

Dungeoneering Quick Reference

Time (see page 253)

- 1 round = less than a minute (1d6 rounds per minute).
- 1 turn = roughly 5 to 15 minutes (2d10 minutes per turn).
- 1 turn can also consist of 1 scene or 1 task.

Light Sources (see page 255)

- **Candle:** 10 feet of light for 1 hour.
- **Jar of Glowing Bugs:** 20-30 feet of light for 2 hours.
- **Mirrored Lantern:** 30-40 feet of light for 4 hours.
- **Torch:** 30 feet of light for 1 hour.

Movement (see pages 252-254)

- **Moving Carefully:** Everyone can search, but it takes 1 turn per large or cluttered room (see page 266 for movement rates).
- **Moving Quickly:** Only thieves can search.
- **Staying Still:** Only roll the encounter die once per hour (or if the location is secure, roll the encounter die once per day and once per night only).

The Encounter Die (see pages 357-360)

In a dangerous area, roll the encounter die whenever...

- The PCs cause a commotion or make a ruckus.
- The PCs enter a new area (that has no fixed encounter) for the first time.
- The PCs undertake a task that lasts about a turn (or hour, or day).

1 An encounter occurs, Roll on the random encounter table.

2-3 Choose the most appropriate event from the following:

- Light sources are taxed by 1 hour.
- One ongoing spell or enchantment ends.
- Some other resource is depleted by the environment,
- A special event occurs, if any have been defined for this area.

4+ No particular encounter or event occurs.

The Countdown (see page 360)

When the PCs enter a nightmare incursion, roll the encounter die to create a countdown. Reduce this number by 1 whenever...

- A living creature dies in the presence of the PCs.
- The PCs move to a different area while carrying the anchor (or any part of it).
- You roll the encounter die to check for a random encounter.

When the countdown is reduced to zero, nightmares appear, always the crown.

Searching (see page 258)

When you spend a turn searching an area (or if you are a thief and quickly searching an area you have not searched before), you can find whatever is hidden if you successfully save against your Dexterity score, or half your Dexterity score, rounded down, if the dungeon is higher level than you are.

If you are a scholar or a thief searching carefully, you always find what is hidden in a dungeon that is your level or lower, and you can save against your full Dexterity score to uncover hidden things if the dungeon is higher level than you are.

Encounters Quick Reference

Encounter Distance (see page 260)

- **Moving carefully:** Monster is 2d6 × 10 feet away from the party.
- **Moving quickly:** Monster is 1d6 × 10 feet away from the party.

Surprise (see pages 260-261)

Roll 2d6 + Dexterity or Intelligence modifier + the monster's Surprise rating:

0-6 The PCs are surprised by the monsters.

7-9 Both the PCs and the monsters become aware of each other at roughly the same time. Neither has the edge.

10+ The PCs become aware of the monsters before being detected themselves.

Reaction (see page 261)

Roll 2d6 (plus Charisma modifier if conversing):

0-3 Monster attacks immediately, with advantage to its morale rolls.

4-6 Powerful monsters attack immediately. Unsure monsters threaten the PCs to see if they are worth attacking. Cowardly monsters flee.

7-9 Monster is cautious, and attacks or flees if approached, but may be persuaded to parley if the PCs can assure it they have no larcenous or violent intent.

10-11 Monster is neutral, ignoring the PCs if they do not cause trouble, and willing to speak with them if they are inoffensive.

12+ Monster is friendly.

Evasion rules can be found on page 262, and the **combat** rules begin on page 264.

Violence Quick Reference

A single combat round consists of:

1. **Initiative:** 1d20 + Dexterity modifier vs. a monster's Dexterity score.
2. **Morale:** The GM rolls 2d6 and adds the character's Morale rating.
3. **Actions:** Combatants take turns in order.
4. **End:** The round ends. If the battle is not over, return to step 1 and repeat.

Morale (see page 265)

The GM must check morale the following three situations:

- Test an individual's morale when they lose half their Disposition or more.
- Test a side's morale after any of them are reduced to zero Disposition.
- Test a side's morale after enemy reinforcements arrive.

0-6 Their will is broken and they rout, preferring escape over fighting.

7-9 They break if outnumbered or at a disadvantage, but continue to fight if they are obviously winning. If the odds are even, they fight defensively.

10-11 They continue to fight unless it means certain death.

12+ They rally and gain a new will to fight, no matter the odds.

Actions (see pages 266-277)

On your turn, you get 1 move and 1 simple action or you get 1 complicated action.

Examples of Simple Actions:

- Abjure a spiritual enemy.
- Attack.
- Dodge.
- Draw a weapon and attack.
- Drop your shield.
- Kick over a lamp.
- Lock a door.
- Pick up an item.
- Pull a lever or two.
- Shrug off your backpack.
- Throw something.

Examples of Complicated Actions:

- Aim a firearm or missile weapon.
- Cast a spell.
- Light a torch or lantern.
- String and ready a bow.
- Reset a bear trap.
- Reload a crossbow or firearm.
- Retrieve something from a backpack.
- Sprint (and move twice as far).
- Stop, drop, and roll.
- Tie someone up (if they don't resist).

Before your turn, you may do one of these if you take no actions on your turn:

- Attack someone moving past you.
- Attack someone who is charging you if they have a shorter weapon (see table).
- Declare that you are dodging this round.

Attacks (see pages 268-271)

- **Attack from Behind:** Unless they are wearing armour, you inflict damage.
- **Close Combat Attack:** 1d20 + Ferocity modifier vs. Armour (or Dexterity).
- **Firearm Attack:** Save against Dexterity (or half Dexterity, rounded down, if your target is dodging, has cover, or is more than 50 feet away).
- **Missile Attack:** 1d20 + Dexterity modifier vs. Armour (or Dexterity).
- **Thrown Attack:** Save against Dexterity (or half Dexterity, rounded down, if your target is dodging or has cover).
- **Unarmed Attack or Improvised Weapon:** Damage is one die size smaller.

Dodging (see pages 270 and 275)

When you attack a target who is dodging, if your attack is an overcome attempt, you must make a second overcome attempt against their Dexterity score. If both rolls succeed, your attack hits, but if either one fails, the attack is a miss. If your attack is a save, you cannot save against your full Dexterity score, only half (rounded down).

Moving (see page 266)

- **Move** = Up to Speed × 5 in feet per round (or Speed in 5-foot squares).
- **Sprint** = Up to Speed × 10 in feet per round.

More combat situations may be found on pages 274-277.

Length	Weapons	See also page 277.
Shortest	• No weapons at all. • Blackjacks, brass knuckles, and palm-sized rocks.	
Shorter	• Small improvised weapons. • Daggers and knives.	
Short	• Small clubs and most hand-held tools. • Shortswords. • 1-handed axes, clubs, hammers, maces, and picks.	
Long	• 1-handed longswords and rapiers. • 2-handed clubs, picks, and quarterstaves. • 2-handed axes, hammers, and maces.	
Longer	• 2-handed swords. • Spears and pole-arms.	
Longest	• Lances. • Pikes.	

Monsters Quick Reference

The basic categories of monsters are as follows:

Beastlings include normal animals, corrupted or magical animals, bizarre chimeras, and people with beast-like features. Centaurs, giant worms, griffins, lycanthropes, manticores, mermaids, minotaurs, monstrous oozes, owlbears, and serpent people are all examples of beastlings.

Dwellers in the deep are beings from hostile, far-away environments—alien gods, demons, undersea leviathans, and creatures from beyond time and space. Some are skilled at wearing masks to appear human, in order to manipulate people, while others do not understand this world and break every part of it they touch.

Faeries also come from another dimension or plane of existence, but one that overlaps the terrestrial world. The seelie court consists of dryads, elves, gnomes, nixies, sprites, treants, and other such majestic creatures. The unseelie court includes goblins, mushroom people, ogres, orcs, and trolls. Both courts worship dragons, just as humans worship pagan gods.

Golems are monsters created from inert materials and given a magical life, so that they behave like people or animals in many ways, but not all. Examples include animated shadows, clockwork automatons, living statues, and even terrible abominations made out of dead organic matter. Golems are always immune to disease and poisons, and those without emotions are also immune to mind control and psychic powers.

Nightmares are creatures from the nightmare realm, but whether they are actually individuals or just manifestations of the realm itself and its incursions is unknown. They are normally immune to disease, mind control, and poison.

The undead are once-living beings who have died and been returned to some semblance of life. They might be animated corpses (much like golems), intangible ghosts, or beings that seems *almost* human, but for whom a few key rules regarding death have been changed. The undead are always immune to disease and poisons, and mindless undead are always immune to mind control.

Disposition

Usually, each player rolls their Hit Die twice and uses the total amount to determine their Disposition (and Psychic Armour). If they are unwell, they only roll one die. Some monsters roll a different number of dice and use the total for their Disposition.

Animals & Monsters	Well-Rested	Unwell
Huge creatures	3 Hit Dice	2 Hit Dice
Large creatures	2 Hit Dice	1 Hit Die
Medium-sized creatures	2 Hit Dice	1 Hit Die
Small creatures	2 Hit Dice	1 Hit Die
Tiny creatures	1 Hit Die	0 Disposition

Humans	Well-Rested	Unwell
Adventurers	2 Hit Dice	1 Hit Die
Civilians	1 Hit Die	0 Disposition
Experienced fighters	2 Hit Dice	1 Hit Die

The Undead	Disposition
Amalgamations of bodies	3 Hit Dice
Full-bodied undead	2 Hit Dice
Partially intact or ghostly	1 Hit Die

The Unliving	Disposition
Fragile materials	1 Hit Die
Solid materials	2 Hit Dice
Supernaturally durable	3 Hit Dice

Multiple Attacks

Some monsters get to attack multiple times. Unless their special rules specify otherwise, if they make an attack of opportunity against an enemy moving past them, or if they attack an enemy charging them with a shorter weapon, they still only get to attack once, but they can then make the rest of their attacks as normal on their turn.

Roll Motivation

1	Foraging for elements, supplies, or naturally-occurring substances.
2	Interested in selling or trading goods.
3	Interested in selling or trading services.
4	Looking for a fight.
5	Lost and looking for directions.
6	Searching for a specific artifact or item.
7	Searching for a specific creature or person.
8	Searching for a specific type of creature.
9	Searching for strange items that are worthless to humans.
10	Searching for treasure and valuables.

Monster Stat Blocks

Level, alignment, and monster type.

Armour, Hit Die, Morale, Numbers, (Size), Speed, Surprise. Attribute scores. **Skills. Attacks** per round.

• Other details.

See pages 330-333, and pages 342-343.

Speed	Careful Movement	Combat Speed
1	100 sq. feet / turn	5 ft. / round
2	200 sq. feet / turn	10 ft. / round
3	300 sq. feet / turn	15 ft. / round
4	400 sq. feet / turn	20 ft. / round
5	500 sq. feet / turn	25 ft. / round
6	600 sq. feet / turn	30 ft. / round
7	700 sq. feet / turn	35 ft. / round
8	800 sq. feet / turn	40 ft. / round
9	900 sq. feet / turn	45 ft. / round
10	1,000 sq. feet / turn	50 ft. / round
11	1,100 sq. feet / turn	55 ft. / round
12	1,200 sq. feet / turn	60 ft. / round

Injury Quick Reference

Disposition (see pages 264, 279, 286, 331, and 342-343)

If you are **well-rested**, roll 2 Hit Dice and use the total for your Disposition score.

If you are **unwell**, roll 1 Hit Die only. Use your level instead, if you roll lower.

Civilians only roll 1 die. Monsters may roll up to 3 dice.

When your **Wounds score increases**, save against your Health or the injured location is disabled and you must either flee, spend 1 round pulling yourself together, or make do without the use of the incapacitated location.

When your **Wounds score increases and equals or exceeds half your current Health score** (rounded down), the affected location is mutilated. You must also save against your Willpower or pass out for 1d6 rounds, after which you must save against your Health or stay unconscious for 1d6 hours more.

When your **Wounds score equals or exceeds your current Health score**, you die.

Hit Locations

Close Combat Attacks (roll 1d6):

1	Head.
2	Left leg.
3	Lower body.
4	Most exposed arm.
5	Right leg.
6	Upper body.

Head Areas (roll 1d6):

1	Ear.
2	Eye or eyes.
3	Jaw.
4	Mouth or nose.
5	Neck.
6	Skull.

Ranged Attacks (roll 1d20):

1-2	Abdomen or lower back.	12	Left shoulder.
3	Buttocks or groin.	13	Left thigh.
4-5	Chest or upper back.	14	Neck.
6	Face.	15	Right calf, knee, or shin.
7	Head.	16	Right foot.
8	Left calf, knee, or shin.	17	Right forearm.
9	Left foot.	18	Right hand.
10	Left forearm.	19	Right shoulder.
11	Left hand.	20	Right thigh.

Nightmare Curses (see page 292)

When one of your current attributes is reduced to half of what its normal maximum score is, or lower, while you are inside a nightmare incursion, you must save against your Willpower score to avoid gaining a nightmare curse. If the dungeon level is higher than your own, you must save against half your Willpower score, rounded down.

Recovery Quick Reference

Resting (see pages 286-287)

- **Short Rest:** 1 hour, eat and re-hydrate. You may re-roll your Disposition.
- **Long Rest:** Sleep for 6+ hours. You must re-roll your Disposition.
- **Day's Rest:** You may either remove 1 Wound or regain 1 lost attribute point (or do both with the aid of a healer).
- You may re-roll your Psychic Armour when you re-roll your Disposition.

Surviving on Your Own (see page 284)

If you are left alone with a score of zero in **Dexterity, Ferocity, or Willpower**, roll 2d6 and add your Health modifier:

0-6	You die of dehydration or exposure.
7-9	You can rest enough to raise your lowest current attribute score by 1 point, but your Health is permanently lowered by 1 point as well.
10+	You are strong enough to rest for a day without food or water. Increase your lowest current attribute score by 1 point.

Healing Mortal Wounds (see page 288)

If you are **tended by a healer**, you may remove 1 Wound per week of rest until you are only slightly injured. **If not**, you must roll 2d6 and add your Health modifier:

0-6	You succumb to your injuries and die.
7-9	You lose 1 point from an appropriate attribute score, permanently, but you may remove 1 Wound per month of rest, until you receive proper healing.
10+	You may begin removing 1 Wound per week of rest right away, no matter how badly injured. You will make a full recovery, perhaps miraculously (apart from any mutilated limbs, of course, which you must roll to recover use of separately).

If any part of your body was mutilated, you are left with obvious scars and you must save against your Health to recover proper use of it.

Casting Spells

1. Choose a Spell to Cast

You may cast a spell that you know; you may cast a spell from its written formula; or you may use a magic item that allows you to cast a spell.

2. Is Your Spell Corrupted?

If you cast a spell that is corrupted, you lose a number of points equal to the spell's level from a random attribute score. Roll 1d6 to determine which attribute is affected. If this attribute is not reduced to zero, you may roll to control the spell as normal. See page 196.

Roll	Attribute
1	Charisma
2	Dexterity
3	Ferocity
4	Health
5	Intelligence
6	Willpower

3. Roll to Control the Spell

- If the spell is your level or lower, save against your full Intelligence score.
- If the spell is higher level than you are, save against half your Intelligence score, rounded down.

Bards of the mystic path may save against Charisma instead of Intelligence. Cultists may save against Willpower instead of Intelligence.

4. Miscasting (see pages 194-195)

If you fail to control the spell, you suffer both consequences:

- Your knowledge of the spell becomes **corrupted**. This destroys a formula.
- You must roll 1d8 on the **miscasting table**, below:

Roll	Miscasting Result
1	You cast a different spell on a different target, in addition to your original spell (which works as normal).
2	You cast a different spell on a different target, instead of your intended spell and target.
3	You cast a different spell on your original target, in addition to your intended spell (which works as normal).
4	You cast a different spell on your original target, instead of your intended spell.
5	You lose 1d4 points from a random attribute score. If it is not reduced to zero, your spell works as normal.
6	Your spell affects a different target (but otherwise works as normal).
7	Your spell has the opposite effect (GM's discretion).
8	Your spell is roughly half as effective as expected (GM's discretion).

Spells Quick Reference

To cast a spell quickly:

- Takes one full combat round (a complicated combat action).
- You must know the spell or read it from a formula.
- You must save against your Intelligence to control it. If you fail, roll 1d8 on the miscasting table and the spell becomes corrupted. Some professions allow you to save against a different attribute.
- Corruption destroys a spell formula.
- If you quickly cast a corrupted spell, you must lose a number of points equal to its level from a random attribute first.

To purify a corrupted spell:

- Spend hours equal to the spell's level with a written formula.
- Spend 1 day or night purifying a spell of your level or lower, or twice that time purifying a spell that is higher level than you are.

To cast a spell as a ritual:

- Takes 1 hour per spell level.
- You must know the spell or use a formula.
- If you destroy the spell's formula, it is cast automatically.
- If you don't destroy the spell's formula, you must roll to control it. If you have a number of helpers equal to the spell's level, you have advantage on this roll. If you fail, roll 1d8 on the miscasting table.
- Rituals ignore spell corruption.

Spell Formulas:

- May only be created by those who know spells.
- Takes the spell's level in days to make.
- Costs the spell's level $\times$ 100c to make.
- Anyone may cast a spell by reading it from a formula.
- Can be used to cast a spell quickly or as a ritual (see above).

Spell Containers:

- May only be created by those who know spells.
- Takes the spell's level in weeks to make.
- Costs the spell's level $\times$ 100c to make.
- Roll to control the spell at the end of the production process.
- The spell effect is automatic when the container is consumed.

Between Adventures Quick Reference

Lifestyle (see pages 140-143)

Living on the streets costs nothing. You can't heal or recover attributes and you roll 1 die for Disposition. Save against Charisma, Ferocity, or Health or lose 1d4 Health. Roll 2d6 + Ferocity modifier:

- 0-6 All your money is gone, and so are all your possessions, except for one, your choice which.
- 7-9 All your money is gone, and so are half of your possessions (your choice which). The GM may also decide that someone you met while on the streets has an opportunity for you.
- 10+ All your money is gone, but all your other possessions are still with you. You may also choose one contact to have made while living on the streets.

Living poorly costs 10c/week or 40c/month. Roll 2d6 + Intelligence modifier (-1 for a season, -2 for a year, -3 for several years):

- 0-6 You have lost all your money, and made no useful contacts, although you may know several people who took advantage of you. You may only roll one die for your Disposition.
- 7-9 You may choose a contact to have made between adventures, as long as they are not a well-off person.
- 10+ You may choose two contacts to have made between adventures. At least one of them must be appropriate to your lifestyle.

Living well costs 25c per week or 100c per month. You make 1 contact, and you don't need to make a roll to see how well (or not) your downtime went.

Living like the rich costs 100c/week or 400c/month if you have a home; 250c/week or 1,000c/month for renting. Roll 2d6 + Charisma modifier:

- 0-6 You have run into a spot of trouble. Choose one:
 - An ally, contact, or friend of yours (GM chooses who) is in danger and you have become involved.
 - You have offended the community (+1 Resentment).
 - You have gained an enemy.
 - You have lost all your money.
 - You have lost an important possession or two (GM chooses).
- 7-9 You may choose one contact to have made between adventures.
- 10+ You may choose two contacts to have made between adventures.

Activities

Once you have your lifestyle and expenses sorted out, you can...

- **Buy and sell** things: see pages 144-145.
- Engage in **character assassination**: see page 171.
- Visit one of your **contacts**: see pages 162-163.
- Invest in **real estate**: see page 148.
- Conduct **research**: see page 173.
- Increase your **Resentment**: see pages 174-175.
- Reduce your **Resentment**: see page 177.
- Hire **retainers**: see pages 164-168. Roll the settlement die:

- 1-3 No one is interested in employment.
- 4-6 1d4 people are interested.
- 7-9 1d6 people are interested.
- 10-11 2d4 people are interested, including at least 1 professional.
- 12+ 2d6 people are interested, including at least 2 professional.

...or invest in **social institutions**: see pages 149-151.

- 100+ cyphers makes an institution **Notable**.
- 1,000+ cyphers makes an institution **Significant**.
- 10,000+ cyphers makes an institution **Exceptional**.

...or **justify your use of a magic item**: see pages 178-181.

1. **Gather Support**: who will help you take your case to court?
2. **State Your Case**: save against your Intelligence in court.
3. **The Opposition**: They save against their Intelligence.
4. **Final Agreement**: Save against your Intelligence to avoid restrictions.

Meeting People (see page 161)

Roll 2d6 + Charisma modifier:

- 0-3 They are immediately **hostile**, and may even become violent.
- 4-6 They react negatively, being either **uninterested** in you and your business, or **eager to be rid of you**, but are not hostile (yet).
- 7-9 Their reaction is **neutral**, which could be anywhere from cautious to indifferent, based on their temperament.
- 10-11 Their reaction is **friendly**, generous, or interested.
- 12+ They are **immediately interested**, in a positive manner.