary in appearance, but the powerful spell woven into its fibers by the grand wizard Ambrosious Isdemus Ix is sure to deflect even the most potent sorcery.
21–22	**Cowl of Corbishi**	1	Once every session, transform into formless vapor for [Level] minutes (-2 Defense, +2 Sneak, can't attack or interact with objects). May levitate but cannot fly. The effect ends if doused in water or blown by high winds. Spend 5 XP: May interact with objects while in vapor form.	Myla Corbishi was a powerful witch that dwelled in the Quagmash some years before the Dungeon Era. While foraging one morning, she uncovered a pale flower that seemed to constantly spore. The flower dematerialized and rematerialized as if it were in a constant flux. Fascinated, she spent twelve years mastering its secrets.
23–24	**Crimson Robes of Seamus the Red**	1	During Combat, an aura of flame encircles the wearer inflicting 2 Dread to any Close Adversaries. 3 Charges: Use 1 Charge to double the potency of any magical effect. When this item has 0 Charges it burns to ashes. Spend 5 XP (repeatable): Replenish 3 Charges.	The great wizard Seamus the Red was a master of flame and fire, and his incredible power helped win many wars against the Felmog in the distant past.
25–26	**The Crypt Watcher's Tome**	1	Once every session, summon the spirit of a present and deceased NPC. The spirit acts as an ally and may even participate in Combat. Spend 5 XP: May reunite a dead character with their spirit, effectively bringing them back to life, at which point, the tome turns to dust.	The Crypt Watcher of Narn was actually a ghost who had only one motivation: to help other ghosts achieve their goals. The Crypt Watcher penned powerful volumes for both the living and the dead, that they may converse directly and efficiently to get to the bottom of their woes.
27–28	**Curio of Infinite Doors**	6	3 Charges: Use 1 Charge to place an object into this old curio, and close the door. When opened again, it becomes a portal to the object's location of origin. Spend 10 XP: Replenish 3 Charges.	This incredible cabinet was a favorite tool of the wizard investigator Armondus Ardo, who solved many mysteries in the Age of Flame by following the story of found objects at the scene of a crime.
29–30	**Earthshaker**	1	2 Charges: Use 1 Charge to cause a devastatingly destructive tremor in one Hex. Spend 5 XP: Once every session, may throw the hat at a Nearby target as an Attack. On a hit, the hat ricochets against all Close and Nearby Adversaries, inflicting Dread and knocking them all **PRONE**.	This hat was made by the witch-warden Purfew Nills to collapse the witch caves of Cloven Steppe nearly 1000 years ago. Since then the hat has made many owners, but its magic is as potent as ever and profoundly dangerous.
31–32	**Etching of the Cott Brothers**	1	All PCs gain +2 Courage with this *Relic* in a PC's possession. 1 Charge: Use 1 Charge to summon the Cott Brothers for a session (Attack:+2, Defense:-2, Courage:40, Dread:2d6+2, Actions:2). Spend 5 XP (repeatable): Replenish 1 Charge.	The simple sketch is not famous for its depiction of two sturdy, axe wielding dwarf warriors, but rather its depiction of two smiles that show the love between the brothers Bastion and Webster Cott.
33–34	**Forbidden Text of the Unseen**	1	Once every session, may become invisible for 1 hour or until attacking in Combat. Spend 5 XP: Increase limit to twice every session.	This book appears to be blank but for a single woodcut stamp on the first page in the shape of a crescent moon.
35–36	**The Glass Goblet**	1	Once every session, may drink from the goblet to heal all Courage, **WOUNDS** and **POISONS**. Spend 5 XP: Grants all PCs +1 Courage.	Faerie magic is a mysterious thing, but stories tell of a masterful artisan who crafted this goblet to sustain the most fragile victims of battle and sabotage.

1D100	NAME	SLOTS	PROPERTIES	ITEM LORE
37–38	**Golem of Yorn**	-	This armored golem acts as the owner's **LACKEY** as per the Dungeoneer Ability. It can become invisible when stationary. Spend 5 XP: The golem gains +5 Courage and inflicts 1d10 Dread.	Yorn's Hold was a castle in Grimly Wood until it mysteriously disappeared. Strange that one of the king's guard golems would appear now.
39–40	**The Great Encyclopedia of Fun Facts**	3	Grants the Gnome Ability **CHRONICLER**. Spend 5 XP: Grants +1 Lore.	These rare volumes contain an astounding amount of information about the Land of Eem. Published originally by the gnome imprint, Meticulous Mirth, the cost to produce the volumes was so astronomical that only two sets were ever produced.
41–42	**The Grey Glaive**	3	Grants +1 Dread. The wielder is compelled to journey to the sea. Once reached, the spirit of the Grey King beseeches the PC to venture to the deep sea, summon the kraken called Shallow Heart (L10-C), and slay it with the Grey Glaive. If Shallow Heart is slain, the true power of the weapon is unlocked: Grants +1 Attack, +3 Dread. Once every Combat, hurl the glaive to attack all Close and Nearby Adversaries or one Faraway Adversary. The glaive then returns to the wielder's hand.	A colorless polearm shaped like a majestic fanned fish, it once belonged to an ancient undersea ruler known as the Grey King. The king sailed beneath the waves in search of a mythical beast that would grant him immortality. The king hunted down the great beast and hurled his glaive to slay it, but missed and the glaive was lost in the impossible depths of the creature's abyssal lair. Now, the Grey King searches endlessly for his glaive, for with it he can slay the great beast and be at peace.
43–44	**Grip**	1	Grants Proficiency in Pickpocketing, Lockpicking and Catching while worn. Once every session, may grab something and never lose grip of it. Spend 5 XP: Grants the Rascal Ability **STICKY FINGERS**.	Owned by the famed burglar, Nelric the Flighty, this mechanical gauntlet was used in the Great Moppet Spider Caper of Munch. The device looks like a simple brown glove, but contains a complicated array of mechanisms used for picking locks and pockets with astounding dexterity.
45–46	**Hado's Courage**	0	Grants +1 Mettle and sight in the dark. Spend 5 XP: Grants +5 Courage.	Once possessed by the Hero of Epoli, Hado, this brooch is said to catch the light in even the darkest places, making its owner able to see in the dark, whether natural or sorcerous. Crafted by an unknown wizard, the brooch depicts a lion with wings: a symbol of courage and swiftness seen on the banners of the folk of Lionen, Epoli's sister city.
47–48	**Handkerswift**	0	The user can fly in short bursts by catching the wind. Spend 5 XP: Once every session, the handkerchief can turn into a *Magic* carpet that can carry 8 people for [Level] minutes.	The lucky handkerchief of Haylee Holdswaller, the famous privateer. The fibers are woven from the magical threads of a flying carpet.
49–50	**Heart of the Underworld**	1	The owner is recognized by creatures and critters of the Underlands as royalty. Intimidate Check: Once every session, may demand that an Underlands Goon or Bruiser swear fealty for the session. Spend 10 XP: Also may choose that an Underlands Champion swears fealty for the session.	The fabled, glowing, lime-green stone was once a life-giving fruit called the Bogsheart, plucked from a sacred boggart tree in the swamp. The boggarts who stole the Bogsheart in time became the first goblins, using it to build their sprawling cities in the Underlands. Should the Heart of the Underworld be found, many will seek to take it and crown themselves Ruler of the Underlands.

1D100	NAME	SLOTS	PROPERTIES	ITEM LORE
51–52	**Hoodwink Hat**	1	Once every session, the wearer can tell an absurd lie, believed by all except the most cunning NPCs. Spend 5 XP: Even the most cunning NPCs believe the lie.	This formal goblin headwear was enchanted by a faerie to help a politician win a vital election. However, once the ruse was discovered, the hat mysteriously disappeared along with the politician.
53–54	**Ironheart**	3	Heavy Armor. Grants +5 Courage, -2 Defense, +2 Block. Movement Checks suffer -3, and the wearer can never run or retreat. Spend 5 XP: Once every Combat, the wearer may heal 1d6 Courage.	Forged by the dweorg Magmar'ak in the Ironhold Pits of Pym, for a phalanx of warriors to do battle with mighty ogre Kurgonn the Mountain Eater.
55–56	**Lost Tome of the High Priestess**	1	Grants the owner Proficiency in Religion. Lore Check: Once every session, invent a sacred custom of a culture or creature. Spend 5 XP: Once every session, grant someone a random Boon.	Penned by the High Priestess Illia, a Pilgrim of Ogo who traveled the Land of Eem searching for the secret link between all beliefs.
57–58	**Lyre of the Golden Maiden**	1	In the hands of a Bard, Invigorate heals +1d6 Courage. Spend 5 XP: Make a *once every session* Bard Ability, *twice every session* instead.	The finest lyre in the world, though it holds no magical properties. Instead, it is the result of the finest craftsmanship, a masterwork of ages long past. The golden coloring comes from the etched depiction of a maiden, smiling beneath the glow of the morning sun.
59–60	**Mad Marian's Multiple Map**	1	Grants Advantage and +3 on a Treasure Hunting Check. 1d12 Usage Die. Spend 5 XP: Always start with 1 Key in Random Dungeons, and Loot Piles are always Old Hoards instead.	Mad Marian was a treasure hunter that lived long ago and marked his precious map with the locations of his greatest finds. Eleven wars have been waged over three centuries to possess the map. In many ways, it is more valuable than any of the treasures it could lead you to.
61–62	**Morning Star Compass**	0	Once every session, gain Advantage on a Travel Check or reroll a Travel Check for an ally. Spend 5 XP: Owner's party can never get Lost (on the Bump in the Road table) while traveling.	This ordinary looking compass is of gnomish make and was once owned by the explorer and scholar, P. Gandy Ganderman. The compass is made of wurlwood and was enchanted by Ganderman's own dwimmercraft to help aid him in his travels. Or as he'd put it, "Avoid as much trouble as I can."
63–64	**Murlong's Shell**	3	Heavy Armor. Grants -2 Defense. The shell is indestructible. Spend 5 XP: Once every Combat, may retract into the shell, becoming invulnerable for 1 round, but unable to do anything else.	Murlong the Wise was a Waedland grand tortoise who lived to be 800 years old, and not just because he was wise. Murlong was also nearly invulnerable.
65–66	**Nimbus Hammer**	3	The wielder can attack twice per round. On a natural 1, the hammer flies away to the sky and does not return until the next session. Spend 10 XP: The hammer returns after the Conflict ends instead.	Crackling with electric energy, it is said the Nimbus Hammer was created by giants of the sky who were quick to anger and quick to cool. The head of the warhammer is an actual cloud and is very light.
67–68	**Peregrine**	3	Grants +1 Attack each time the wielder Hits a target in Combat. If the wielder misses, or a new Combat begins, the bonus resets. Spend 5 XP: The bonus also applies to the wielder's Dread.	Named for Falco the Peregrine, the most trusted companion of Jero the Huntsman, this bow was enchanted to become more deadly the more it connected with its targets.
69–70	**Predatory Horticulture and Other Dangerous Plants**	1	Grants the owner Proficiency in Horticulture. Once every session, summon a bogsnap (see Bestiary Vol. 1) in Combat. Spend 5 XP: Grow a potted sentient plant that eats insectoid creepers.	The book is mostly pictures with simple descriptions of each strange, carnivorous plant. The book's paper is green with yellow ink, presumably made from a special type of predatory plant.

1D100	NAME	SLOTS	PROPERTIES	ITEM LORE
71–72	**Purple Book of Monster Tongues**	1	The owner can speak and Parley with critters, as well as identify a critter's Vulnerabilities. Spend 5 XP: Each session, may turn a hostile critter Goon neutral.	Penned by the famous monster wrangler, Kyratha Namb. She is said to have collected the "greeting" of every monster in two purple volumes.
73–74	**The Queenmaker's Box**	2	2 Charges: Use 1 Charge and place 3 *Mundane* items in the box to combine them into a random *Magic* item. The GM must edit the *Magic* item to incorporate aspects of the 3 *Mundane* items. Spend 5 XP and Use 1 Charge: Place 3 *Mundane* items in the box to combine into a random *Relic*.	A twelve year war was waged and won for the possession of this box created by the witch-countess Narya Rael of House Ulfrex, Noble Lady of the Order of the Black Candle.
75–76	**Raiment of Ryloch**	3	Grants -1 Defense and +1 Block. The wearer may automatically succeed on a Defy Death Check one time. The armor confers no Movement Check penalties in water. If paired with the Valor of Ryloch, grants +3 Block against aquatic Adversaries.	Festooned with colorful ribbons and fish iconography, this suit of scale mail armor is ancient and sturdy. Worn by the Lord of Ryloch in the time before the calamity, the armor symbolizes second chances to wounded warriors.
77–78	**Rampart**	3	Large Shield. Dread rolls against the wielder suffer Disadvantage unless from magical sources. Spend 5 XP: The shield reflects lightning and electricity Dread back at the attacker.	Kaldro Caden the Guardsman once held the southmost walls of Lionen against an onslaught of two hundred Felmog knights for half an hour during a lightning storm. There is a statue of Caden in the rose garden where he fell.
79–80	**Roiling Gauntlets**	2	The wearer can shoot water from their hands at will. Spend 5 XP: Once every session, may shoot a powerful, swirling vortex of water, inflicting 2d6 Dread to all Close and Nearby Adversaries, knocking them **PRONE** into Faraway range.	These armored gloves were a gift from the mighty ogre Oomek to his most trusted vassal, the imp-fiend Jundandaleeporgalmot.
81–82	**Ruby of the Abyss**	0	A sentient ruby that glows when she talks, Ruby has an upbeat personality that rubs off on the PC, granting +1 Charm and Proficiency in Gemology. Ruby wants to go home, to a place deep in the Underlands. Journey into the Abyss through the Starfell Door and return Ruby to her home and she gives the owner a choice: accept a brilliant green gem worth 5 Pouches of Ancient Coins, or be imbued with crystalline skin, beautiful and otherworldly (-1 Defense, +2 Block).	Fashioned from the purest rubicor, a sentient mineral from the Shimmering Shar, this bauble still remembers its origin in the Underlands Abyss. “Take me home and I promise riches untold.”
83–84	**Shandor's Shapeshifting Coat**	1	Grants the ability to speak with critters. Once every session, may transform into a *Folk*-sized or smaller critter for [Level] hours. Spend 10 XP: May transform into large critters as well.	Shandor the Shandorian was the last of his kind, a druid of Shandor, the lost woodland kingdom of the southern isles.
85–86	**The Starbeam Bottle**	0	Holds liquid starlight that shines at the owner's will. It can cast dim light, torchlight, bright light, and blinding light (which **BLINDS** all who see it). Close and Nearby undead suffer -1 Attack and +1 Defense. If an undead touches the bottle, they suffer 10 Dread. The bottle can be thrown by the wielder to shatter on an undead target. Mettle Check: • 1–5: Inflicts 10 Dread. • 6–8: Inflicts 20 Dread. • 9–11: Inflicts 25 Dread. • 12+: Banished into oblivion. The starbeam bottle has no effect on skeletons PCs. Spend 5 XP: Imbue another item with the ability to cast dim light, torchlight, and bright light.	This small bottle contains a single beam of starlight collected by the mysterious starfolk to light beacons on the borders of their ancient kingdoms. Legend tells that the star beam within is a glimmering fragment of the same star seen by the early founders of the fabled city of Epoli.

1D100	NAME	SLOTS	PROPERTIES	ITEM LORE
87–88	**Stratagems of War**	1	Grants the owner +1 Attack and -1 Defense. Spend 5 XP: Make a Lore Check once every session to learn the likely plans and reactions of enemy forces for an upcoming mass combat.	Considered perhaps the most ingenious collection of war strategies ever penned, though its author is unknown. The book is notably missing several pages from the section mysteriously titled: "The Gloom King."
89–90	**Swerve**	2	Grants +1 Block, -1 Defense. May Counterattack against ranged Attacks, as if using a ranged weapon. Spend 5 XP: Grants +1 Attack and +1 Dread.	This remarkable truncheon was hand carved by a gnome blacksmith to defend the gnome city of Mirth. To the untrained eye, it is a finely carved yet ordinary baton, but to those who recognize it, Swerve is a symbol of stalwart defense of the woodland realm.
91–92	**Sword of the Seven Stars**	2	Grants +1 Attack. On an Attack result of 7, the wielder can't be Counterattacked. Spend 5 XP: Attack results of 7 also inflict double Dread. Spend 10 XP: Once every Combat, make up to 7 Attacks against different Close Adversaries.	Once worn and wielded by the Chosen of Lionen's famed Wing Knights, the Sword of Seven Stars is said to have laid low a dragon, a lich, and three Felmog Lords before being lost to time.
93–94	**Tapestry of the Griffonheart**	2	All PCs gain +1 XP after each session with this *Relic* in a PC's possession. Spend 5 XP: Grants the owner Advantage on Mettle Checks, and +2 Block against fear, mental harm, and exhaustion.	Depicts the long, intricate history of Epoli and its knighthoods. A procession of different knights from different eras passing through the Griffon gates, returning to the city after grand adventures.
95–96	**The Wraithkeeper**	1	Grants the ability to speak with the dead and Parley with undead. Mettle Check: Once every session, may control an undead Goon. Spend 5 XP: Increase the power to control 1d6 undead Goons or a Bruiser.	The Hamarung Empire was steeped in superstition and a deep obsession with the dead. This black wand was wielded by Marnol the Elden, one of the first wizards to master necromancy.
97–98	**The Wymslayer's Tooth**	2	Inflicts 2d8 Dread and grants +2 Attack against dragons, drakes, and wyverns. However, the wielder can never run from those Adversaries. Spend 10 XP: The sword gains one Ability from a slain dragon.	Whoever takes up the mantle of the Wyrmslayer must live and die by the sword. Hewn from the tooth and nail of Shoggalag the Frowzy-Wyrm.
99–100	**The Wyrmslayer's Skin**	3	Heavy Armor. Grants +3 Block. Each time the wearer breaks a promise, oath, or vow, the armor's Block decreases by 1. If paired with the Wyrmslayer's Tooth, attackers suffer 3 Dread each time they attack the wearer.	Whoever takes up the mantle of the Wyrmslayer must live by their word. Forged from the wooly scales of Shoggalag the Frowzy-Wyrm.

Books

If studied during Downtime, books grant Proficiency in the subject matter or applicable expertise.

1D100	BOOK
1–2	*A Treatise On Modern Alchemy by Gerald Boisonburry*
3–4	*A Woodsman's Guide to the Quagmash*
5–6	*Boggle Humor: Understanding the Mirth of Mayhem*
7–8	*Book of Dragon Taming by Peter the Scorched*
9–10	*Book of Fungi Recognition*
11–12	*Book of Lockpicking by Tally Bogen*
13–14	*Book of Summoning by Nal Kadan*
15–16	*Braving the Elementals: How To Kill, Capture, Escape, and BBQ Nature's Guardians*
17–18	*Brownies for Brownies: Baking for Faeries by Trixy Sweetpetal*
19–20	*Cooking for Monsters: Kitchen Tips Sure To Please Your Monstrous Pets*
21–22	*Draconic to Folk Tongue Dictionary Vol. 306*
23–24	*Every Way to Skin a Cattypillar: Boggart Homestyle Cooking*
25–26	*Flying Machines by Gybly Littlefoots*
27–28	*Gabe the Multilingual Translating Wonder Book of Eem*
29–30	*Goblin Slang Dictionary*
31–32	*Grimoire of Demon Riddles*
33–34	*Grimoire of Vampire Poetry*
35–36	*Herbs & Healing by C. Nan Saplinger*
37–38	*Hippity Hoppity: My Life With Snagbunnies by Oodar Dabny*
39–40	*How to Convince People of Anything by A. Mucklebones Goom*
41–42	*Illuminating Shadowmancy by Zhadazar the Thaumatat*
43–44	*Ironworking & Armor Repair by Webster Cott*
45–46	*It's a Trap! Death to Intruders on a Budget by Crazy Urny*
47–48	*Magic Spells: What Wizard's Won't Tell You by Ulsef Undlittle Ufgerd*
49–50	*Method Acting by Dook Aloyicius Merrymanderer*
51–52	*Never Lose a War by Kaldar Kang*
53–54	*Ode to a Faerie Queene: A Book of Songs by Percival Dante*
55–56	*Pickpocketing in the City by Orlin Schlemrick*
57–58	*Shipwrights: The Art of Seafaring by Nugbubble Smithereens*
59–60	*Shrym Industries Mechanical Field Manual*
61–62	*Simply Enchanting: A Novella by Abner Twifflemoot Bing*
63–64	*Tally Bogen's Penny Pulp Adventures*
65–66	*Tea Time: Buttonhollow Tasting Compendium*
67–68	*The Big Book of Executive Dungeoneering by Tim Orfong*
69–70	*The Eleventeen Towers of Foozle J. Gandy: A Novel in Verse*
71–72	*The Enormity of Giants by Prof. Remy Dandeenie*
73–74	*The Fool's Guide to Navigating Labyrinths*
75–76	*The Geometer's Cat by H. J. Skeef*
77–78	*The Gloom King: A Brief History of the Ash Age*
79–80	*The Good, The Bad, and The Lucky: A Thief's Guide to Avoiding Traps*
81–82	*The Rise and Fall of the Hamarung Empire*
83–84	*The Seven Kings of Epoli: A Ballad*
85–86	*The Tales of Rickety Stitch and the Gelatinous Goo by Zigglidorglmorkin*
87–88	*The Underland Wars: Companion Vol. 1*
89–90	*Tricky Toe Gang Membership Ledger*
91–92	*Vorpality: The Do-it-Yourself Guide for Vorpaling Anything from Spoons to Spears by Arch Magus Frood*
93–94	*War of the Wizards: A History by Ebenezer Dowahoozle and Barnaby Vel Hoodaleehoo*
95–96	*Weddings On A Budget by A. Mucklebones Goom*
97–98	*Wizardry & The Art of Talking Spoons by Ambrosious Isdemus Ix*
99–100	*Wonder Feet: A Beginner's Guide to Dancing*

Boons

Boons are one-time use magic effects that can be triggered instantly as a reaction.

1D100	NAME	ONE-TIME USE EFFECT
1–2	**Gallant**	Gain Advantage when risking your life for another.
3–4	**Griffonheart**	Gain +10 maximum Courage for the session.
5–6	**Truthseer**	Automatically detect the next lie you hear or read.
7–8	**Ironhide**	Ignore a **WOUND**.
9–10	**Dwimmerkey**	Unlock any door.
11–12	**Faerie Friend**	Remove a **CURSE**.
13–14	**Dragonscales**	Immune to fire for 10 minutes.
15–16	**Hado's Halo**	Immune to the effects of **GLOOM** for an encounter.
17–18	**Sparrow Mark**	Send a speedy message with a **SPARROW-SPRITE** to anywhere in the world.
19–20	**Unnoticed**	Enemies won't recognize you for 10 minutes.
21–22	**Dryad's Touch**	Heal 10 Courage to self or an ally.
23–24	**Guided by Starlight**	Find a Discovery on a Travel Check.
25–26	**Singing Saint**	Perform a flawless, beautiful ballad to change someone's disposition.
27–28	**Stronger Together**	All PCs gain +2 XP at the end of the session.
29–30	**True Shot**	Automatically Hit with a ranged Attack.
31–32	**Beastmaster**	Parley with any critter.
33–34	**Green Thumb**	Find any Herb Component of your choice.
35–36	**Prospector**	Find an Elemental Component of your choice.
37–38	**Herald's Voice**	Parley with an Adversary in an impossible situation.
39–40	**Surefoot**	Avoid slipping or falling for 10 minutes.
41–42	**Steady Hand**	Avoid fumbling or dropping something for 10 minutes.
43–44	**Sight Beyond Sight**	Predict a positive or negative outcome for a course of action.
45–46	**Shadowbend**	Disappear into the shadows and remain undetectable until you reveal yourself or attack.
47–48	**Bounder**	Leap up to 100 feet.

1D100	NAME	ONE-TIME USE EFFECT
49–50	**Thunderstrike**	Score a Critical Hit on an melee Attack.
51–52	**Debonair**	Charm someone into following a suggestion.
53–54	**Warrior's Whistle**	Whistle to summon the aid of a random NPC in a fight.
55–56	**Revealing Dreams**	Dream of a clue, obstacle, or person that provides insight on your quest.
57–58	**Gift of Plenty**	Find food for the entire adventuring party.
59–60	**Curse Shatter**	Utterly destroy a **CURSED** item.
61–62	**Cloudsurfer**	Magically glide to safety from any fall.
63–64	**Purifying Touch**	Cure **POISON** with a touch.
65–66	**Healing Touch**	Cure a **WOUND** with a touch.
67–68	**Stand and Be True**	Block 1d10+10 Dread.
69–70	**Spirit Chaser**	Find and speak with a **GHOST**.
71–72	**Steamheart**	Score a Complete Success on a Tinker Check.
73–74	**Full Belly**	Require no food or drink for 3 Days.
75–76	**Make Do**	Craft an item without required Materials.
77–78	**Lucky with Money**	Gain 3 pouches of Gold Coins.
79–80	**Lungful of Bravery**	Hold your breath for up to 1 hour.
81–82	**Treasure Finder**	Gain +3 on a Treasure Hunting Check.
83–84	**Prevailing Concentration**	Score a Complete Success on a Class Ability.
85–86	**Spider Climb**	Stick to any surface for 10 minutes.
87–88	**Like the Wind**	Run incredibly fast (Speed 3) for an encounter.
89–90	**Like a Fish**	Swim as swiftly and dexterously as a fish for 1 hour.
91–92	**Hulk Up**	Gain +3 Might for an encounter.
93–94	**Bold and Brave**	Resist being **FRIGHTENED**.
95–96	**Eyes Like a Hawk, Ears like a Hare**	Resist being **BLINDED** or **DEAFENED**.
97–98	**A Great Boon**	Choose a boon. This can be chosen instantly as a reaction to something.
99–100	**Grace of the Empress**	If you would die, live instead with a Lasting Injury, and awake from a dream wherein the former Empress of Epoli encouraged you to keep up the good fight.

Curses

Curses last indefinitely. But they can be cured by dwimmercrafty NPCs like witches and gnomes and sorcerers, and they can also be cured by Cursebreaker potions.

1D100	NAME	EFFECT
1–2	**Bones of Glass**	Your bones break so easily a single blow causes a **WOUND**.
3–4	**Iron Feet**	You cannot run or jump.
5–6	**Bray of the Beast**	You have a goat head and speak only goat.
7–8	**Fibber's Collar**	You cannot tell a lie.
9–10	**Honest Folk's Folly**	You cannot tell the truth.
11–12	**Gold to Dust**	Money that you don't spend turns to dust at the end of the day.
13–14	**Hunchback**	Suffer -1 Charm and Inspire.
15–16	**Acid Blood**	When **BLEEDING** your blood harms yourself and others inflicting 1d6 Dread.
17–18	**Rat**	You turn into a talking rat.
19–20	**Mushrum**	You are slowly turning into a fungal creature. In 3 sessions, you will be a mushrum.
21–22	**Lycanthropy**	You become a werewolf.
23–24	**Boiling Spittle**	Your saliva is boiling hot (-1 to Parleying).
25–26	**Cowardice**	You fear the dark and suffer -3 Courage.
27–28	**Burning Dawn**	Your skin burns in the sunlight (1d6 Dread every minute).
29–30	**Wretched Stink**	You smell awful and all social Checks suffer Disadvantage.
31–32	**Translucence**	Your skin is translucent, revealing muscle, nerves, and tissue (-1 Charm and Inspire).
33–34	**Polymorph**	You turn into a random folk species.
35–36	**Deathless**	You are a ghost. You cannot interact with physical objects.
37–38	**Vegetable**	You turn into a talking turnip.
39–40	**Bad Luck**	You can't use Quest Points to increase a Check.
41–42	**Butter Fingers**	You drop things at the worst moments and can't catch anything thrown to you.
43–44	**Warrior's Curse**	You may only use **CURSED** weapons.
45–46	**Petrified**	You are slowly turning to stone. In 3 sessions, you will become a mindless stone golem.
47–48	**Witch's Thrall**	You must complete a quest for the nearest witch before all other concerns.
49–50	**Fool of the Court**	You are laughably clumsy. All Checks have a Twist.

1D100	NAME	EFFECT
51–52	**Coal Heart**	You are now humorless and uninspiring (-1 Vim).
53–54	**Bottomless Gut**	You require 2 Rations per day to get the same effect.
55–56	**Dark Heart**	You have a strong desire to lie, cheat, and steal.
57–58	**Worm Host**	A plyxian pile worm will burst from your body (must Defy Death) in 3 sessions causing local havoc.
59–60	**Misery of Muck**	Your skin drips with mud. In 3 sessions you will transform into a mindless muckman.
61–62	**Moldy Toes**	You cannot be healed except with rest. Everyone you meet must make a 6+ Vitality Check or suffer the same infection.
63–64	**Lead Fingers**	Your hands are frozen in place and your fingers cannot move or grasp objects.
65–66	**Scent of Prey**	You smell delicious to predatory beasts.
67–68	**Dreadful**	You cannot harm evil creatures.
69–70	**Brain Warp**	Your Vigor and Knowhow (and all associated Skills) swap.
71–72	**Woe of the Woods**	You are transforming into a tree and in 3 sessions you will set roots forever where you stand.
73–74	**Priceless**	You are believed to be worth a fortune to bounty hunters, bandits, gangsters and thievers.
75–76	**Golden Head**	Your head is made of pure gold, attracting thieves and bandits.
77–78	**Scales and Fangs**	You transform into a talking snake.
79–80	**Mutation**	You mutate into a creature based on the last animal you touched.
81–82	**Sleepless**	You cannot sleep. After 9 sleepless days, you fall asleep and never wake again.
83–84	**Fish Gills**	If you don't breathe water for an hour each day, you lose all your Quest Points.
85–86	**Frail**	Reduce your Inventory Slots by half.
87–88	**Decrepify**	You age 3d10 years.
89–90	**Magnetism**	You are magnetic. Metals are drawn to you and you are drawn to them.
91–92	**Young Again**	You turn into an eleven year old child (-1 Vigor).
93–94	**Deathly Grip**	You cannot let go of the last thing you touched.
95–96	**Jingle**	Every move you make there's a jingling sound. It's impossible to Sneak.
97–98	**Decomposing**	You are rotting to pieces. In 3 sessions you will be a mindless skeleton.
99–100	**Gaze of the Gloom King**	At the stroke of midnight you will become a lich—a thrall of the Gloom King and a primary villain of the campaign.

Spells

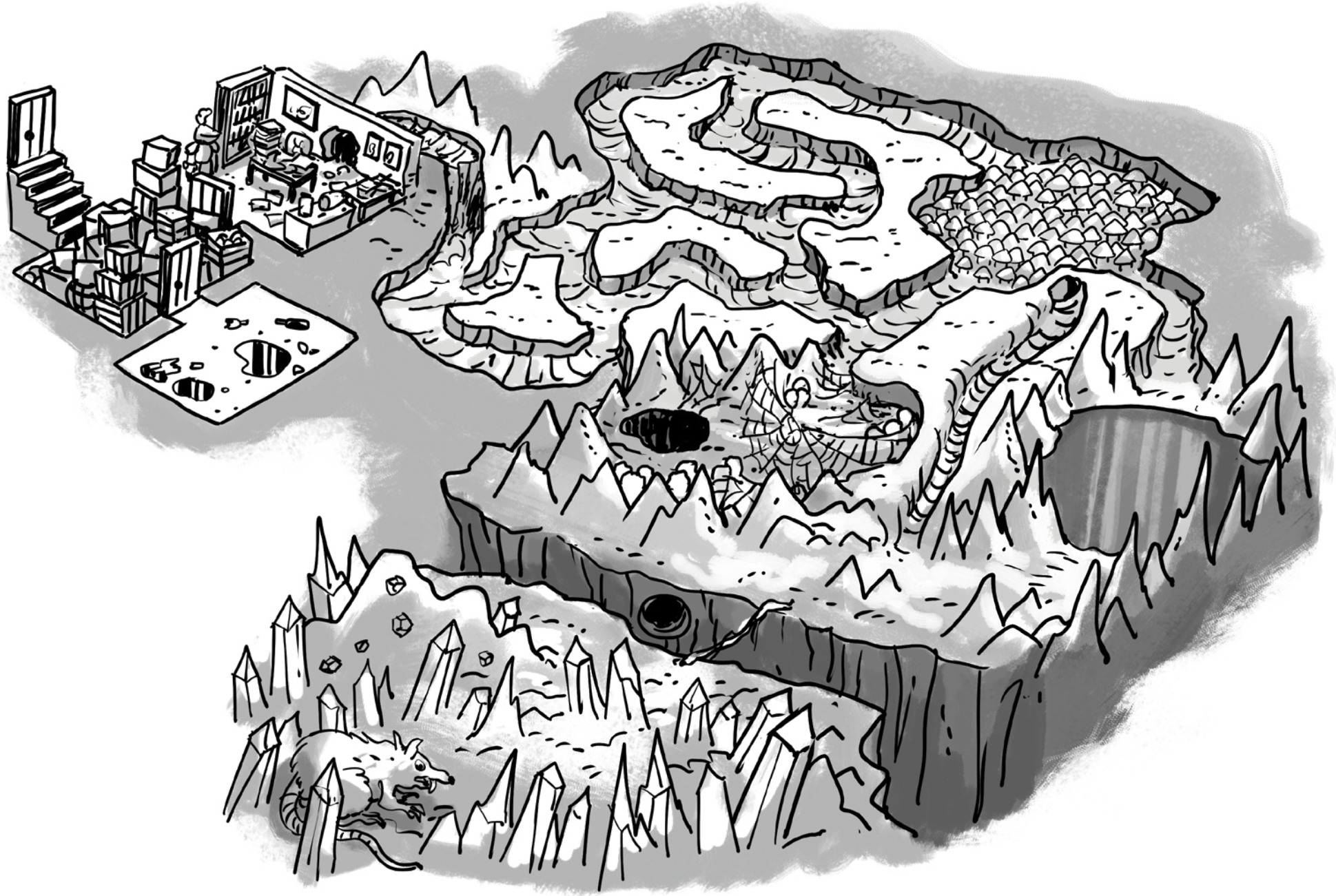
Spells can be found in scrolls, which are one-time use items. Unless specified otherwise, the effects of spells last indefinitely, and the caster must have line of sight to the target and be within Faraway range. All references to [Level] refer to the caster's Level. Some spells are more freeform and open-ended than others. If there is ever a need for more detail (size, area, duration, power) the caster makes a Mettle Check to guide the results; however, a poor result doesn't mean the spell fails.

1D100	NAME	EFFECT
1	**Abner's Amnesia**	Make a target forget the last [Level] minutes.
2	**Animate**	Animate an inanimate object. It cannot speak but obeys commands.
3	**Ashrandir's Living Construct**	Summon a golem servant (Attack:+1, Defense:-1, Courage:15, Dread:1d10, Block:+2) for [Level] days.
4	**Blinding Light**	All Close and Nearby Adversaries are **BLINDED**. Subterranean and undead Adversaries suffer 1d12 Dread.
5	**Blink**	Teleport at will to a Nearby or Faraway spot within line of sight for [Level] minutes. Gain -2 Defense in Combat.
6	**Bloom**	Make an area bloom and grow thick with plant life.
7	**Bone Armor**	Grant +2 Block to a target for a session.
8	**Bookworm**	Summon a little worm that can read a book in 10 seconds and relay all important information therein. The bookworm disappears in 1 day.
9	**Boon**	Gain 3 random **BOONS** (p232).
10	**Cantrip**	Cast a simple cantrip (snuff out a torch, pants someone, tidy up a room, emit a spray of colors.)
11	**Chronowalk**	The caster and [Level] others at the current location can go back in time up to 1d100 years at the same location. Lasts [Level] hours.
12	**Curse**	Cast a random **CURSE** (p234).
13	**Cyclone**	Conjure a small cyclone. In Combat, it envelops 1d4 Adversaries for 1d4+1 rounds. They can't escape, attack, or be attacked while inside.
14	**Dazzle**	All Goons and Bruisers become distracted for [Level] minutes, or **STUNNED** for 1d4 rounds in Combat.
15	**Dimwittification**	Make a target shockingly dumb for 1 hour, and suffer Disadvantage on Knowhow Skill Checks.
16	**Doohagenberry's Ballad**	Sing an enchanting ballad that inspires a crowd, or endears one target to the caster.
17	**Dorgon Nose**	Pick up the scent of anything in an area for a session.
18	**Dragon's Greed**	A target becomes greedy for a specific thing and will stop at nothing to acquire it for [Level] hours.
19	**Dream Walk**	The caster and [Level] others can enter the dreams of a sleeping target for [Level] minutes.
20	**Dwimmerwild**	Cast a random spell from the Spells table.
21	**Ember Light**	Cast a magical hovering flame as dim or as bright as desired. Lasts the session unless made to cast blinding light (Vitality Check to resist being **BLINDED**).
22	**Embiggen**	Make a target creature or item grow up to 10 times its size for [Level] hours.

1D100	NAME	EFFECT
23	**Enchanted Arms**	Make a weapon *Magic* for the session. It grants +1 Attack, +2 Dread, and glows with blue energy.
24	**Ensorcell**	**ENSORCELL** a target. They will not harm themselves or someone they love. Lasts [Level] rounds OR out of Combat, [Level] minutes.
25	**Entangling Vines**	**ENTANGLE** a target. They suffer Disadvantage to escape.
26	**Evendra's Evening**	All characters in a Combat have their current Courage added up and divided equally among them. No one may exceed their maximum Courage.
27	**Exhaust**	The target becomes **TIRED** and is easily winded from physical activity. Lasts until they take 2 Long Sleeps.
28	**Faerie Glamor**	Cast a simple auditory or visual illusion to make those in the area see or hear something that's not really there. Lasts for [Level] x 10 minutes.
29	**Familiar**	Bind a *Small* critter or creeper to the caster as their magical servant.
30	**Featherweight**	A target or item becomes as light as a feather for up to [Level] x 10 minutes.
31	**Fifer's Faerie Scout**	Summon a tiny faerie that flies around at the caster's command and report its findings. Stays until it meets other faeries.
32	**Fish Walk**	The caster and [Level] others can breathe and swim underwater like fish for [Level] hours.
33	**Flabisham's Armored Squire**	Summon an animated suit of armor that will do the caster's bidding for a session. It has +1 in all Stats and 20 Courage.
34	**Flight**	Give a target the power to fly for a session.
35	**Fornby's Giant Insect**	Summon a *Large* insect that can act as a mount for the session. May attack once every round in Combat. (Attack:+1, Defense:-1, Courage:10, Dread:1d8).
36	**Fright**	Make 1d6 Goons or a Bruiser **FRIGHTENED**.
37	**Futuresight**	Focus on a subject in mind and see an imprecise vision of the future related to that subject (as described by the GM).
38	**Garrobaldy's Instant Understanding**	Receive the answer to a riddle or puzzle. Alternatively, become permanently fluent in a language.
39	**Ghost Walk**	The caster and [Level] others can pass through walls like a ghost for [Level] minutes.
40	**Giant Strength**	The target automatically succeeds on Might Checks for feats of strength and inflicts +3 Dread in melee for [Level] hours.
41	**Gloom Thrall**	Summon a mindless, undead **SKELETON** servant. If no dead skeleton is present, the skeleton arrives in 1d6 days. Roll 1d100 with Disadvantage: On a 100, the skeleton retains its intelligence, personality, and agency from life.
42	**Gloomtongue**	Speak with the dead and undead for [Level] hours.
43	**Gnomenclature**	Speak fluently with all critters and animals for the session.
44	**Grasping Hand**	A big magical arm and hand extends from the caster up to 10' x [Level].
45	**Gust**	Cast a powerful gust of wind, strong enough to topple trees and knock people over.
46	**Ice Wall**	Conjure a wall of ice that can block passageways, barricade doors, or hinder pursuers in open space.
47	**Ilfendorf's Escape**	The caster and [Level] others automatically escape Combat and can't be pursued by those Adversaries for [Level] hours.
48	**Invisible Cloak**	Turn invisible for [Level] minutes.

1D100	NAME	EFFECT
49	**Ix's Incredible Locator**	Name a person or thing and know the straight line direction to locate it.
50	**Jasper's Dispellification**	Counter a spell or undo a magical effect.
51	**Klutz**	Cause a target to be obscenely clumsy, unable to cleanly catch, move or run without fumbling about for [Level] minutes. Any Checks of 1–5 count as Complete Failures.
52	**Larbie's Exploding Orb**	Throw a magic orb that bursts with toxic gas, causing those in an area to cough and gag. In Combat, the target and anyone Close and Nearby to them suffer 1d8 Dread and are **SLOWED** and **WEAKENED**.
53	**Lionheart**	Grant a target an extra Action per round for [Level] rounds.
54	**Linell's Magic Eye**	See through walls and barriers for [Level] minutes.
55	**Locusts**	Call forth a swarm of locusts that devour and lay waste to a specific location or Hex.
56	**Melt**	Melt metal or another inorganic substance susceptible to heat. Creatures in metal armor suffer 1d12 Dread.
57	**Mileus's Muting**	Make a target unable to speak for [Level] hours.
58	**Mule**	The target gains +20 Inventory Slots for the session.
59	**Mung**	Turn into a mung for up to [Level] hours. Able to slide under doors and through cracks, and disintegrate a *Mundane* item within the mung's body every hour.
60	**Nap**	All Nearby Goons immediately fall asleep for [Level] minutes. Mettle Check: On a 6+, Bruisers fall asleep as well, and on a 12+, Champions too.
61	**Noodle Arms**	The target's arms become thin and noodly for [Level] minutes, and they can hardly lift a dagger, let alone perform tasks that require any strength.
62	**Old Fog**	Summon **GLOOM** over an area.
63	**Orlin's Gambit**	Cheat at a game or competition without anyone noticing. If Checks are involved, the caster gains Advantage.
64	**Peace**	All Nearby Goons and Bruisers become non-hostile for the encounter.
65	**Poison Daggers**	Magical daggers fly from the caster's hands automatically **POISONING** a target.
66	**Portal Hop**	Create two linked portals within Distant range that remain for up to [Level] hours.
67	**Rune Tongue**	Detect and understand any magic, and read any writing for a session.
68	**Schlemrick's Slippery Swap**	Swap an item in the caster's hand with another item within sight.
69	**Seamus the Red's Everlasting Ration**	Conjure a special Gourmet Ration. Roll 1d20 after each use. On a 1, the ration is consumed.
70	**Secret Door**	Open a secret door to an alternate passageway or hiding place within the current location.
71	**Shadow Walk**	The caster and [Level] others can sneak through shadows and darkness unimpeded and undetected for [Level] minutes.
72	**Shapeshift**	Transform into a *Large* or smaller critter for up to [Level] hours.
73	**Shrinkage**	Shrink a target to *Tiny* size for up to [Level] hours.
74	**Slime**	Cover a surface or target in slippery slime.
75	**Sluggish**	Target is **SLOWED**. In combat, they lose one action per round for [Level] rounds.
76	**Sparrow-Sprite**	Summon a sparrow-sprite to send a message to anyone in Eem. The bird returns with a reply in 1d6 days.

1D100	NAME	EFFECT
77	**Spider Walk**	The caster and [Level] others can walk on surfaces like a spider for [Level] minutes.
78	**Summon**	Summon a random Wandering Intruder with a random Reaction roll.
79	**Swiftness**	Make [Level] targets as swift as a horse (2 Speed) for [Level] minutes.
80	**Talking Item**	Permanantly imbue an item with intelligence and personality. Roll on the Random NPC table for details. Weapon: grants +1 Attack. Armor: grants +1 Block. Tool, Clothing, Trinket: grants +1 to relevant Skill Checks.
81	**Taunt**	Make a target attack the caster or an ally for [Level] rounds.
82	**Technobabble**	Confuse a target with technical jargon and roundabout logic, obfuscating the truth on a subject, and rendering them unable to make a decision or think clearly regarding the subject.
83	**Teeloa's Truesight**	See through tricks, illusions and disguises for a session.
84	**Telepathy**	Caster may speak telepathically for a session.
85	**Terror**	Make a target deathly afraid of a specific thing or concept. Lasts for [Level] hours on Champions, and permanently on Goons and Bruisers.
86	**The Sorcerer's Smoke**	Turn into smoky vapor. Caster is able to pass through walls and is immune to physical Dread for [Level] rounds.
87	**Thelonius's Amazing Regeneration Spell**	Heal all **WOUNDS**, **BLEEDING**, and **POISON** and Lasting Injuries on a target.
88	**Thought Seed**	Plant a thought or idea into the mind of a target.
89	**Thought Steal**	Learn the general surface thoughts of a target or their deep thoughts on a specific subject.
90	**Throngweed**	A thicket of prickly, brambly throngweed sprouts from the earth in an area.
91	**Tidal Wave**	Conjure a *Huge*, powerful wave of water that inflicts 1d12 Dread, knocks over trees and damages structures. The main target of the wave and anyone Close, Nearby and Faraway are washed away to Distant range in random directions.
92	**Tigby's Teleportation**	The caster and [Level] others can teleport to another location in the same realm.
93	**Transmogrify**	Turn a willing target into a different creature or critter for [Level] days. Or, turn an unwilling target into a random creature or critter for [Level] days.
94	**Twifflemoot's Trick**	Summon a double of the caster (with the same gear except for *Magic* items and *Relics*), who is able to act autonomously at the caster's command for [Level] minutes.
95	**Ventriloquism**	The caster can make it appear as if their own voice, or one they mimic, is coming from another source, such as a person or object.
96	**Ward**	Name a person or type of creature, critter, or creeper. The named being(s) cannot enter or harm anything within an area of the caster's designation for [Level] hours.
97	**Warp**	Warp an object or surface into a new shape of roughly equivalent mass.
98	**Weatherwise**	Change the weather in a Hex Cluster to a desired type for [Level] days.
99	**Webbing**	Conjure sticky spider webs in an area. All within are **SLOWED** and must make an Athletics Check or become **ENTANGLED**.
100	**Winds of Deflection**	No ranged Attacks can hit the chosen target for an encounter.



WALLY'S WAFFLES AND ~~WEORGS~~ Rats!

ADVENTURE TONE: DERRING-DO

A dangerous, heroic adventure (*The Lord of the Rings, The Princess Bride*).

BACKGROUND

Wally's Waffles and Weorgs is in big trouble. Subterranean Pits and Lairs LLC claims they own Wally's after taking over the nearby town of Firedamp! And now they want to shut the tavern down.

A family establishment (after all, there's only two or three brawls a week), Wally's is a local landmark, a beloved hangout for all manner of rascals and adventurers in the Used T'Be Forest. Famous for the fluffy waffles, juicy weorg meat, wild amateur singing nights, and most of all, the charismatic, larger-than-life Wally Dunkwhiffle.

But tonight, the mood at Wally's is far from lively. If Wally can't find his lost property deed in the basement by sundown tomorrow, SPL is rolling in with sputter-dozers to level the place. The truth is, SPL secretly believes that a crystal mine worth a fortune is located beneath Wally's. Wally doesn't know it but they're right!

THE KILORATS

When acquiring weorg meat became more trouble than it was worth, Wally secretly turned to another food source: **KILORATS**. Considered horrible, if not dangerous, pests by all in the Mucklands, Wally was all too eager to turn the troublesome beasts into fine cuisine. But it turns out that keeping kilorats in your basement is unsustainable to say the least. They quickly became unmanageable, skittering into unseen cracks and crannies and causing all kinds of havoc. And after eating an entire fermented Bogril Glowing Cheese wheel—a slightly magical Mucklands delicacy—the largest and smartest of the creatures suddenly grew intelligent.

The giant kilorat proclaimed himself King Klik and inspired the others to follow him. He developed a cunning plan to free the **KILORATS** of the basement, and exact terrible revenge upon Wally and all surface dwellers, until the entire realm belongs to the rats!

When first confronted by King Klik, Wally barely escaped with his life, so he barricaded the door to his basement, and hasn't reentered in months.

WHERE THE PCS COME IN

The rumors are true. Wally's Waffles and Weorgs is shutting its doors. You've all made your way to the tavern for one last night of laughter, tears, and tons of sweet, syrupy stacks of waffles with a side haunch of weorg meat.

As you walk through the creaky saloon doors, you scan the packed room to see friends you haven't talked to in ages. There's Shumwise the shrym, twiddling his whiskers and hyping up his crazy new business venture. And there's Happy Dunston, the only boggart to ever complete Wally's Howling Hot Challenge and live to tell about it. Rogram the Bridge Troll and Tabitha the Rascal deal another hand of their Huzzah cards. You can't help but feel a pang of nostalgia for this little, scrappy dive where everyone knows your names.

Let the PCs roleplay with each other and the various NPCs at Wally's.

WALLY'S HOWLING HOT CHALLENGE

Eat one flaming hot, chili-hexed haunch of weorg meat on a bed of forty waffles. Time limit is 1 hour, no napkins, no drinks. Vitality Check with Disadvantage—on a 12+ you win the challenge. Winners get their name on the wall and the Heroic Title, *Woe of the Waffles*.

Wally Thanks the Crowd

Halfway through the night, Wally gets on stage to thank the crowd:

> *"Dearest friends and patrons. It brings me great joy and sorrow to have you all here tonight. Providing the Used T'Be Forest with the finest weorg meat, tastiest waffles, and crispiest fried critters this side of the River Country has been my greatest passion in life. But like I said to my first mate Leef Lavendar all them years ago on the open sea, 'Nothing lasts forever, so let's drink until we die!'"*

The crowd claps and cheers but is interrupted by the jeers of a pair of SPL mooks: Geddy Fumpkin and Rork Scribblejaw (as **RIVAL DUNGEONEERS** L2-B):

Geddy: "Drink up, Wally! Cuz after tonight, it's curtains for you!"

Rork: "Haw haw! Yeah! This place belongs to SPL now!"

Wally Asks the PCs' for Help

After his speech, a nervous Wally approaches the PCs and asks them to find his property deed. It's the only way he'll be able to keep Subterranean Pits and Lairs from taking the tavern away from him.

- *"I've looked everywhere, but I just can't seem to find the property deed! It has to be in my basement somewhere."*
- *Wally gets quiet. "The rats must have gotten it. Yeah...I've got rats, too big for me to handle, in the basement. Just try to be discreet about it, will ya? People tryin' to eat around here!" If pressed for details on how giant rats got in his basement, he denies any knowledge.*

NPCS

Wally's Waffles and Weorgs is full of characters, and they've all got something to say about the place.

WALLY DUNKWHIFFLE

Owner and operator, Wally is a burly, scruffy little guy and former **PIRATE**. Though standing just 4 foot 1 inch, his mirth and melancholy are gigantic. A beloved local figure, Wally is friends with everyone. Well, almost everyone. He's made more than his fair share of enemies too.

- **Traits:** Friendly, boisterous, deceptively tough.
- **Motivation:** Enjoy a long, uneventful retirement, passing on his restaurant to someone like himself.

HAPPY DUNSTON

The quintessential barfly, Happy generally only leaves his stool at the bar to hit the can. He's a generous spirit, and well-liked by just about everybody, being the only patron to ever finish Wally's Howling Hot Challenge without whistling beef.

- **Traits:** Cheerful, welcoming, competitive.
- **Motivation:** Make friends and knock back some rascal cider.

"This whole situation is the pits! I've been coming to Wally's for years! I mean, I'm a bona fide celebrity. See that? I'm the only one to win Wally's Howling Hot Challenge. And truth be told, I always hoped another scrappy young upstart like myself would waltz through those doors and join me in the Hall of Fame. But, alas, by sun up, there'll be no more Wally's and no more Howling Hot Challenge."

KARL THE GOBLIN MINER

A gruff, bearded goblin with a perpetual squint. Karl has been delving into tunnels and caves for years and knows a thing or two about the Underlands.

- **Traits:** Curt, covered in soot, things were always better "back when."
- **Motivation:** Work hard and earn an honest living.

"Now where am I gonna go to avoid my family after work? The rascal cider at the tavern in Firedamp tastes like hotdog water."

RONNY THE PROP COMIC

A spindly boggart standing at the bar with a pair of clown shoes, a flower on his lapel, and pipe with bubbles coming out of it. Ronny is a local comedian shooting for the stars.

- **Traits:** Gregarious, self-deprecating, sheepish around corporate types.
- **Motivation:** Become a comedic star and one day make it to Harp's Edge.

"Without Wally's I'm gonna have to move my act to Fleabag County. I don't know if I can survive! The prop comedy scene there is cutthroat, I tell ya. I'd rather take an arrow to the head!" Ronny is wearing an "arrow through the head prop" and grinning expectantly, hoping for a reaction. He never breaks eye contact.

TABITHA THE RASCAL

A cunning, silver-haired lady of River Country. Tabitha is a rascal of Rascalton, and well-versed in the whispering hearsay and rumors of the Mucklands underworld.

- **Traits:** Streetwise, talks under her breath, shares rumors.
- **Motivation:** Pull off an impressive corporate heist.

Tabitha looks up from her game of Huzzah. "Those goons from Subterranean Pits and Lairs, LLC are up to something. Who goes through the trouble to close down a place like this, nearly a mile outside of town? Something's fishy if you ask me."

ROGRAM THE TROLL

A hulking bridge troll from the Drippy Downs with shaggy, yellow hair and tusks the size of trumpets. Rogram is on his way to a bridge tolling seminar in the town of Thurf.

- **Traits:** Inquisitive, gentle giant, big burper.
- **Motivation:** Improve himself through education to expand his burgeoning bridge tolling business.

The huge, shaggy troll takes a gulp from his mug and burps. "It's a shame about Wally's. I wonder what he'll do next. You know, they say in his heyday he was a pirate in the Scalawag Strand."

Room 1: The Storage Room
Just below the main floor. Musty, claustrophobic, with a mess of crates, barrels, and boxes.

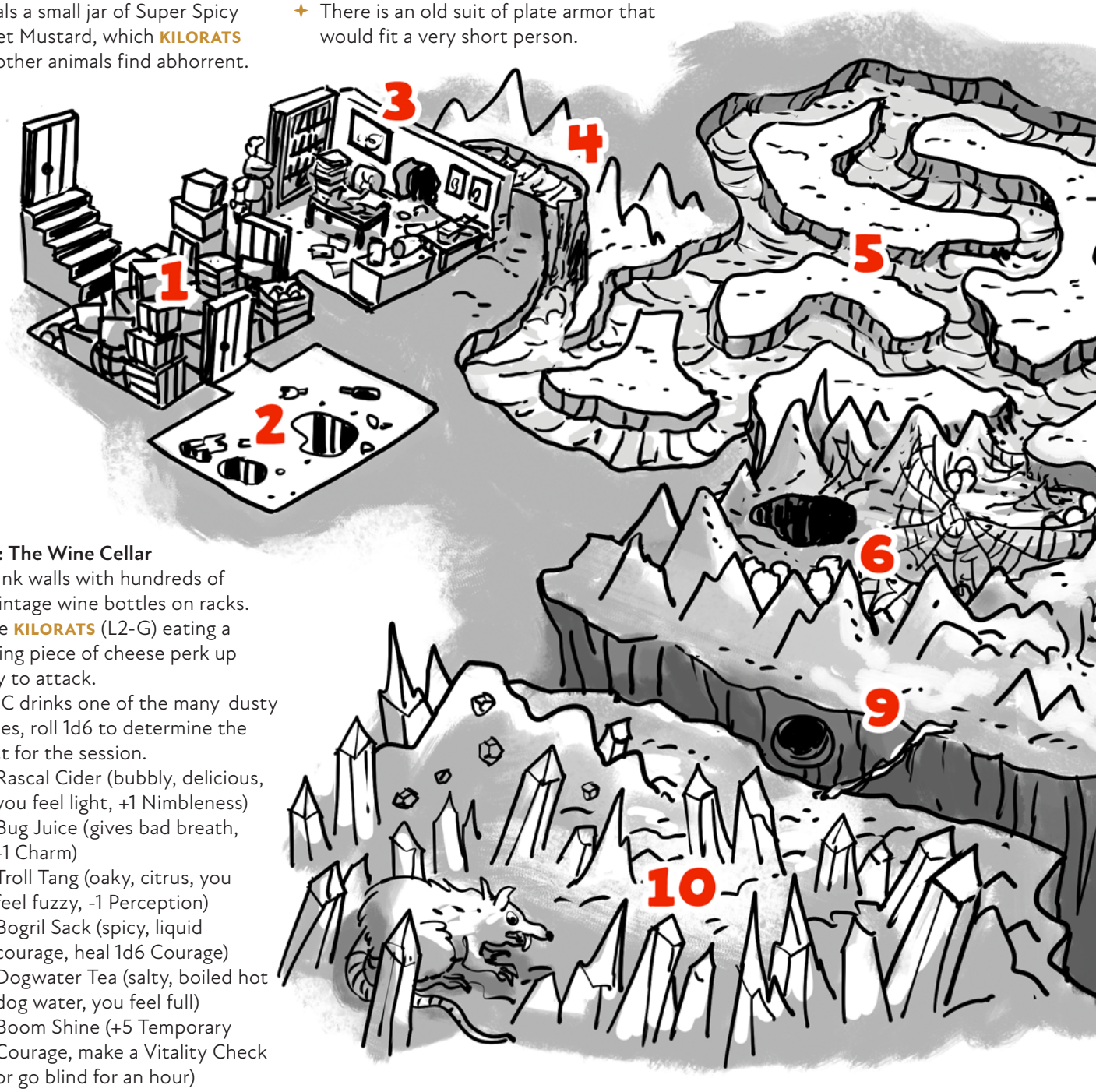
- Crates and sacks of rotten vegetables, cornmeal, and flour stacked to the ceiling.
- Barrels of rancid dips, toppings, and condiments barricade a hole in the wall.
- It will take great care to get through the room without resulting in a cave-in, waking up a hungry **SLURPWORM** (L2-B).
- Searching through the food reveals a small jar of Super Spicy Secret Mustard, which **KILORATS** and other animals find abhorrent.

Room 3: The Trophy Room
Filled with knick-knacks and items from Wally's Past, all covered in dust.

- There is a big, messy hole in the wall beneath a large painting of Wally with Leef Lavendar, his former first mate.
- Close inspection reveals both animal and humanoid tracks in the dirt.
- A model ship in a bottle, called the Polywogger, sits on a mantle. This is actually a *Magic* item that turns into a real seafaring ship when thrown into a body of water. The ship will conform to the size of the body of water, unless it can grow to its full galleon size.
- There is an old suit of plate armor that would fit a very short person.

Room 4: The Gnawed Tunnel
Splintered wood, loose earth and stones. A narrow, low tunnel you must crawl through on hands and knees.

- A dead **KILORAT** lies in the tunnel, a knife lodged in its belly. It looks to have happened within the last few days.
- A bloody stick of dynamite lies in the dirt, and humanoid tracks lead to the edge of a thirty foot downward climb.



Room 2: The Wine Cellar
Cool, dank walls with hundreds of dusty, vintage wine bottles on racks.

- Three **KILORATS** (L2-G) eating a glowing piece of cheese perk up ready to attack.
- If a PC drinks one of the many dusty bottles, roll 1d6 to determine the effect for the session.
  1. Rascal Cider (bubbly, delicious, you feel light, +1 Nimbleness)
  2. Bug Juice (gives bad breath, -1 Charm)
  3. Troll Tang (oaky, citrus, you feel fuzzy, -1 Perception)
  4. Bogril Sack (spicy, liquid courage, heal 1d6 Courage)
  5. Dogwater Tea (salty, boiled hot dog water, you feel full)
  6. Boom Shine (+5 Temporary Courage, make a Vitality Check or go blind for an hour)

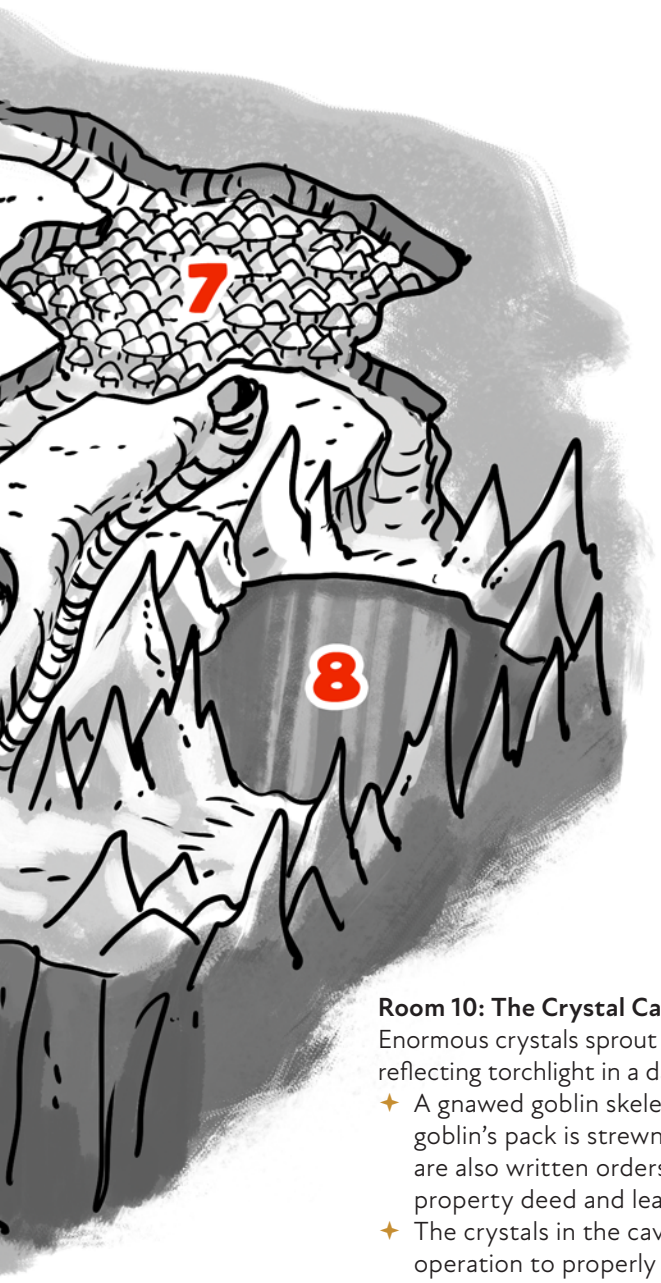
Wally's Basement

Room 5: The Skitter Maze
Musky, sour smelling tunnels that branch into the unknown dark.

- There's a 6-in-12 chance that the PCs run into a patrolling **KILORAT** (L1-B) down each pathway.
- An overmatched **KILORAT** will attempt to flee and alert its brethren all the way in Room 10.

Room 6: The Inkpot Spider Lair
Sticky, black, inky strands on the floor and walls, bones strewn everywhere.

- Anyone entering the room gets Entangled in sticky black webs.
- A large, dark hole is home to an **INKPOT SPIDER** (L3-B) and an Old Hoard (+0), and leads to The Chasm.
- Several egg sacs pulsate in the dark corners of the lair. They hatch a group of baby **INKPOT SPIDERS** (L1-G) in 3 rounds.



Room 7: The Funghoul Cave
A field of red and white speckled mushrooms. Wet, slick cave walls and ceiling.

- The floor of this cave is completely covered in a bed of carnivorous **FUNGHOULS**.
- Crossing the area without any sort of plan inevitably results in disaster, which is evident by the bones among the **FUNGHOULS**.

Room 8: The Fetid Pool
Cold, murky water. The ceiling drips and pale, colorless lichen grows in patches on the walls.

- This putrid water is inhabited by four **SCUMSEERS** (3×L2-G, L2-B).
- They attack and drag anyone who enters the water deeper into it.
- The **SCUMSEERS** are guarding a random *Magic* item in their underwater hovel.

Room 9: The Chasm
A dark, seemingly bottomless chasm blocks the way forward.

- A twenty foot chasm lies ahead, with only a single ropy vine spanning its length. A **KILORAT** could surely tightrope across it, but it looks dangerous.
- There is a spiderweb, invisible in the darkness, that catches anyone's fall. It belongs to the **INKPOT SPIDER** from Room 6, which will be alerted if it wasn't already dealt with.

Room 10: The Crystal Cave
Enormous crystals sprout like giant asparagus spears from the glittering rocks. The cavern is resplendent, reflecting torchlight in a dazzling shimmer that suggests a vastness hidden by the subterranean darkness.

- A gnawed goblin skeleton in a Krog & Sons, Inc. hardhat lies on the ground. The contents of the goblin's pack is strewn everywhere, including a glittering gem worth a pouch of Gold Coins. There are also written orders from Krog and Sons, Inc. that detail the goblin's mission to steal Wally's property deed and learn why SPL wants Wally's property so badly.
- The crystals in the cave are clearly worth a fortune. But it would no doubt take a huge mining operation to properly harvest the crystals. SPL or Krog & Sons would be willing to strike a lucrative deal with the PCs if they betrayed Wally.
- King Klik, a big, intelligent **KILORAT**, reveals himself from the darkness, ready to eat the intruders!

PARLEYING WITH THE KILORATS

King Klik is driven by an enormous ego, for being both intelligent and large. He is willing to fight the PCs and exact his grand plan upon the world. But while smarter than the average kilorat, he is also quite gullible and can be tricked if the PCs appeal to his massive ego. He knows little of the outside world and promises of power may entice him. King Klik also comically overestimates his power and influence. His "army" of kilorats numbers two dozen at most.

> *"King Klik hates Wally the Waffle King! Awful, bad Wally cooks rat meat instead of weorg! Kilorats will eat Wally back! Eat Wally's friends! Eat Wally's WORLD!"*

> *"First Klik was born for vengeance. Then Kilk stayed for waffles. And soon...soon all OVERLANDERS will tremble at the coming of Klik's great army! A million-bajillion strong! Kling Klik's kilorats will rule the world!"*

King Klik is also in possession of Wally's property deed. Knowing the importance of controlling the restaurant, King Klik could be willing to trade the freedom of the kilorats for the ownership of the deed.

> *"King Klik has the largest brain! King Klik is superior! Klik knows what you seek. Deed! You seek the deed! But no, you don't have the deed! Klik has the deed! And with the deed comes power! Power of Wally and freedom for my kilorat brethren!"*

If the PCs try to convince King Klik to forget revenge and leave the basement peacefully, it just might work. But if they Fail or there's a Twist, King Klik might attack the PCs in anger, or even play along with their plan and betray the PCs by launching an attack on Wally himself.

THE ADVERSARIES

- **FUNGHOULS** (p156)
- **INKPOT SPIDER** (p159)
  - (L3-B) Courage: 12
- **KILORAT** (p160)
  - (L2-G) Courage: 2
  - (L1-B) Courage: 4
- **SCUMSEER** (p167)
  - (L2-G) Courage: 2
  - (L2-B) Courage: 7
- **SLURPWORM** (p170)
  - (L2-B) Courage: 8

ADVENTURE CONCLUSION

If the PCs Return the Deed to Wally

Once the deed is back in Wally's hands, he calls for a celebration. The legendary Wally's Waffles and Weorgs is saved!

> *"Well, I'll be slapped with a saberfish! You found my deed! We're saved! Look everybody, these here heroes saved the restaurant! Waffles and rascal cider are on the house!*

The whole place cheers and claps. And as for the goons from SPL? Well, they take note of the PCs as troublemakers before they turn tail and run away from the angry mob of patrons. Wally lets out a belly laugh and continues...

> *"I want to reward you for saving the day. How's about a discount? Wait, what am I saying?! You folks eat free. FOREVER! That's right! Fluffy waffles and juicy weorg meat, as much as you'd like. Your money's worthless to me, ya hear? Eat free and stock up for your adventures! Heck, it's the least I can do!"*

Every time the PCs come to Wally's, they can each eat a meal and get a Normal Ration of weorg jerky.

If the PCs Give the Deed to SPL or Krog & Sons

If the PCs betray Wally and give the deed to SPL or Krog & Sons, they'll be paid handsomely (to the tune of two pouches of Ancient Coins), but at the expense of their reputations. They'll be known throughout the Used T'Be Forest as the crooks who swindled Wally out of his beloved restaurant.

If the PCs Help King Klick

If the PCs betray Wally and help King Klik, the kilorat leader will banish Wally, who returns to his pirating ways on the high seas. King Klik then takes ownership of Wally's Waffles and Weorgs, changing the name to King Klik's Waffles & Manflesh. The decor of the restaurant will change to a rat-theme and be managed by kilorat employees. SPL or Krog & Sons will attempt to buy Wally's place, but King Klik won't sell. Instead, King Klik uses the crystal mine fortune to become a powerful restaurateur and expands across the Mucklands.

KING KLIK

COURAGE: 21				
Level	**Classes**	**Parley**	**Attack**	**Defense**
3	C	1	+2	-1
Large		**Block**	**Dread**	**Actions**
		0	1d8	2

ABILITIES

Come To King Klik, My Kilorats!

Once every Combat, may summon 1d8+1 kilorats (L3-G).

Pounce

May charge attack a Nearby or Faraway target with Advantage. On a 9+ Hit, the target is knocked Prone and Entangled by King Klik's weight.

Plague Bite

A target hit by King Klik must make a Vitality Check (-1 for each time they've been hit by kilorats in the combat). On a 2-, the target contracts Rat Plague. Rat Plague acts as Poisoned, and if it isn't cured in a day, the victim becomes riddled with odorous boils that inflict -1 to all Social Checks.

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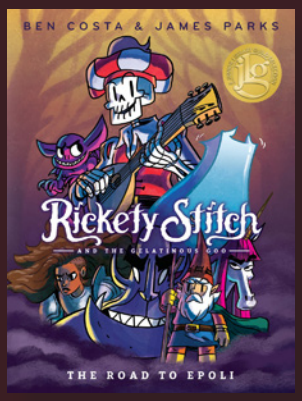
DIVE INTO MORE ADVENTURE

Land of Eem

***Dungeoneer Adventures*:** A highly illustrated chapter book series about a boy named Coop Cooperson, the only human to attend a school for explorers-in-training. (Ages 8+)



***Rickety Stitch and the Gelatinous Goo*:** A full color graphic novel series about a skeleton bard on an epic quest to discover who he was when he was "alive." (Ages 12+)

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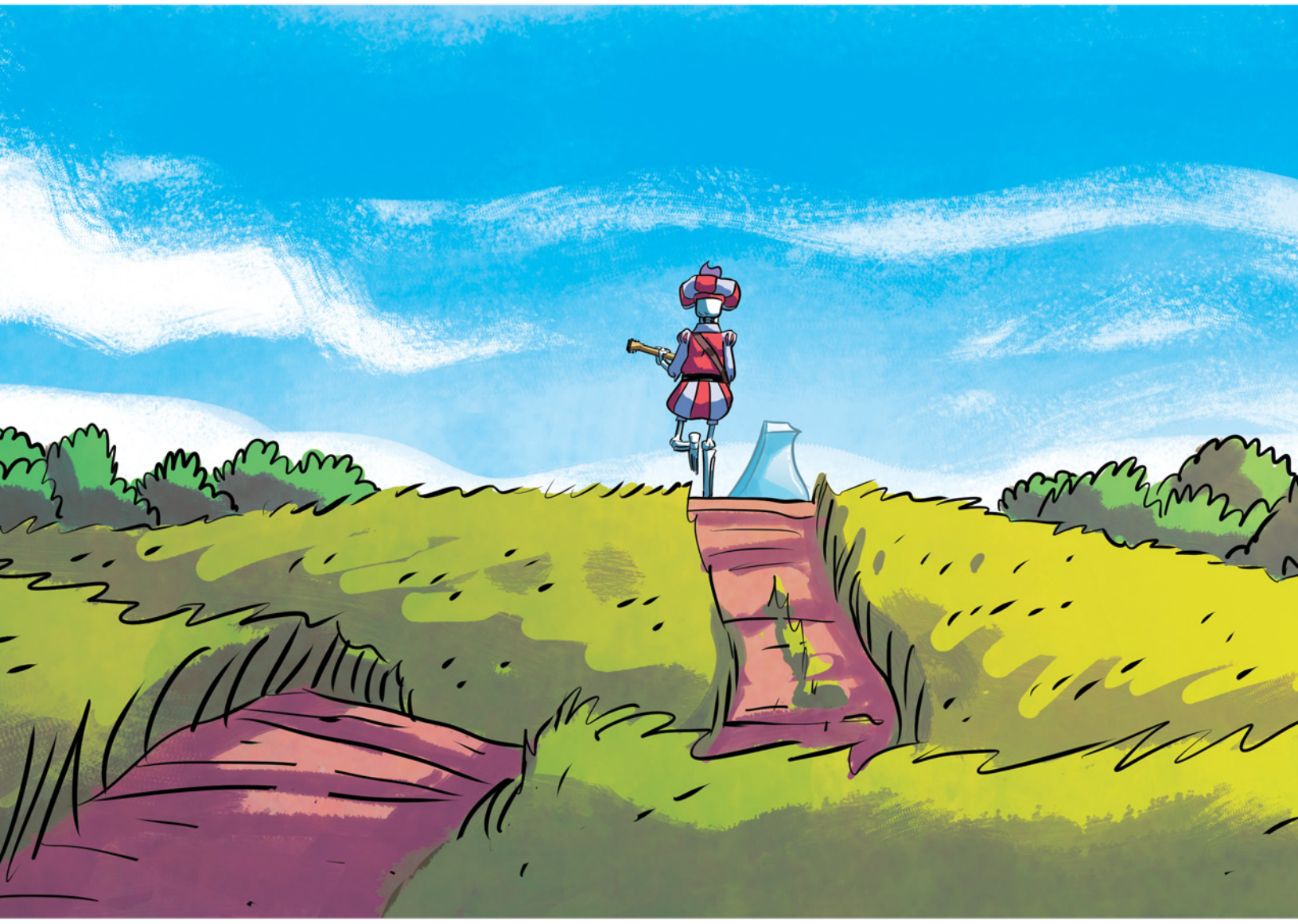

Quick Rules Reference

CHECKS AND SKILLS

CHECK: 1D12 + SKILL	
1–2	Complete Failure
3–5	Failure with a Plus
6–8	Success with a Twist
9–11	Success
12+	Complete Success

- Max +3 or -3 modifier to any Check.
- Advantage = roll twice and take the better result.
- Disadvantage = roll twice and take the worse result.

PRIMARY SKILL CATEGORIES	
Vim Skills	Charm, Inspire, Mettle, Perception
Vigor Skills	Athletics, Intimidate, Might, Vitality
Knack Skills	Nimbleness, Search, Sneak, Trickery
Knowhow Skills	Lore, Realms, Tinker, Wilderness

THEMATIC SKILL CATEGORIES	
Social Skills	Charm, Inspire, Intimidate, Trickery
Movement Skills	Athletics, Nimbleness, Sneak
Physical Skills	Might, Vitality, Athletics, Nimbleness, Sneak, Search
Mental Skills	Mettle, Perception, Lore, Wilderness, Realms, Tinker

COMBAT

Combat Phases

- **Phase 1: Parley**
- **Phase 2: Improvise**
- **Phase 3: Run**
- **Phase 4: Combat**
- (*Chase Scene:* If PCs get 5 Successes before 3 Failures, they escape.)
- (*Initiative:* Perception Check: On a 6+, a PC acts before the Adversaries.)

RANGE BANDS	
Close range	0 Moves away
Nearby range	1 Move away
Faraway range	2 Moves away
Distant range	3 Moves away
Extreme range	4+ Moves away

MELEE COMBAT: 1D12 + ATTACK + DEFENSE	
1–2	Critical Miss
3–5	Miss with a Plus
6–8	Hit with a Counterattack
9–11	Hit
12+	Critical Hit

RANGED COMBAT: 1D12+ ATTACK + DEFENSE	
1–2	Critical Miss
3–5	Miss with a Plus
6–8	Grazing Shot
9–11	Hit
12+	Critical Hit

DEFY DEATH: 1D12 + VITALITY	
1–5	PC can perform a final heroic act before dying.
6–8	PC lives but suffers a Wound and a Lasting Injury.
9+	PC lives but suffers a Wound.

1d6 Critical Miss

1. Fumble item, or item malfunctions or breaks.
2. Get forced into a bad or precarious position.
3. Accidentally Hit an ally or object in the environment for a negative effect.
4. Alert or draw the ire of other Adversaries.
5. Alter or give a penalty to an ally's next Attack or Action.
6. Accidentally hurt yourself.

1d6 Miss with a Plus

1. Set up an ally's next Action or Attack.
2. Alter the Adversary's planned Attack or Action.
3. Hit an object in the environment for a positive effect.
4. Guard a vulnerable ally.
5. Disrupt or delay other Adversaries in the fight.
6. Put the Adversary in a bad or precarious position.

TRAVEL AND CAMPING

TRAVEL CHECK: 1D12 + REALMS	
1–2	Perilous Encounter
3–5	Dangerous Encounter
6–8	A Bump in the Road
9–11	Uneventful Journey
12+	Discovery

D6 Bump in the Road

1. **Lost.** Move 1 Hex and roll 1d6 to see where: (1: North, 2: Northeast, 3: Southeast, 4: South, 5: Southwest, 6: Northwest). No progress in difficult terrain.
2. **Lost Supplies.** PC loses food, a Ration, or a tool.
3. **Exhaustion.** All suffer 1d6 Dread and become Tired.
4. **Bad Weather.** Move 1 Hex and suffer -2 to the next Travel Check.
5. **Unwanted Attention.** +2 Wandering Intruder Chance.
6. **Interparty Conflict.** Two random PCs start bickering about something important.

TRAVEL MODIFIERS TABLE	
Traveling at night	Travel 1 Hex per Turn and suffer Disadvantage on Travel Checks.
Difficult terrain: mountains, forests, swamps, rivers, sailing choppy waters, etc.	1 Hex per Turn.
Traveling on roads (marked on the map)	+1 to Travel Checks.
All in party mounted or in a vehicle on roads (marked on the map)	Travel 1 additional Hex per day.
Traveling by vehicle on waterways	Travel 1 additional Hex per day. With an active crew, *Large* and *Huge* vehicles may travel at night without Disadvantage.
Traveling in Zones (in *Land of Eem* sandbox settings)	Often penalizes Travel Checks.

Camp Travel Turns

- **Story Time (1 Turn).** PC tells stories and asks questions while eating and/or cooking around the fire.
- **Find Food and Components (1 Turn).** PC goes off into the wilderness, usually to catch food in a pinch.
- **Sleep (1 Turn).** PC gets a sufficient amount of sleep. Without food and sleep, PCs don't heal Courage.
- **Long Sleep (2 Turns).** PC conks out for an extended slumber, usually to heal the Tired Condition.
- **Keep Watch (1 Turn).** Instead of sleeping, PC keeps watch while others rest, which reduces the Wandering Intruder Chance by 1. Two PCs can take shifts during the Turn: they won't be Tired, but they don't heal Courage that night.

CRAFTING

ITEM COST/TYPE	NUMBER OF MATERIALS	CRAFTING TIME (X2 WHEN USING FORGE)
Copper Coins Item	2 per Item Slot	1d6 Hours
Silver Coins Item	3 per Item Slot	6+1d6 Hours
Gold Coins Item	4 per Item Slot	1d6 Days
Ancient Coins Item	5 per Item Slot	1d6 Weeks
Magnificent Item	5 per Item Slot + Components	As *Mundane* Item Cost
Alchemy or Cooking Item	No Materials, just Components	1 Hour

CRAFTING MUNDANE ITEMS

TINKER CHECK	
1–2	PC fails to craft the item.
3–5	PC fails to craft the item but salvages 1d4 Materials.
6–8	PC crafts the item.
9–11	PC crafts the item using 1d4 fewer Materials.
12+	PC crafts the item with a *Magnificent* trait.

CRAFTING MAGNIFICENT ITEMS

TINKER CHECK	
1–2	PC fails to craft the item.
3–5	PC fails to craft the item but salvages 1d4 Materials.
6–8	PC crafts the item.
9–11	PC crafts the item using 1d4 fewer Materials.
12+	PC crafts the item with an additional *Magnificent* trait.

ALCHEMY

TINKER CHECK	
1–2	PC fails to craft the item.
3–5	PC fails to craft the item, but may try one more time before expending the Components.
6–8	PC crafts the item, but it only has one use.
9–11	PC crafts the item with a 1d6 Usage Die.
12+	PC crafts the item with a 1d8 Usage Die.

COOKING

TINKER CHECK	
1–2	PC fails to cook edible food.
3–5	PC cooks edible food but it has no Usage Die or buffs (feeds 1 person).
6–8	PC cooks a decent dish (feeds 2 people).
9–11	PC cooks a tasty meal (feeds 3 people).
12+	PC cooks a gourmet meal (feeds 4 people).

GATHER MATERIALS

(Help Skills: Might, Realms)

WILDERNESS CHECK	
1–2	Gather no Materials and attract Unwanted Attention.
3–5	Gather no Materials.
6–8	Gather 1d6 Materials and attract Unwanted Attention.
9–11	Gather 1d6 Materials and a random Elemental Component from the region.
12+	Gather 1d6 Materials and choose an Elemental Component from the region.

FISH

(Help Skills: Realms, Perception)

WILDERNESS CHECK	
1–2	Catch no fish and attract Unwanted Attention.
3–5	Catch no fish.
6–8	Catch a random fish from the region and attract Unwanted Attention.
9–11	Catch a random fish from the region.
12+	Choose a fish from the region.

HUNT

(Help Skills: Athletics, Might, Search)

WILDERNESS CHECK	
1–2	Hunt no food and attract Unwanted Attention.
3–5	Hunt no food.
6–8	Hunt food but attract Unwanted Attention.
9–11	Hunt food and roll a random Beast Component from the region.
12+	Hunt food and choose a Beast Component from the region.

PICK HERBS

(Help Skills: Search, Lore)

WILDERNESS CHECK	
1–2	Collect no herbs and attract Unwanted Attention.
3–5	Collect no herbs.
6–8	Collect a random herb from the region and attract Unwanted Attention.
9–11	Collect a random herb from the region.
12+	Choose an herb from the region.

ADVERSARIES

Goons (G)
Nameless mooks and *minions*, easily manipulated and quick to flee.
- 1 Courage per Level.
- -2 Mettle

Bruisers (B)
More stalwart foes, usually named and harder to manipulate. In the absence of a Champion, Bruisers frequently lead groups of Goons.
- 1d6 Courage per Level.
- +0 Mettle

Champions (C)
The strongest Adversaries. Many Class Abilities simply don't work on them.
- 1d12 Courage per Level.
- +2 Mettle

AVERAGE COURAGE CHART

LV	GOON	BRUISER	CHAMPION
1	1	4	7
2	2	7	13
3	3	11	20
4	4	14	26
5	5	18	33
6	6	21	39
7	7	25	46
8	8	28	52
9	9	32	59
10	10	35	65

WANDERING INTRUDERS

1D100	WANDERING INTRUDER
1–20	Random NPC
21–30	Bandit
31–32	Cattypillar
33–34	Doggart
35	Dragon
36–40	Dweorg
41–45	Felmog Knight
46–53	Guard
54–65	Inkpot Spider
56–57	Kilorat
58–62	Kobold
63–64	Manticore
65–76	Merga Toad
67–72	Orch
73–74	Owligator
75–83	Rival Dungeoneer
84–85	Scumseer
86–87	Skeleton
88	Skrokwing
89–90	Slurpworm
91–94	Snagbunny
95–98	Weorg
99–100	Witch

1D20	REACTION
1	Violent
2	Hostile
3	Angry
4	Hungry
5	Defensive
6	Unfriendly
7	Steals
8	Wants treasure
9	Suspicious
10	Annoying
11	Cautious
12	Unaware
13	Lost
14	Needs help
15	Inquisitive
16	Wants to trade
17	Friendly
18	Wants to join the party
19	Helpful
20	Generous

1D12 RANDOM NPCS

1	Chuster	Ganderly	the boggart	rat catcher	with one cloudy blind eye	has sworn an oath to defend folks like themself from bandits and thieves.
2	Nance	Knorf	the human	mercenary	with a gentle temperament	is collecting Elemental Components for resale to folks back home.
3	Pinder	Krug	the mushrum	brewer	wearing a stack of a dozen different hats	is on a quest for revenge against Red Boot bandit horse thieves.
4	Flora	Sharkey	the boggle	money changer	with a bird skeleton on their shoulder	is pretending not to be an infamous pirate called Black Goose.
5	Relf	Primwinkle	the wug	master carpenter	in a wheelchair	wants to pawn off their cursed hat that makes them lie all the time.
6	Captain	Gangroo	the goblin	journeyman rope-maker	with a barrel of explosives on their back	hopes to propose to their sweetheart with a *Magnificent* ring they found in some nearby ruins.
7	Rosaline	Chunch	the bogril	tailor	with good looks	wants to explore and catalog the Ruins of Ryloch in the Used T'be Forest.
8	Dook	Roon	the bugbear	antique dealer	with whistling front teeth	is searching for their long lost brother.
9	Dancy	Torchwith	the welkin	shoe shine	with shackles around their ankles	is asking folks to join their new band.
10	Jusper	Broff	the gelatinous goo	puppeteer	covered in spiderwebs	is training to become a competitive eating champion.
11	Miriam	Frunch	the gnome	witch	wearing the Iron Sun emblem	could really use a bite to eat.
12	Needle	the Cunning	the shrym	squire	covered in soot	is looking for new clients. Times have been tough.

COINS

COIN TYPE	USAGE DIE	PURCHASING POWER
Copper Coins	1d6	Things that cost Copper
Silver Coins	1d8	Things that cost Copper or Silver
Gold Coins	1d10	Things that cost Copper, Silver, or Gold
Ancient Coins	1d12	Things that cost Copper, Silver, Gold, or Ancient

COMBINE	CONVERT TO
3 pouches of Copper Coins	1 pouch of Silver Coins
3 pouches of Silver Coins	1 pouch of Gold Coins
3 pouches of Gold Coins	1 pouch of Ancient Coins

CONDITIONS

Bleeding. Suffer 1 Ongoing Dread for each round Bleeding. On the first round, suffer 1 Dread, on the second 2, on the third 3 and so on. Lasts until bandaged by an ally or Defeated (automatically suffer a Wound).

Blinded. Can't see clearly and +2 Defense and Disadvantage to Attacks. Lasts 1d4 hours.

Burning. Suffer 1d6 Ongoing Dread for 1d6 rounds or until an Action is used to put out the flames.

Deafened. Can't hear well and suffer Disadvantage on Perception and Search Checks. Lasts 1d4 hours.

Engulfed.
- May make a Might or Nimbleness Check to escape. An ally can make a Might Check to free.
- Suffer 1d6 Ongoing Dread. After 3 consecutive rounds, automatically Defeated.
- A target that fails to Defy Death while Engulfed is eaten, drowned, or equivalent.

Entangled
- +2 Defense, can't move, and can only attack a Close Adversary.
- May make a Might or Nimbleness Check to escape.
- An ally can make a Might Check to free.

Ensorcelled. Forfeit Action and Move each round (instead the mind-controller tells them what to do). Make a Mettle Check each round. On a 9+, or after suffering 10+ Dread, the condition ends.

Frightened. -1 to all Checks until escaping the source of fear.

Ongoing Dread. Suffer a specified amount of Dread each round.

Overburdened. +1 Defense and Disadvantage on Movement and Travel Checks. If this continues for more than 1 Travel Turn, become Tired.

Paralyzed. Unable to move or act for at least one round. Make a 9+ Vitality Check to return to their senses.

Poisoned. Suffer Disadvantage to all Physical Skill Checks and 1 Ongoing Dread until reaching 1- Courage. Lasts until cured by an antidote, a high level Gnome or Witch.

Prone. Disadvantage on everything, and attackers gain Advantage against Prone. Must use a Move to stand up.

Stunned. Lose next Action and automatically fail next Initiative Check.

Slowed. Can't run and move at half Speed (must use 2 Moves per range band). Defense +1 and Disadvantage on Movement and Travel Checks.

Tired. -1 penalty to Skill Checks.

Weakened. -1 to all Vigor Skills, Attacks, and Dread rolls. Lasts until eating 2 meals or Rations in a day.

Wounded. -1 to all rolls. Lasts until healed by actual medical help, magic, or Recuperation.

Unconscious. Prone, not awake, and completely unaware of surroundings. Wake up in 1d4 rounds, or an ally can use an Action to awaken.

RATIONS

Normal Rations (Hardtack, Mr. Rations Brand)	Copper	1d6 Usage Die. Feeds 1 person per usage.
Quality Rations (Nackadonkee Tubesteaks, Nork's Instant Noodles)	Copper x2	1d8 Usage Die. Feeds 2 people per usage.
Gourmet Rations (Kraken Jerky, Wally's Brand Meat Shake)	Silver	1d10 Usage Die. Feeds 4 people per usage.
Animal Feed (Only good for mounts and pets)	Copper	1d12 Usage Die. Feeds 1 animal per usage. Herbivores can also graze naturally if ample grass and foliage exists.

WEAPON RULES

One-handed melee weapons	Inflict Dread normally.
Two-handed melee weapons	Inflict +1 Dread.
Improvised weapons (fists, shovel, pan, umbrella, etc.)	Inflict Dread with Disadvantage.
Ranged weapons	Attacks suffer Disadvantage at Close and Distant range.
Thrown weapons	Attacks suffer Disadvantage at Faraway range. Cannot be thrown at Distant range.
Dual wielding (one medium and one light weapon, or two light weapons).	Suffer -1 Attack, except Knight-Errants and Rascals. Make one Attack roll and inflict Dread with Advantage.
Artillery (Cannons, ballistae, catapult, etc.)	Can attack at Extreme range. Dread is based on artillery weapon type, not PC Class.
Ammo (arrows, bolts, bullets, darts, etc.)	1d20 Usage Die unless otherwise noted. Only roll usage at the end of the Combat or encounter.

Land of Eem

"*The Lord of the Rings* meets *The Muppets*" in this lighthearted fantasy tabletop roleplaying game about exploration, discovery, and being creative!

Land of Eem is a game of whimsical, colorful characters exploring a wondrous world full of danger and discovery. As lore-seeking wanderers, fortune-seeking pioneers, and adventure-seeking do-gooders, your heroes will travel across a sprawling hex map, encounter both the perilous and the hilarious, and unearth the remnants of a forgotten age.

Set in the fantasy world of the graphic novel series *Rickety Stitch and the Gelatinous Goo*, and the book series *Dungeoneer Adventures*, *Land of Eem* is **easy to learn** and packed with rules and resources that make playing and running the game a breeze.

THE CORE RULEBOOK CONTAINS:

- 6 Classes: Bard, Dungeoneer, Gnome, Knight-Errant, Loyal Chum, and Rascal
- 16 Playable Folk
- 200 Magic Items
- 50 Powerful Relics
- 400 Mundane Items
- 27 Adversaries
- Random NPC Table

- 100 Curses and Boons
- 100 Spells
- 150+ Crafting Components
- 216 Detailed Random Encounters
- Random Dungeon Encounter Tables: 100 Adversaries, 100 Traps, and 100 Puzzles
- Random Location Aspects to spice up environments and conflicts
- **And so much more!**

AGES 12+
Younger with Parental Guidance

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