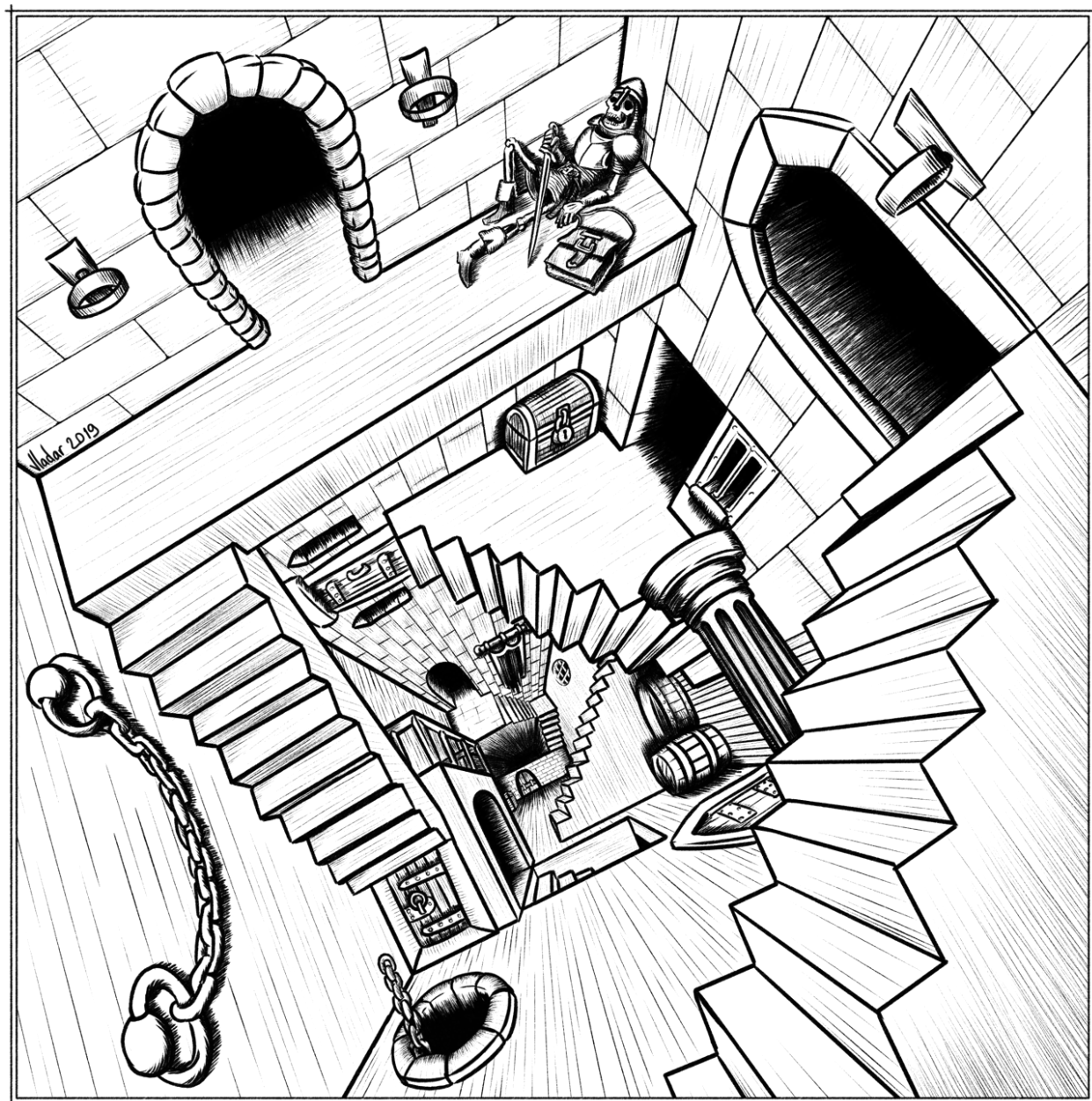


Into the Dungeon: Revived

Rules for fantastic adventure games
playable with paper and pencil and polyhedral dice



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INTRODUCTION

THE WORLD

The world is too large for anyone to map and too old for scriptures to fully record. Cities grow from the ruins of fallen civilizations before them and new technology thrives alongside ancient devices. Adventurers return from every direction with tales of bizarre places, both wondrous and horrific.

You are an Adventurer, braving the unknown in search of riches, fame, knowledge, or power.

THE GODS

Tribesmen paint cave walls with their image and each corner of the world has its own folklore. The belligerent men of Baru, the stolen city, worship the four brothers, while the pale pilgrims seek the return of their lost father from the deep void. Some claim that they gifted us with knowledge and magic, others are claiming that Mystics anger the gods with their dark studies.

MONSTERS

Sage Baizin spent her short life compiling a bestiary of the known fauna but knew that searching in places too dark, deep, or distant would show her things too foul to be recorded on page. Fools that seek out monsters to slay usually find their own death before too long.

RUNES AND MAGIC

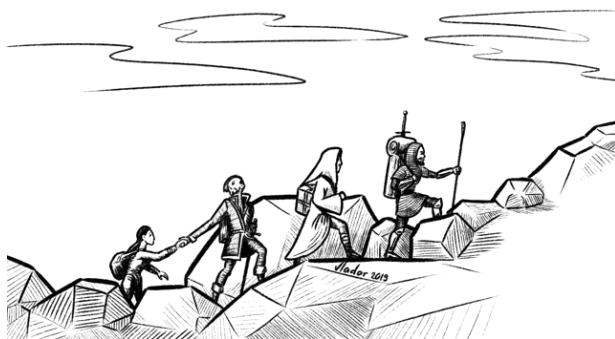
Those that can decode arcane Runes have access to lost knowledge of the history of men and secret rites that release spells of great power. Mystics believe that this power was left by dead gods and study their tomes jealously, seeking scrolls to further their knowledge and increase their power. A single, intricate Rune can contain as much information as a whole page of common script.

SURVIVING THE WORLD

Adventurers may have impressive skills or access to magic of great power, but no one survives getting their throat cut or falling down a hundred-foot pit. Run, sneak, surrender, or bribe. Whatever it takes to get what you need and escape with your life is just as good as fighting.

GOING BEYOND EXPEDITIONS

There is a long list of brave, dead adventurers. The few live long enough to go onto much greater things as generals, cult leaders, or emperors. There are even stories of those that have uncovered the true power of the Gods and ascended to Godhood themselves.



NEW TO RPGs?

HOW DO YOU PLAY?

One player is the Referee, who describes the situation the other players' characters are currently in. The players may then ask questions and have their character interact with the environment. The Referee will tell the players what happens or if they need to roll dice to determine the outcomes of their actions.

WHAT DO YOU NEED?

A set of polyhedral dice, pencils and paper. The Referee prepares a location for the characters to explore or may use an existing adventure module.

1. CHARACTERS

ROLLING A CHARACTER

Roll a 3d6 for each Ability Score.

STRENGTH — fortitude and physical prowess.

DEXTERITY — sneaking, athletics, and reflexes.

WILLPOWER — calling on divine power, harnessing magic, and self-discipline.

In addition, roll 3d6 as your Extra Roll. You may then swap any two of your rolls. After this, the Extra Roll is your starting money in Shillings.

An Ability Score of 10 is the human average.

Roll d6 for your Hit Points, a measure of how safe they are from taking life-threatening Critical Damage. More HP means the character is safer.

Finally, choose one Feature, a Background, and buy some Equipment.

FEATURES

Choose one Feature now, and each time you gain a new Experience Level.

✧ ASSASSIN ✧

Your Enhanced attacks against unaware or helpless opponents bypass HP.

✧ BEASTMASTER ✧

Can be taken multiple times.

You can control one additional Pet. Your Pets act as a single pack following your command.

✧ BERSERKER ✧

Roll twice for HP and take the better result.

After taking first Damage in combat, increase your melee weapon Damage dice by one and gain Advantage on subsequent Saves against Critical Damage till the combat ends.

✧ BRAWLER ✧

Can be taken multiple times.

Roll twice for HP and take the better result.

While not wearing any armour, your Armour score is 1. Gain bonus d4 unarmed Damage die.

Advancement: The bonus die is increased by one.

✧ COMMANDER ✧

Once per combat, issue a command to one ally to Enhance their attack this round or to restore d6hp to them. The command does not count as your action.

✧ DUELLIST ✧

Roll twice for HP and take the better result.

Once per combat, until it ends, you can concentrate on fighting a single adjacent opponent, Enhancing your melee attacks against them and Impairing their melee attacks against anyone but you. All other enemies' attacks against you are Enhanced.

✧ HEALER ✧

Gain 5s worth of healing supplies. While resting, spend 5s worth of healing supplies to restore d6 Ability Score Loss to an ally or yourself, or take a 4-in-6 chance to subdue some other ailment.

Healing supplies are available for purchase in most settlements and can be used by Healers only.

✧ IRONCLAD ✧

Roll twice for HP and take the better result.

Full Armour does not impose its Disadvantages on you and you can employ the shield while wearing it.

✧ MYSTIC ✧

Can be taken multiple times.

You can read Runic and cast Spells.

Gain Mystic's Focus and Tome containing instructions for two Cantrips and six 1st Circle Spells. Choose a Signature Spell (see **Chapter 4: Magic**).

Advancement: add a new Cantrip and three Spells (of a Circle equal or lower to your Mystic Level) to your Tome. Choose an additional Signature Spell.

Random Spell Selection (optional)

Roll to select your Cantrips and Spells randomly instead of choosing them manually (see page 12).

✧ SHARPSHOOTER ✧

After a ranged attack, gain bonus weapon Damage die with this weapon on the same target until you attack another target or the combat ends.

✧ SKILLED ✧

Can be taken multiple times.

Gain Advantage on Saves related to a pair of certain fields of expertise: animal handling, athletics, burgling, cheating, drinking, negotiation, quickness, stealth, etc. While you are not under pressure, you do not need to make such Save at all.

✧ **SWASHBUCKLER** ✧

Roll twice for HP and take the better result.
While attacking, you can hit a second target, rolling your weapon Damage dice without any bonus dice.

✧ **TACTICIAN** ✧

Roll twice for HP and take the better result.
When performing an attack, you may add a Manoeuvre to it (push, trip, disarm, grapple for their next turn, etc.) The attack is carried out as usual, and the opponent must make a Save to avoid an additional effect described by you.

✧ **THAUMATURGE** ✧

Can be taken multiple times.
You can spend your action manifesting wondrous power. Choose a Gift. Your Gift Die is d4.

Before you manifest a Gift, roll two Gift Dice and subtract a lower result from a higher one to determine your Power (**P**). On 0, you fail and cannot manifest any of your Gifts before Rest. Otherwise you need to Rest before manifesting the same Gift again.

1. **Aegis:** Immediately reduce the Damage you took by **P**. This counts as your next turn action.
2. **Awakening:** Touch someone who suffered Critical Damage but has not died yet, restoring **P** HP. They can act on the next turn.
3. **Bond:** One animal serves you unquestioningly for **P** days. Repeating will end current Bond.
4. **Command:** Utter a single word (approach, halt, flee, etc.) which **P** creatures that fail their WIL Save must obey on their next turn.
5. **Control:** Control but not create fire, lightning, or water for a minute. If thrown, deals **P** Damage (Fire, Electricity, or Cold) to a single target.
6. **Credence:** Get truthful answers for **P/2** (round up) questions from one respondent. You cannot repeat it on the same target for a day.
7. **Harmony:** Until your next Rest, **P** animals chosen by you would not attack you unprovoked and you can understand them.
8. **Omen:** Foresee the immediate outcome of **P/2** (round up) actions (good, bad, both, or unclear).
9. **Smite:** Strike with **P** bonus Damage ignoring Armour and supernatural resistances.
10. **Turn:** **P** unnatural creatures that fail their WIL Save are repelled unless attacked.

Advancement: Choose an additional Gift. Your Gift die is increased by one.

✧ **WARRIOR** ✧

Can be taken multiple times.
Roll twice for HP and take the better result.
Gain bonus d4 weapon Damage die.
Advancement: The bonus die is increased by one.



CREATING YOUR OWN FEATURES

You can design your own Feature and have it approved by your Referee.
Combat-related Features usually roll twice for HP taking the better result.

The usual Feature benefit could be:

- + bonus Damage die for some condition (for Advancement start with d4 and increase by one)
- + additional effect for character's attacks
- + Advantage on some specific set of Saves
- + special trick.

Try to balance new Features with the existing ones.

ANCESTRY FEATURES (OPTIONAL)

If the Referee allows non-human characters (and only during the new character creation), you can choose one of these Features instead.

✧ **DWARF** ✧

You are immune to poison and can see in the dark as if it were dim light. You are experienced and comfortable in an underground setting.

✧ **ELF** ✧

You have advantage on Saves against mind-altering magic (hypnosis, sleep, stun, etc.). You are experienced and comfortable in a wilderness setting.

✧ **HALFLING** ✧

Thanks to your small size you can hide well, squeeze through small passages, and fit in tight spaces. You can also reroll 20 on any Save and use the new result.

BACKGROUNDS

Choose your character's previous career and think of a reason why they abandoned it to become an adventurer.

✧ CRIMINAL ✧

Gain your criminal tool of choice (blackjack (sap), crowbar, grappling hook, lockpicks, marked cards or loaded dice, etc.), a dagger, and a contact in the criminal world.

✧ HUNTER ✧

Gain a martial ranged weapon suitable for hunting (longbow, simple musket, etc.) and an animal trap. You are good at hunting and tracking.

✧ LABOURER ✧

Gain experience in one type of labour (farming, gardening, herding, logging, masonry, mining, etc.), an appropriate simple melee weapon, pair of tools, 20-ft rope, and 2d4s of payment from your last job. Common folk treat you as one of them.

✧ MINSTREL ✧

Gain a musical instrument. Thanks to your vast repertoire, you know a lot of legends and tales and have a 4-in-6 chance to recall something relevant from them.

✧ NOBLE ✧

Double your starting money. Your name still carries some weight.

✧ SAILOR ✧

Gain a pet: a talking parrot (STR 6, WIL 6, 2hp, d4 Claws), a small monkey (STR 7, WIL 7, 3hp, d4 Bite), etc. You are knowledgeable in seafaring.

✧ SCHOLAR ✧

Gain a writing set, a journal with your notes, and a book about the subject of your specialization.

You have a 4-in-6 chance to know a fact within your area of study and everything related to your specialization (e.g. History (Archaeology)).

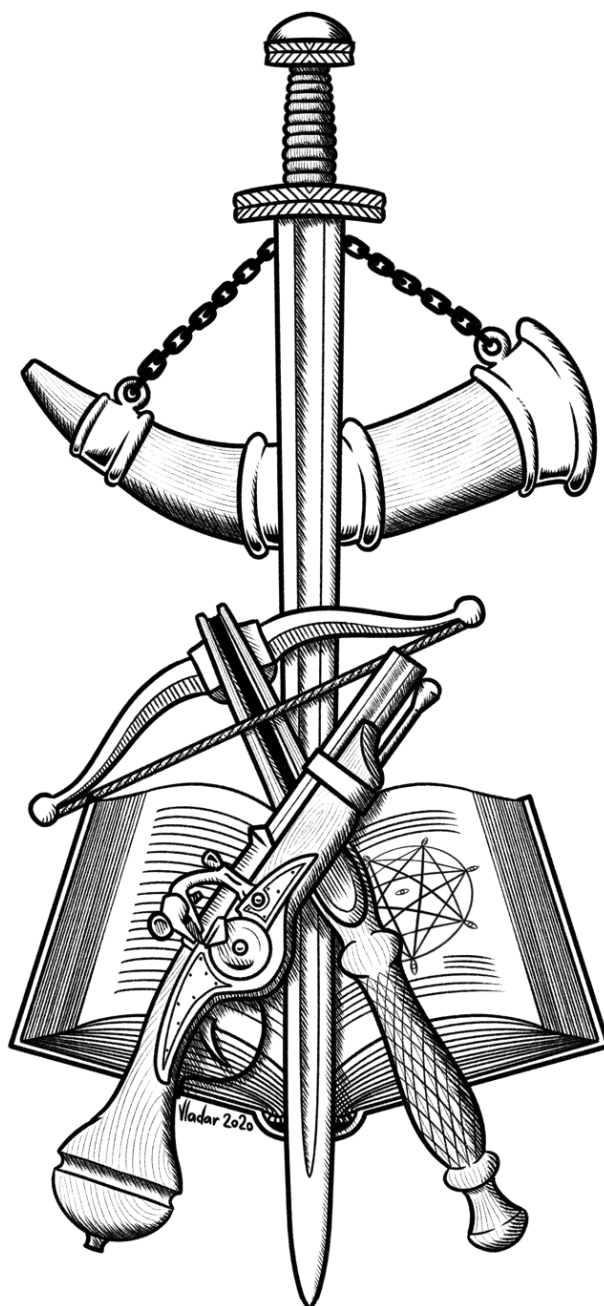
✧ SOLDIER ✧

Gain one martial weapon and a military rank.

CREATING YOUR OWN BACKGROUNDS

You can design your own Background and have it approved by your Referee.

Usually the Background should provide items from character's past life (with a rough value of 10–12 Shillings) and some role-playing benefit.



EQUIPMENT

Ten **Pennies** (p) make a **Shilling** (s), and one-hundred Shillings make a **Guilder** (g).

All characters carry **standard equipment**, including simple clothes, a backpack, basic camping equipment, torches, and a few days' rations.

Unarmed attacks deal d4 Damage.

If two dice are listed, the first one is for **one-handed** weapons, the second one — **two-handed**.

Firearms make a lot of noise and ignore Armour. Reloading firearms in combat requires a full turn while standing still.

You could try to **sell** an item at half its price.

MELEE WEAPONS:

Simple Melee Weapon (1s): d6 Damage.

Two-handed only. Tools or weapons not built for frequent use in battle. Pitchfork, Quarterstaff, Sledgehammer, Splitting Maul, etc.

Martial Melee Weapon (10s): d6/d8 Damage. Basic, purpose-made weapons. Axe, Dagger, Halberd, Mace, Spear, Sword, etc.

Superior Melee Weapon (1g): d8/d10 Damage. Elaborate or masterwork weapons.

Lance (10s): d8 Damage. When mounted — can be used with a shield; on foot — two-handed only.

RANGED WEAPONS:

Simple Ranged Weapon (1s): d4 Damage. Tools or weapons not built for frequent use in battle. Darts, Hunting Bow, Sling, Throwing Daggers, etc.

Martial Ranged Weapon (10s): d6 Damage. Basic, purpose-made weapons. Crossbow, Longbow, Simple Musket or Pistol, etc.

Superior Ranged Weapon (1g): d8 Damage. Elaborate or heavy bows, crossbows, and guns.

ARMOUR:

Light Armour (10s): Armour 1.

Full Armour (1g): Armour 2. Makes running, swimming, hiding, etc. very difficult, imposing Disadvantage on appropriate Saves.

Shield (5s) : +1 Armour, requires one hand to use, has no effect when used with Full Armour.

OTHER ITEMS:

Acid (10s per vial) : d4 Acid Damage to one target now and a d4 STR Loss (affected by Armour) at the end of the next round unless washed off.

Fire Oil (10s per flask) : Sets an area alight. Everyone inside takes d6 Damage now and d6 at the end of their next turn unless extinguished.

Black Powder (20s per pot) : Ignited with fuse or direct flame. Everyone in the area takes d10 Blast Damage.

Adventuring Gear (5p each) : 10-ft Rope, Caltrops (slows pursuers), Chalk, Dice, Flint and Steel, Food Ration, Lamp Oil, Parchment, Spike, Tent, 6 Torches.

Tools (1s each) : Animal Trap, Collapsible Pole, Crowbar, Drill, Fishing Pole, Grappling Hook, Hatchet, Lockpicks, Pickaxe, Shovel, Writing Set.

Fancy Items (10s each) : Board Game, Book, Elaborate Clothes, Lantern, Mirror, Sand Timer, Spyglass.

MISCELLANEOUS:

Boats : Rowboat (50s) to Galley (200g).

Carts : Cart (30s) to Wagon (1g).

Taverns : Meal, Drink, and Bed in an Awful Place (1p), Okay Place (1s), or Fancy Place (20s).

Healing Service (10s) : Restore one Ability Score Loss or other ailment overnight.

Property : Cottage (1g), Workshop (10g), Manor (100g).

Horses : Mule (20s) (STR 14, WIL 5, 3hp) to Horse (1g) (STR 16, DEX 12, WIL 5, 3hp).

Dogs : Mutt (5s) (STR 8, WIL 6, 2hp, d4 Bite) to Hound (50s) (5hp, d6 Bite).

Birds : Parrot (5s) (STR 6, WIL 6, 2hp, d4 Claws) to Hawk (50s) (STR 8, WIL 8, 5hp, d6 Claws).

HIRELINGS:

(cost per day; d6hp, Ability Scores 10 unless noted)

- + Torch Bearer (1s): WIL 8.
- + Guide (2s): STR 8, staff (d6, 2h), lantern, rope.
- + Armsman (5s): STR 12, Armour 2 (light armour and shield), spear (d6).
- + Specialist (10s): dagger (d6), bow (d6), area of expertise.
- + Champion (50s): STR 14, 6+d6hp, Armour 2 (full), halberd (d8+d6, 2h), Proven Warrior.

2. PLAYING THE GAME

RULES

Saves

Roll d20 equal or under the appropriate Ability Score to succeed. 1 is always a success and 20 is always a failure.

Advantage and Disadvantage

Whenever someone has increased or decreased odds of succeeding on a Save, the Referee may give them Advantage or Disadvantage. Roll twice and take the better or worse of the two rolls respectively. Advantage and Disadvantage cancel each other out.

Taking your Turn

In a combat situation, the Referee decides which side acts first. When this is unclear, player characters must pass DEX Saves to be able to act before their opponents. After such initial turn, all player characters act together as usual.

On their turn, characters can generally **move** (or **change items** they are holding instead) and carry out one **action**. All characters declare their intentions and **after that** the dice are rolled.

Attacking

Roll your weapon's Damage die, or for both weapons if wielding two, along with any bonus Damage dice you have. The highest single roll is identified, and the attack causes this much damage.

Ranged weapons cannot be used while engaged in melee combat.

Ganging Up

When multiple attackers target an individual, they roll together and keep the highest result, plus 1 point of Damage for each additional attacker, up to +5. Once the attack has been resolved, the target cannot be attacked again until their next turn.

When some of these attacks directly target Ability Scores, they are grouped together by Ability Score targeted and resolved by the same Ganging Up rule, separately from normal attacks.

Ganging Up: Easy Mode (optional)

For a more "cinematic" combat feel, you may forgo bonus damage from additional attackers.

Impaired and Enhanced Attacks

Attacks that are Impaired, such as firing through cover or a resistant target, roll d4 Damage regardless of weapon, no bonus Damage dice allowed.

Attacks that are Enhanced by a risky stunt or a vulnerable target gain bonus d12 Damage die.

Enhancement and Impairment negate each other.

Manoeuvres

Instead of making a normal attack, you may spend your turn trying to carry out another manoeuvre, such as knocking an opponent down, snatching an item or fleeing. In these cases, the side most at risk makes a Save to avoid consequences.

Armour

Armour subtracts its score from the result of any Damage rolls against the wearer.

If the Damage bypasses HP, it is still affected by target's Armour unless stated otherwise.

Total Armour score for a creature cannot exceed 3.

Mounted Combat

Mounted troops in melee gain +1 Armour and bonus weapon Damage die against unmounted opponents.

Damage

When taking damage, you lose that many Hit Points. If you have any HP left, then the attack was mostly avoided or only a minor wound was inflicted.

When you run out of HP, any remaining Damage is removed from your STR score. Now you must pass a STR Save to avoid Critical Damage.

Blast Damage

Blast attacks affect all targets in the appropriate area, rolling once for each target. If unsure how many targets are affected, roll Damage die.

Critical Damage

Characters that take Critical Damage are unable to take further action until they are tended to by an ally and have a Rest. If they are left untended to for an hour, they **die**.

Ability Score Loss

The character **dies** at STR 0. At DEX 0 or WIL 0 the character is **paralysed** or **catatonic** respectively, cannot act until Healing and must be carried to safety.

Death

When a character dies, the player creates a new character and the Referee finds a way to have them join the group as soon as possible. Alternatively, the player may take control of a Hireling or Apprentice.

Morale

The leader of a group must pass a WIL Save to avoid their group being routed when they lose half of their total numbers. Lone combatants must pass this Save when they are reduced to 0hp. This applies to opponents and allies but not player characters. Mindless or fearless opponents are exempt as well.

Retreat

Fleeing to safety under pursuit requires a DEX Save and somewhere to run to.

Rest

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

Resting might be prohibited due to harsh weather, hostile environment, lack of rations, etc.

Healing

Ability Score Loss and other serious ailments require the aid of an Expert service or magic to recover.

Assumed Ability Scores

Any Ability Score not listed is treated as 10.

Reaction

When a reaction to a character is **uncertain**, pass a WIL Save to avoid a negative reaction.

Pets

One per character, obeys simple commands.

CONDITIONS:

Blinded creatures may require a DEX Save to carry out actions that rely on sight, their attacks are Impaired, and DEX Saves from external threats are rolled at Disadvantage.

Hidden creature's attacks are Enhanced, but any attack or other similar action unveils the attacker.

Invisible creature's attacks are Enhanced, attacks targeted at invisible creatures are Impaired.

Stunned creatures cannot perform actions on their turn and have disadvantage on DEX Saves; attacks targeted at them are Enhanced.

Unconscious creatures are reduced to 0hp.

AFTER THE ADVENTURE

Generally, the goal of an Adventure is to find out about a mysterious environment, destroy a powerful threat, or seek out mysterious treasures.

EXPERIENCE LEVELS

After completing the requirements for the next Experience Level, you may take a break from adventuring to reflect upon your experience. Describe what the character has been doing during this time, whether humble or grand. After that, you move to the next Experience Level. You cannot advance more than one Experience Level in a single session of play.

When advancing to a new Experience Level, you choose a new **Feature**, gain **d6hp** and roll **d20 for each Ability Score**. If the roll is higher than the Ability Score, it increases by one to a maximum of 20.

If neither Ability Score has changed, increase your lowest Ability Score by one to a maximum of 20.

1. Novice

You are ready for your first Adventure.

2. Proven

You have survived at least **one** Adventure to a dangerous place, returning to civilisation.

3. Expert

You have survived at least **three** Adventures since reaching Proven Level.

You can now take on an **Apprentice** created as a new character.

4. Veteran

You have survived at least **five** Adventures since reaching Expert Level. You have an **Apprentice** that has reached Expert Level.

5. Master

You have established or seized control of a Domain of at least one hundred people. You are granted a noble title or create your own. Other characters may assist you in achieving this goal, though you are the only one becoming a Master while doing so.

Alternative Experience Progressions (optional)

If the adventure progression of 1–3–5 feels too quick, use the progression of 3–5–7 instead.

If you run a big non-quantifiable module, levelling up will cost gold and treasure gained from adventuring and spent on training: 1g–5g–25g–125g.

3. RULING A DOMAIN

Any community of 100 or more people is a Domain. One or more characters may have rulership of a Domain, with the potential to establish a part of the world as their own.

SIZE SCORES AND POPULATION

Size Score, or SIZ, is a measure of the populace of your Domain and may reach a maximum of 20.

SIZ	Populace	SIZ	Populace	SIZ	Populace
0	<100	7	7,500	14	100,000
1	100	8	10,000	15	150,000
2	300	9	15,000	16	200,000
3	600	10	20,000	17	300,000
4	1,000	11	30,000	18	500,000
5	3,000	12	50,000	19	750,000
6	5,000	13	75,000	20	1,000,000

At the **start** of each month, choose Domain Focus — this goal is achieved at the **end** of the month:

- **Taxation:** You gather extra money this month, gaining 1s for each of your populace.
- **Growth:** Roll d20. If this is higher than your SIZ, then your SIZ is increased by 1.
- **Conscription:** Recruit an army (see **Training Soldiers** below). You cannot repeat Conscription until your SIZ increases. Your next Growth roll will have Disadvantage.
- **Prosperity:** You do not need to roll to see if there is Unrest in your Domain this month.

Unrest: At the **end** of the month, roll d20. If this is equal or lower than your SIZ, there is Unrest in your Domain. 10% of population revolts and must be quashed or they seize control of your Domain.

ARMIES AND WAR

Training Soldiers: 20% of populace are fit for calling into service as poorly skilled conscripts (3hp). A further 1% of your population are professional soldiers (STR 12, 5hp, Novice Warrior). All troops must be equipped as required.

An army that won a battle against an equal or stronger opponent can be trained further at the rate of 1% of your population per month.

Conscripts become soldiers (1s/person), and soldiers become champions (10s/person) (STR 14, 10hp, Proven Warrior).

Large Battles: When handling large numbers of combatants (usually 10 or more), they should be massed together as a unit. Units have the same Hit Points as a single combatant, but add 1 Damage for as many times to one they outnumber their opponents (or subtract if outnumbered), from -5 to +5. E.g., a unit of 200 cavemen fighting 50 spearmen outnumber them 4-to-1, gaining 4 bonus damage.

When units take Critical Damage, their numbers are halved and they must pass a WIL Save or break and disband. At STR 0 they are wiped out.

Individual attacks against units are Impaired.

Unit attacks against individuals are Enhanced, have +5 Damage bonus, and cause Blast Damage.

Unit attacks that cause Blast Damage against units have bonus weapon Damage die.

Sieges: Wooden walls have 6hp, Armour 6, and stone walls have 8hp, Armour 8. Reducing a wall to 0hp allows passage over it. Walls and other defensive structures usually ignore damage from anything but siege engines and such.

Siege Engines: Cannons and the like cause d12 Blast Damage.

See **Structures and Sieges** in **Appendix A** for more details and additional information.

EXAMPLE DOMAINS

Red Hill — Home of the Man-Beasts

Ruler: Black Yur Og, Veteran Shaman.

SIZ 5 (Population 3,000).

Stone walls (8hp, Armour 8), 4 Rock Throwers. 30 Tribal Champions (2-handed axe), 300 Wild Men (axe, shield), 300 Wild Men (bow).

Unktar — The Clay City of Flies

Ruler: Primarch Elm Vroach, Master Priest.

SIZ 14 (Population 100,000).

Clay walls (7hp, Armour 7), 10 Burning Oil Pourers, 10 Cannons. 5,000 Spearmen (spear, shield), 6,000 Bowmen (bow), 2,000 Halberdiers (halberd, light armour), 2,000 Light Cavalry (horse, spear, bow), 2,000 Nomad Bowmen (light armour, longbow), 800 Greathall Guard (horse, full armour, greatsword).

4. MAGIC

Spells

Written in Runic and found in Tomes and Scrolls. Spells require a few minutes of uninterrupted calm and attention to cast, as well as requiring a set of detailed gestures and incantations. Consequently, Spells are generally impossible to cast in combat.

Mystics can cast any Spell of a Circle **equal or lower** to their Mystic Level.

Ongoing effects last until you cast another Spell, though summoned extraplanar beings remain.

Persistent Spells have their effects last as long as you wish or until you cast the same Spell again.

Cantrips

These minor tricks are not true Spells, do not interrupt ongoing effects of the previous Spell, and require you to use your Focus to cast them.

Focus

Every Mystic carries a Focus, typically an orb, wand, or staff that allows to instantly cast a Prepared Spell or any Cantrip you know as an action, while performing the proper gestures and incantations.

It can also be used to **dispel** the ongoing effect of another Mystic's Spell unless they pass a WIL Save.

A Focus does not work when wearing armour.

Prepared Spells

During the Rest you can use your Tome to prepare a number of Spells equal to your Experience Level to cast using your Focus as an action.

Casting a Prepared Spell causes Damage equal to its Spell Circle $\times 2$ **to the caster** ignoring Armour. At 0hp, this Damage targets WIL instead of STR: pass a WIL Save or fall unconscious for a few minutes.

Optionally, this will result in a **Magic Mishap** as well (see **Magic Mishaps** in **Appendix A**).

Signature Spells

Each time you take Mystic Feature, choose a new Signature Spell to cast without preparation and at half its cost (1hp per Spell Circle).

Scrolls of new Spells found by Mystics are usually attached to the Tome for the convenience of usage. See **Manufacture of Magic Equipment** in **Appendix A** for the additional information on creation of Focuses and Scrolls.



Scroll Activation (optional)

Any character can activate a Scroll as an action. The Spell is cast as Signature, destroying the Scroll. Succeed on a WIL Save or suffer a **Magic Mishap** (see **Magic Mishaps** in **Appendix A**).

DISTANCES/AREAS

- **Short or Close/Small** — a couple of steps
- **Medium** — about 30 ft
- **Far/Large or Your Vicinity** — about 60 ft

The Referee may provide Mystics with a list of Spells for their Tome or use the examples below. This is far from all Spells that exist in the world, the vast majority of which are unknown to any single person.

RANDOM SPELLS**Random 36 Spells**

d6,d6	Spell	d6,d6	Spell	d6,d6	Spell
1,1	1	3,1	13	5,1	25
1,2	2	3,2	14	5,2	26
1,3	3	3,3	15	5,3	27
1,4	4	3,4	16	5,4	28
1,5	5	3,5	17	5,5	29
1,6	6	3,6	18	5,6	30
2,1	7	4,1	19	6,1	31
2,2	8	4,2	20	6,2	32
2,3	9	4,3	21	6,3	33
2,4	10	4,4	22	6,4	34
2,5	11	4,5	23	6,5	35
2,6	12	4,6	24	6,6	36

Random 40 Spells

d4 × 10 + d10 (treat 10 as 0)

Random 48 Spells

d6,d8	Spell	d6,d8	Spell	d6,d8	Spell
1,1	1	3,1	17	5,1	33
1,2	2	3,2	18	5,2	34
1,3	3	3,3	19	5,3	35
1,4	4	3,4	20	5,4	36
1,5	5	3,5	21	5,5	37
1,6	6	3,6	22	5,6	38
1,7	7	3,7	23	5,7	39
1,8	8	3,8	24	5,8	40
2,1	9	4,1	25	6,1	41
2,2	10	4,2	26	6,2	42
2,3	11	4,3	27	6,3	43
2,4	12	4,4	28	6,4	44
2,5	13	4,5	29	6,5	45
2,6	14	4,6	30	6,6	46
2,7	15	4,7	31	6,7	47
2,8	16	4,8	32	6,8	48

CANTRIPS

1. **Acid Splash:** An orb deals d4 Acid Damage and lightly corrodes wood.
2. **Arcane Mark:** Inscribes a personal rune (visible or invisible). Persistent.
3. **Daze:** A humanoid must pass a WIL Save or be Stunned on the next turn.
4. **Detect Magic:** Detects Spell effects and magic items in your vicinity (detection is blocked by walls, doors, etc.).
5. **Detect Poison:** Detects poison in one creature or small object.
6. **Disrupt Undead:** Deals d4 Damage to one undead, ignoring Armour and resistances.
7. **Flare:** Sends up a flare that can be seen for some distance. If shot at target, deals d4 Fire Damage.
8. **Ghost Sound:** Throws voice, figment sounds, or whispers a message to someone you can see.
9. **Guided Strike:** The target gains bonus weapon Damage die on their next attack.
10. **Jinx:** A humanoid's next attack is Impaired.
11. **Hide:** One small item that could fit in the palm of your hand becomes invisible. Persistent.
12. **Light/Douse:** A small object that you are holding sheds light as a torch, or one light source no bigger than a torch is extinguished.
13. **Magic Hand:** 5-pound telekinesis.
14. **Mending:** Makes minor repairs to an object.
15. **Mute:** A humanoid that you touch is muted for the next turn.
16. **Prestidigitation:** Performs minor tricks, creates or conceals one minor sensory effect.
17. **Provocation:** A creature must pass a WIL Save or be provoked to attack you.
18. **Ray of Frost:** A ray deals d4 Cold Damage.
19. **Resistance:** A creature ignores normally annoying effects such as sweltering heat, itchy skin diseases, or a sandstorm. Persistent.
20. **Spark:** Touch for d4 Electricity Damage ignoring Armour.

1ST CIRCLE

1. **Alarm:** Intruders set off an alarm audible only to you. Persistent.
2. **Animate Rope:** Makes a rope move at your command.
3. **Burning Hands:** d6 Fire Damage in a small cone.
4. **Cause Fear:** WIL Save or the target flees.
5. **Charm Person:** WIL Save or one humanoid becomes friendly until their next Rest.
6. **Chill Touch:** STR Save or the target suffers d4 STR Loss.
7. **Colour Spray:** STR Save or the target is Blinded on the next turn.
8. **Comprehend Languages:** You understand all spoken and written languages.
9. **Camouflage:** Everyone in a small area around you is difficult to notice and track.
10. **Courage:** Until Rest, a willing creature is immune to fear but unable to retreat from battle.
11. **Detect Secret Doors:** Reveals hidden doors in your vicinity.
12. **Detect Dead:** Reveals corpses and undead beings in your vicinity.
13. **Disguise Self:** Change your facial appearance.
14. **Endure Elements:** Everyone adjacent to you can exist comfortably in hot or cold environments.
15. **Enlarge/Reduce:** A humanoid creature doubles or halves in size gaining Advantage/Disadvantage on STR Saves and increasing/decreasing their weapon Damage dice respectively (d4–d12 range). The target could choose to avoid effects with a STR Save.
16. **Erase:** Mundane or magical writing vanishes.
17. **Expeditious Retreat:** Run twice as fast.
18. **Feather Fall:** Objects or creatures fall slowly.
19. **Floating Disk:** Creates 3-ft-diameter horizontal disk that holds 100 lb.
20. **Glue:** One object gets stuck to another one. When cast on a creature, they need to succeed on a STR Save or cannot move.
21. **Grease:** Makes a small area or one object slippery. DEX Save to avoid slipping.
22. **Gust of Wind:** Blows away or knocks down stuff in a medium cone. A STR Save to resist.
23. **Hideous Laughter:** WIL Save or the target laughs and Impairs their attacks until passing the Save at the end of their turn.
24. **Hold Portal:** Holds a door shut.
25. **Hypnotism:** Fascinate d6 creatures that fail a WIL Save. In combat, their attacks on the next turn are Impaired.
26. **Identify:** Unveils properties of a magical item. Hidden properties, curses, etc. are not revealed.
27. **Jump:** A creature can jump twice as far and high.
28. **Magic Missile:** d4 Damage, goes around corners, ignores Armour.
29. **Mount:** Summons a riding horse. It disappears after taking any Damage.
30. **Obscuring Mist:** Fog surrounds you. Ranged attacks through it are Impaired.
31. **Protection:** Ignore the next instance of harm from a specific source.
32. **Pyrotechnics:** Spread or extinguish fire, turn it into blinding light or choking smoke.
33. **Shield:** An invisible disc grants +1 Armour and blocks Magic Missiles.
34. **Shocking Grasp:** d6 Electricity Damage in melee, ignoring Armour.
35. **Silent Image:** Creates a minor motionless illusion of your design.
36. **Sleep:** Puts d6 relaxed targets into a slumber and others feel lethargic, decreasing Damage die by one, down to d4.
37. **Summon Creature:** Calls an unintelligent extraplanar creature up to the size of a small dog. It holds no loyalty to you.
38. **Swarm:** Summons a swarm of bats, rats, or spiders. Harmless, but distracting.
39. **True Strike:** The target of your next attack must succeed on a DEX Save, or the attack ignores HP going directly for the STR Score.
40. **Unseen Servant:** An invisible force (STR 5, 1hp, cannot attack) obeys your commands.

2ND CIRCLE

1. **Acid Arrow:** d6 Acid Damage now and a d4 STR Loss (affected by Armour) at the end of the next round unless washed off.
2. **Alter Self:** Take on a form of a similar creature.
3. **Arcane Lock:** Magically locks a portal or chest. Persistent.
4. **Arcane Sight:** Magical auras in a medium sphere become visible to you, even through walls and other obstacles, revealing the most general information of their nature.
5. **Bear's Endurance:** A creature gains Armour 2.
6. **Blindness:** STR Save or Blinded until Rest.
7. **Blur:** Your details cannot be seen. Attacks against you are Impaired.
8. **Bull's Strength:** Grant Unarmed melee d8 Damage and Advantage on STR Saves.
9. **Cat's Grace:** Grant Advantage on DEX Saves, Ranged weapon Damage dice increase by one.
10. **Command Undead:** An undead creature must pass a WIL Save or obeys your command.
11. **Continual Flame:** Makes a permanent, heatless torch. Can be cast on objects. Persistent.
12. **Darkness:** Creates a medium area of supernatural shadow.
13. **Darkvision:** See in natural darkness in your vicinity.
14. **Deafness:** Everyone in a medium area is deafened.
15. **Detect Thoughts:** WIL Save or else allows "listening" to surface thoughts of the target.
16. **False Life:** Regain any lost STR, but it vanishes again after a minute or if you cast another Spell.
17. **Flaming Sphere:** Creates a rolling ball of fire, d8 Fire Damage on a failed DEX Save. Each turn you can choose the direction of its movement. After dealing its Damage, it stops for this turn.
18. **Fog Cloud:** Fog obscures vision over a large area. Ranged attacks through it are Impaired.
19. **Ghoul Touch:** STR Save or Stunned until passing a STR Save at the end of their turn, exuding stench that makes those nearby sickened.
20. **Glitterdust:** DEX Save or Enhance attacks at targeted creature. Reveals invisible target.
21. **Heat Metal:** Heat one metal object red-hot. Each turn it causes d6 Fire Damage on touch.
22. **Heroism:** The target can reroll one Damage die or 20 on a Save once before Rest. Persistent.
23. **Hex:** Bestows a Disadvantage on the next Save.
24. **Invisibility:** A creature is unseen until it attacks.
25. **Knock:** A loud knock opens locks and doors.
26. **Levitate:** The target moves up and down at your will, floating down safely afterwards. A WIL Save to levitate targets heavier than you.
27. **Locate Object:** Directs toward the object.
28. **Magic Mouth:** Speaks once or each time when triggered. Persistent.
29. **Magic Weapon:** Make a weapon Magical (increase Damage die by one (up to d10), ignore all supernatural resistances).
30. **Minor Illusion:** Conjure an image with sound.
31. **Mirror Image:** Creates d4 decoy duplicates of you. The duplicate disappears when hit.
32. **Owl's Wisdom:** Grant heightened senses of perception and Advantage on WIL Saves.
33. **Phantom Trap:** Makes an item seem trapped. Persistent.
34. **Protection from Arrows:** A creature is immune to mundane ranged attacks.
35. **Rage:** Creature's attacks are Enhanced, but so are attacks against them.
36. **Ray of Enfeeblement:** DEX Save or all attacks Impaired until Rest.
37. **Resist Element:** A specific type of elemental Damage that one creature takes is Impaired.
38. **Rope Trick:** A rope leads to extradimensional space accommodating up to six creatures.
39. **Scorching Ray:** Deals d8 Fire Damage.
40. **Shatter:** Sonic vibration causes d6 Blast Damage ignoring Armour to anything adjacent to you. Objects or crystalline creatures take d12 Blast Damage ignoring Armour instead.
41. **Silence:** No sounds could be produced in a medium area, including Spell casting.
42. **Speak with Dead:** A corpse answers three questions before crumbling to dust. Answers must be truthful, might be cryptic, and will be based on target's lifetime knowledge.
43. **Spectral Hand:** Creates a disembodied glowing hand to deliver one of your touch Spells as an action on one of your next turns.
44. **Spider Climb:** You walk on walls and ceilings.
45. **Summon Beast:** Calls an intelligent extraplanar beast. It holds no loyalty to you.
46. **Touch of Idiocy:** STR Save or lose d4 WIL.
47. **Web:** Fills a medium area with sticky spiderwebs. STR Save or cannot move on this turn.
48. **Whispering Wind:** Sends a short message within a mile.

3RD CIRCLE

1. **Absorb Element:** A creature is immune to a specific type of elemental Damage.
2. **Black Tentacles:** Tentacles grapple those who fail a STR or DEX Save within a medium area, Impairing their attacks until they pass a STR Save at the end of one of their turns.
3. **Blink:** Each turn you have a 50% chance to vanish and reappear on your next turn, avoiding the next attack against you.
4. **Clairaudience/Clairvoyance:** Hear or see at a distance or through a wall as if you were there.
5. **Daylight:** A large area of bright light strong enough to overwhelm even magical darkness.
6. **Deep Slumber:** Puts d6 creatures that fail their WIL Save to sleep until the Spell is broken or creatures take Damage.
7. **Displacement:** Gain Advantage on Critical Damage Saves. Persistent.
8. **Dream:** Sends a message to anyone sleeping.
9. **Explosive Runes:** Deal d10 Blast Damage when read, disappearing afterwards. Persistent.
10. **Fireball:** Deal d10 Fire Damage within a medium sphere.
11. **Flame Arrows:** Ally's missiles deal bonus d6 Fire Damage.
12. **Fly:** A creature flies.
13. **Gaseous Form:** A willing creature becomes insubstantial and can fly slowly. The target or caster can end the effect at will. Persistent.
14. **Halt Undead:** Immobilizes all undead in your vicinity who failed their WIL Save.
15. **Haste/Slow:** One creature moves at double or half speed, gains +1 or -1 Armour, and Advantage/Disadvantage on DEX Saves respectively.
16. **Hold Person:** Stuns one humanoid until passing a STR Save at the end of their turn.
17. **Illusory Script:** Changes one page to hide its real content that only an intended reader can decipher. Persistent.
18. **Invisibility Sphere:** Makes everyone within a small sphere invisible until they attack.
19. **Keen Edge:** The next attack with this melee weapon ignores HP and goes directly for the STR Score.
20. **Lightning Bolt:** d8 Electricity Damage to all in a line ignoring Armour.
21. **Magic Circle:** Prevents a certain type of unnatural beings (extraplanar, undead, etc.) from entering or leaving unless they pass a WIL Save. Fits one creature. Persistent.
22. **Major Illusion:** Conjure an image with sound, smell, and thermal effects. This also could be used to disguise appearance of one creature.
23. **Obfuscate:** Hides one target from divination and scrying or misleads such attempts. Persistent.
24. **See Invisibility:** Reveals invisible creatures and objects in your vicinity.
25. **Sepia Snake Sigil:** Creates a small text symbol that Stuns reader until a WIL Save at the end of their turn. Persistent.
26. **Shout:** Everyone within a medium cone is deafened for one round and takes d8 Damage.
27. **Shrink Item:** A non-magical object shrinks to one-sixteenth its size and weight.
28. **Sleet Storm:** Flames are doused, ranged attacks are Impaired in a large area. A DEX Save to avoid slipping.
29. **Stinking Cloud:** Nauseating vapours fill a medium area. Anyone inside the cloud must pass a STR Save or vomit, gaining Disadvantage on the next Save. The Save is repeated at the start of each turn for those staying in the area.
30. **Suggestion:** WIL Save or the target is compelled to follow the uttered course of action. Saves against suggestions that are harmful to the target are rolled with Advantage.
31. **Summon Gate:** Calls out to any extraplanar being that wishes to enter our plane. You have no choice which being answers, and it holds no loyalty to you.
32. **Tiny Hut:** Creates a shelter for ten creatures.
33. **Tongues:** You can speak any language.
34. **Vampiric Touch:** On a failed STR Save, the target loses d6 STR, and you restore all lost HP.
35. **Water Breathing:** Creatures chosen by you can breathe underwater.
36. **Wind Wall:** A line of strong wind deflects arrows, smaller creatures, and gases.

4TH CIRCLE

1. **Animate Dead:** Creates up to d4 undead skeletons and zombies from corpses. You have control over them while the Spell lasts.
2. **Arcane Eye:** Creates an invisible floating eye you can see through and control. You can also cast your Cantrips through it.
3. **Bestow Curse:** The target gains Disadvantage on all Saves until Healed.
4. **Cause Panic:** Creatures within a large cone must pass a WIL Save or flee.
5. **Chain Lightning:** Strikes d10 targets for d10 Electricity Damage each ignoring Armour.
6. **Charm Creature:** WIL Save or a creature treats you as an ally.
7. **Confusion:** Creatures in a medium area who failed a WIL Save behave oddly. In combat, roll a d4 on their turn, 1: attack their allies, 2–3: do nothing, 4: attack their enemies.
8. **Contagion:** Infects a creature with a horrible disease, reducing one Ability Score by d6 immediately and each subsequent day until Healed.
9. **Create Water:** A spring starts spilling water from the ground or wall.
10. **Crushing Despair:** Everyone in a large area makes a WIL Save or their attacks are Impaired.
11. **Detect Scrying:** Alerts you of the magical eavesdropping.
12. **Dimension Door:** Teleports you within a medium distance.
13. **Dimensional Anchor:** Bars extradimensional movement in your vicinity.
14. **Fire Shield:** Creatures attacking you in melee take d6 Fire Damage; you are immune to Fire and Cold Damage.
15. **Fire Trap:** An opened object deals d12 Fire Damage. Persistent.
16. **Globe of Invulnerability:** Stops Spells up to the 3rd Circle inside a small sphere.
17. **Illusory Terrain:** Change the visual appearance of one terrain type, wall, floor, ceiling, etc.
18. **Locate Creature:** Indicates the direction to a familiar creature.
19. **Minor Creation:** Creates one small cloth or a wooden object. Persistent.
20. **Nightmare:** WIL Save each night or the target wakes with half its HP and will not recover them until they have a full night's sleep without Nightmares. Persistent.
21. **Phantasmal Killer:** A fearsome, invincible illusion that only the target can see. Attacks for d10 Damage before disappearing. On Critical Damage the target must succeed on a WIL Save or die from terror.
22. **Polymorph:** Gives one willing creature a new permanent form. The target keeps their Ability Scores and HP while gaining abilities and limitations of the new form, except for supernatural powers, resistances, etc. and cannot be polymorphed again for a day. Pass a WIL Save to achieve the exact desired appearance, otherwise it will deviate in a random manner.
23. **Rainbow Pattern:** Lights fascinate creatures that can see you. In combat, they are Stunned until passing a WIL Save at the end of their turn. After passing the Save, they are immune to the effect until the Spell is cast again.
24. **Remove Curse:** Frees a creature from any magical Disadvantages or Impairments.
25. **Resilient Sphere:** A force globe protects but traps one creature. Pass a DEX Save to avoid it.
26. **Scrying:** Spies on the target from a distance.
27. **Secure Shelter:** Creates a sturdy cottage.
28. **Sending:** Instantly delivers a short message anywhere. A recipient can send back a short answer.
29. **Solid Fog:** Blocks vision and slows movement in a large area.
30. **Stone Shape:** Sculpts a small cube of stone into any shape.
31. **Stoneskin:** A creature gains Armour 3 but running and swimming are impossible.
32. **Symbol of Pain:** Reading this small rune causes pain. The reader loses d4 STR immediately and must pass a WIL Save or be Stunned and scream until passing a WIL Save at the end of their next turn. Persistent.
33. **Summon Being:** Calls any chosen extraplanar being to our plane. It holds no loyalty to you.
34. **True Invisibility:** A creature can attack and stay invisible.
35. **Wall of Fire:** Passing through this large wall causes d10 Fire Damage.
36. **Wall of Ice:** Creates a large ice wall (12hp, Armour 3) or hemisphere. Can trap creatures inside, unless they pass a DEX Save.

5TH CIRCLE

1. **Alter Fate:** Target's next roll is changed by d12 but cannot exceed the original die roll range.
2. **Baleful Polymorph:** STR Save or transforms a creature into a harmless animal permanently.
3. **Banish:** WIL Save or a creature returns to its native plane. If a creature is native to the current plane, it disappears for a minute and then returns safely.
4. **Blight:** Drains life from d12 living targets for d12 Damage each. When targeting plants, roll d12 Damage twice and pick the biggest result.
5. **Bloody Gossamer:** Fill a large area shaped at your design with a dense web of invisible razor-sharp strings. Anyone trying to move or act within it must pass a DEX Save or take d10 Damage and end their turn immediately.
6. **Break Enchantment:** Frees a single target from enchantments, alterations, curses, and petrification.
7. **Cloudkill:** You can slowly move this small cloud on the ground, causing d6 STR Loss to all living creatures within it.
8. **Cone of Cold:** d12 Cold Damage to everyone within a large cone.
9. **Contact Other Plane:** Lets you ask a question of an extraplanar entity.
10. **Control Water:** Raise, lower, or part water.
11. **Disintegrate:** d12 Damage ignoring Armour. On a failed Critical Damage Save, a creature is turned to dust. Objects up to the size of an elephant are destroyed completely at 0hp.
12. **Dominate Person:** WIL Save or a humanoid is controlled telepathically. The Save is repeated each time the target is harmed.
13. **Feeblemind:** WIL Save or drop to WIL 0.
14. **Hermit's Company:** Summon your double. It is incapable of magic, cannot harm or disobey you, and is always in a great mood. Any damage done to one of you is suffered by both. Persistent.
15. **Incinerate:** Set one target on fire. Deals d12 Fire Damage immediately and at the end of each next turn until a DEX Save is passed or any other way to put out the flames is found.
16. **Interposing Hand:** A hand blocks 5d6hp of Damage from one opponent.
17. **Major Creation:** Create an item of stone and metal. Persistent.
18. **Mass Suggestion:** WIL Save or creatures are compelled to follow the proclaimed course of action. Saves against suggestions that are harmful to the targets are rolled with Advantage.
19. **Mystic's Faithful Hound:** A phantom dog can guard or attack and will never leave caster's vicinity. WIL 15, 3d6hp, d8 Bite. Persistent.
20. **Mystic's Private Sanctum:** Creates an illusion that prevents anyone from viewing or scrying an area. Persistent.
21. **Mystic's Saving Grace:** When the target takes Damage, you can choose to take it instead, ending this Spell. At 0hp it acts like a Spell casting Damage, targeting your WIL. Persistent.
22. **Passwall:** Creates a passage through a wooden or stone wall while the Spell lasts.
23. **Perfect Weapon:** Summon a melee (d10/d12) or ranged (d10) weapon that ignores all supernatural resistances. It disappears after dealing maximal Damage or you casting any spell.
24. **Permutation:** A willing target suffers d4 to d12 Ability Score Loss, and another one restores as much of any Ability Score Loss. The die, Abilities, and targets are chosen by you.
25. **Petrify:** STR Save or the target is permanently transformed into a statue.
26. **Planar Binding:** Traps extraplanar creatures that fail a WIL Save until they perform a task.
27. **Planar Gate:** Open a gate to another reality that works in both directions.
28. **Prying Eyes:** d6 floating eyes scout for you.
29. **Secret Chest:** Hides an expensive chest in the extraplanar space; you retrieve it at will.
30. **Symbol of Sleep:** Reading this small rune puts the reader who failed a WIL Save into magical sleep that lasts as long as this Spell. Persistent.
31. **Telekinesis:** Moves an object, attacks a creature, or hurls an object or creature. Damage depends on the object's size; thrown creatures take appropriate falling damage.
32. **Telepathic Bond:** Creates a link that lets allies communicate. All targets must be in your vicinity at the moment of casting. Persistent.
33. **Teleport:** Instantly transports you to a known location up to 100 miles away.
34. **Transmute Earth:** Mud to rock or rock to mud.
35. **Wall of Force:** A large invisible wall is immune to damage. Lasts for d6 minutes.
36. **Wall of Stone:** Creates a large stone wall (16hp, Armour 8) that can be shaped.

APPENDIX A: ADDITIONAL AND ALTERNATIVE RULES

“Into the Dungeon: Revived” is intended as a rules-light game. Keep this in mind when deciding to use any of the rules presented in this appendix.

CHARACTERS

EPIC CHARACTERS

If you want player characters to be more powerful, roll $2d6 + 6$ for Ability Scores, and $d4 + 2$ for HP.

MUNDANE CHARACTERS

If you want player characters to be ordinary people, roll $2d8 + 1$ for Ability Scores, and $d6$ for HP. Take no Features but choose a Background as usual.

To advance such character to Novice, choose a Feature, reroll HP (or keep the old one), and roll $d20$ for each Ability Score. If the roll is higher than the Ability Score, it increases by 1 (up to 18).

CONTEST

In an opposed contest when a simple Save would not suffice, both sides roll a Save. If one of the sides succeeds, it wins. If both sides succeed, the lower roll wins. On a tie, the higher Ability Score wins.

If weapons are involved, the attack might be subtracted from the Save or added to opponent’s one.

HARDCORE MODE

To increase the difficulty, use the following rules:

- ✦ Mystics use the **Random Spell Selection** rule.
- ✦ When mystic fail their WIL Save from casting a spell at 0hp, they suffer a **Magic Mishap**.
- ✦ Characters that take **Critical Damage** need an ally to spend their action to treat the wound or will lose $d6$ STR on each subsequent turn.
- ✦ Use the **Injuries** rule. **Broken limb** roll results in a lost limb instead. **Gravely injured** roll results in instant death.

INJURIES

On a failed Critical Damage Save, roll for an injury. Effects of an injury could be fixed by Healing.

d20	Injury
1–4	Bruise. Nothing serious.
5–7	Scar. This will leave a mark.
8–9	Concussion. Disadv. on WIL Saves.
10–11	Cracked rib. Disadv. on DEX Saves.
12–13	Torn muscle. Disadv. on STR Saves.
14–15	Broken gear. Order: shield → armour → weapon. Fixing gear costs half its price.
16	Fractured skull. $d6$ WIL Loss.
17	Broken ribs. $d6$ DEX Loss.
18	Internal bleeding. $d6$ STR Loss.
19	Broken limb. Roll for a limb. Second hit to the same limb will result in its loss. (d4) 1–2: left/right arm (cannot use it), 3–4: left/right leg (cannot run, jump, etc.)
20	Gravely injured. Next failed Critical Damage Save will result in death.

LIGHT

Torches, lanterns, and campfires illuminate in a 30-ft radius. Big bonfires might cast light twice as far. Candles and such illuminate only in a 10-ft radius and thus are not commonly used by adventurers.

Mist, smoke, and such reduce the radius in half.

Torch lasts for about an hour. When used as a weapon, it deals $d4$ Fire Damage but might go out.

Lantern lasts for about four hours, can be dimmed at any moment, and refilled with lamp oil.

LIVING EXPENSES

Squalid ($d4s/month$) : Suffer $d4$ Ability Score Loss for each Ability Score, your reputation suffers.

Adequate ($10 \times d4s/month$) : Restore $d4$ Ability Score Loss for each Ability Score.

Luxury ($d4g/month$) : Heal any Ability Score Loss and non-magical ailments, your reputation rises.

If you own pets, add half as much for each one.

Halve the expense if you live in your own house.

LOAD CAPACITY

Characters can lift a maximum amount of load equal to their STR squared (in pounds). Half of this load can be carried without any impediment in speed. Twice as much can be dragged on the ground.

STR	Carry (½), lb	Lift, lb	Drag (×2), lb
1	½	1	2
2	2	4	8
3	4½	9	18
4	8	16	32
5	12½	25	50
6	18	36	72
7	24½	49	98
8	32	64	128
9	40½	81	162
10	50	100	200
11	60½	121	242
12	72	144	288
13	84½	169	338
14	98	196	392
15	112½	225	450
16	128	256	512
17	144½	289	578
18	162	324	648
19	180½	361	722
20	200	400	800

1 lb equals 100 gold guilders, 1000 silver shillings, or 1000 copper pennies in weight.

ENCUMBRANCE

Aside from speed penalty, a heavy load reduces HP to 0. The same HP reduction happens when carrying more than three bulky items. Items are considered bulky if they require both hands to carry or otherwise unwieldy, for example, two-handed weapons, armour, a Mystic's Tome, a pot of black powder, etc.

MADNESS

If your game is heavily focused on a horror aspect, you might want to track characters' sanity.

Each time the character suffers an exposure to a source of supernatural dread, succeed on a WIL Save or gain a Madness Level.

A good night's sleep lowers Madness Level by 1.

When Madness Level exceeds character's Experience Level, the character goes insane. Roll for immediate and prolonged effect. Prolonged effects require a Healing Service to get rid of.

d20 Immediate Effect

1–4	Shudder.
5–7	Scream loudly, making a lot of noise.
8–10	Flail around, attacking a random nearby target on your next turn.
11–13	Panic and run away. 2-in-6 chance to drop your weapon while doing so.
14–15	Frenzy. Spend your turns attacking a random nearby target. After attacking an ally, succeed on a WIL Save to recover.
16–17	Blindness until Rest.
18–19	Paralysis until any incoming Damage, or someone takes an action to shake it off.
20	Faint. Need to be tended to by an ally and have a Rest to regain consciousness.

d20 Prolonged Effect

1–4	Nightmares.
5–7	Hallucinations. By Referee's discretion.
8–10	Muteness. Lose the ability to speak.
11–13	Phobia. Attacks against the cause of the phobia are Impaired.
14–15	Paranoia. Disadvantage on WIL Saves.
16–17	Dizziness. Disadvantage on DEX Saves.
18–19	Weakness. Disadvantage on STR Saves.
20	Stupor. Cannot take any actions.

Vestigial Effects

Some especially shocking experiences might leave a permanent mark on the character's psyche, usually in a light form of some Prolonged Effect, obsession, compulsive behaviour, etc.

MAGIC MISHAPS

When Mystics fail their WIL Save from casting a spell, they suffer a Mishap. Other dangerous interactions with magic (improper use of a magical device, spellcasting inside an anti-magic zone, destruction of a magic item, etc.) might lead to a Mishap as well.

d100 Mishap

1-4	You exude a strong smell for a day. (d4) 1: mint, 2: garlic, 3: vinegar, 4: sulphur.
5-8	Your clothes' colour changes randomly.
9-12	Your clothes grow one size. Gain Disadvantage on DEX Saves until amended.
13-16	Your eye colour changes randomly.
17-20	Your eyes shed bright light for a day.
21-24	Your hair colour changes to a random one (new hair grows normal).
25-28	Your hair falls out.
29-32	Your hair grows to a yearly amount.
33-36	Your skin acquires a saturated shade of a random colour for d12 months.
37-40	Your skin is covered in a random growth for d12 months. (d4) 1: fur, 2: scales, 3: feathers, 4: spines.
41-43	You disappear for a minute.
44-46	You are stunned until Rest.
47-49	You fall unconscious until Rest.
50-52	You are invisible for an hour or until you attack or cast a spell.
53-55	Your ears become pointed and hairy.
56-58	You are deafened until Rest.
59-61	Your voice is very loud until Rest.
62-64	You are mute until Rest.
65-67	You see invisible things for an hour.
68-70	You are blinded until Rest.
71-72	You are obscured by a cloud of smoke.
73-74	Your HP drop to 0.
75-76	Your HP are restored.
77-78	You double in size for an hour. Gain Advantage on STR Saves and increase your weapon Damage dice by one (up to d12).
79-80	You halve in size for an hour. Gain Disadvantage on STR Saves and lower your weapon Damage dice by one (down to d4).
81-82	Your main weapon shrinks to one-sixteenth its size for an hour.
83-84	Your tongue becomes forked.
85-86	Your canines grow long and sharp.

d100 Mishap

87-88	You grow a tail.
89-90	You grow horns.
91	You grow gills.
92	Your feet turn into hooves.
93	Your nails grow into sharp talons (bonus d6 unarmed Damage die).
94	Your skin becomes very tough. Gain Armour 1 when not wearing any armour.
95	One of your Ability Scores increases by one (up to 20). (d6) 1-2: STR, 3-4: DEX, 5-6: WIL.
96	One of your Ability Scores decreases by one (down to 3). (d6) 1-2: STR, 3-4: DEX, 5-6: WIL.
97	You grow a random body part.
98	You lose a random body part.
99	Your clothes burst in flames. Take d6 damage now and d6 at the end of your next turn, unless extinguished.
100	You are petrified.

d12 Colour

1	snow white	7	lemon yellow
2	ash grey	8	malachite green
3	jet black	9	sky blue
4	crimson red	10	ultramarine blue
5	chestnut brown	11	lavender violet
6	pumpkin orange	12	orchid magenta

d12 Body Part

1	tooth	7-9	toe
2-4	finger	10-11	foot
5-6	arm	12	eye

MANUFACTURE OF MAGIC EQUIPMENT

Basic magic equipment can be created by a Mystic by spending the required amount of funding and time.

Focus : 10s in consumables, 1 day, a suitable item.

Scroll : 20s × Circle in consumables, 1 day × Circle. Successful on X-in-6, X = 1 + Mystic Level – Circle, consumables are lost either way. (Designing a new spell, if the Referee allows it, costs and takes at least ×10 as much and requires some rare ingredients.)

PETS' EXPERIENCE

If you want to allow experience for pets, do it once, when a pet survives three Adventures. Use the same Ability Score and HP increase rules as characters do.

RATIONS

While seafaring or travelling through inhospitable land it might be important to know the amount and weight of the rations required in your journey.

Daily ration	Cost	Food	Water
Human	5p	2 lb	½ gal (4 lb)
Horse	1p	20 lb	5 gal (40 lb)
Elephant	1s	200 lb	50 gal (400 lb)

A day without enough water or a week without enough food results in d4 STR Loss.

RESOURCES

Amount	Description	Average	Price
1	running out	1	× 1
2	low	2	× d6
3	enough	4	× 2d6
4	plenty	7	× 3d6
5	excess	13	× 4d6

Each time you spend a resource (or after combat for ammo), roll a d6. If you roll over the Amount, decrease it by one. On zero the resource is depleted.

If you scavenge for the resource, roll a d6. If you roll over the Amount, increase it by 1 (up to 5).

When buying resources to increase the Amount by 1 (up to 5), pay its price multiplied by your current Amount × d6.

SELLING

A chance to find a buyer for a pricey object is X-in-6 based on a settlement and item's cost. You can repeat the search in the same settlement after d6 months.

gold:	1+	10+	100+	1k+	10k+	100k+
Village	2	1	—	—	—	—
Town	4	3	2	1	—	—
City	6	5	4	3	2	1

After finding a buyer, make a WIL Save. On a failed save, you sell for a ¼ price. If you roll under your WIL Score by 10 or more, you sell for a full price, otherwise you sell for a ½ price.

Selling Magic Items will have a high possibility of barter, while search roll and WIL Save are rolled at Disadvantage. Price for scrolls is d10s × Circle, consumables: d10×10s × Circle, wands and rods: d10g × Circle, other items — on a case-by-case basis.

STRUCTURES AND SIEGES

CONSTRUCTION

Structure	Wood	Stone
Bridge	1g	5g
Building, 1 floor, P=120 ft	1g	5g
Gatehouse, P=120 ft	10g	50g
Keep, small, P=160 ft	20g	100g
Keep, big, P=240 ft	—	300g
Tower, small, P=80 ft	5g	25g
Tower, big, P=120 ft	10g	50g
Wall, 100 ft	5g	25g
Dungeon, 10 ft cube	1g (earth), 5g (rock)	
Moat, 100 ft	1g (earth), 5g (rock)	
Road, 1 mile	5g, ×2 on Rugged terrain	

(P — external perimeter of the building.)

Construction Crew (four dozen people lead by a master, paid 50s per week) build 5g of structure cost weekly, 1g for stone construction. Up to 5 crews can work on a single structure simultaneously. Speed and cost might be impacted by external factors.

Siege Engines could be installed on gatehouses (1), big towers (1), small keeps (2), and big keeps (4).

SIEGE ENGINES

Require a crew of three and a whole turn to reload. A reduced crew will reload in two or three turns.

Engine	Cost	Damage	Ammo
Ballista	1g	d12	10s bolt
Catapult	1g	d10	5s ball
		d10 Blast	20s bomb
Cannon	2g	d12 Blast	25s shot

The weight of a siege engine is about 1 ton and it requires a draft animal to transport overland.

STRUCTURAL DAMAGE

Armour range represents thickness of the material.

Large and bigger objects usually ignore damage from anything but siege engines and such.

Size	HP	Example	Material	Armour
small	2–4	chest	ice	2–4
medium	4–8	wagon	wood	4–6
large	6–12	wall	stone	6–8
huge	8–16	ship	metal	8–10

For example, a small wooden ship will have 8hp and Armour 5 (wood of medium thickness).

TRAVEL

Travel for 8 hours/day before resting for the night.

Grid of 5-mile tiles simplifies distance calculations.

Terrain	Example	Miles	Grid
Clear	grassland, road, trail	25	5
Rugged	desert, forest, hills, mud, snow, river ford, mountain pass	20	4
Difficult	jungle, mountains, river, swamp	15	3

To speed up calculations, choose a dominant terrain for each day of travel and apply it to the whole day.

Rest for a day for every 6 days travelled. Not resting, or marching more than 8 hours per day results in d4 STR Loss (if mounted — for your mounts).

Speed Modifier	Miles	Grid
Concurrent activities (exploring, sneaking, foraging, etc.)	-10	-2
Large groups	-5	-1
Harsh weather	-5	-1
Extreme weather	-10	-2
Mounts (except mules, donkeys, etc.):		
+ Clear terrain	+5	+1
+ Camels in a desert	+5	+1
+ Difficult terrain (except for elephants in a jungle)	-5	-1
Vehicles:		
+ Clear terrain except roads	-5	-1
+ Rugged terrain	-10	-2
+ Difficult terrain	impassable	
Multipliers (applied last rounding up)		
Encumbrance over 50 lb on foot or vehicle overload	$\times \frac{1}{2}$	
Forced march	$\times 2$	

Mount	Cargo	Riders	Cost
Mule, Donkey	$\frac{1}{5}$ t (400 lb)	1	20s
Horse, Camel	$\frac{1}{4}$ t (500 lb)	2	1g
Elephant	2 t (4000 lb)	8	5g

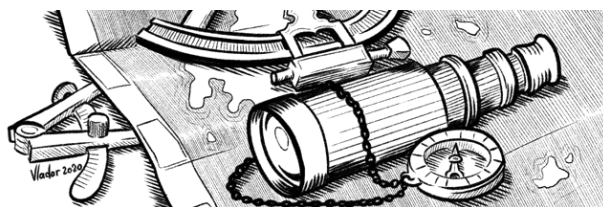
Vehicle	Horses	Cargo	Passengers	Cost
Cart	1	$\frac{1}{2}$ t	4	30s
Carriage	2	1 t	8	60s
Wagon	4	2 t	16	1g

Passengers occupy $\frac{1}{8}$ t of cargo space. Cargo and Riders/Passengers values are mutually exclusive.

Going Astray is a possibility when traversing unfamiliar or heavily obscured terrain, in a dense fog or heavy rain, etc. If you have some additional advantage in navigation, roll a d6; otherwise, roll a d4:

d6	Outcome
1	Lost! You wander off to an unknown place.
2	Going in circles. No travel progress today.
3	Meandering. Halved travelled distance.
4-6	On course.

Horizon is 3 miles away on a flat surface (for an Earth-sized planet), 12 miles at 100 ft height (ship's mast, tower), etc.: $distance \approx \sqrt{1.5 \times elevation}$.



WATERBORNE TRAVEL

Travel for 12 hours/day. With a double crew, you can switch shifts to continue travelling at night.

Vehicle	Miles	Grid	Crew	Cargo	Cost
Raft (100 ft ²)	10	2	1	$\frac{1}{4}$ t	—
Rowboat	15	3	1	1 t	50s
Sailboat	60	12	1	5 t	15g
Keelboat	30	6	10	20 t	25g
Longship	90	18	50	10 t	100g
Sailing ship	90	18	10	100 t	150g
Galley	90	18	100	150 t	200g

Keelboats, longships and galleys have both sails and oars but cannot go against the wind under sail.

Covered Distance depends on weather and other conditions. Going upstream reduces covered distance by 10 miles/day, and going downstream increases it by the same amount. Makeshift rafts move downstream only, with a speed of the stream.

Fare might vary from 1p per person to cross a river or lake to 1s per person for each 5 miles travelled in a long-distance voyage.

Passengers occupy 1 t of cargo space or half as much for short-distance travel.

Rations of food and water for one person take up $\frac{1}{10}$ t (200 lb) of cargo space per month of travel.

Siege Engines could be mounted on keelboats (1), sailing ships (2), and galleys (3).

WEATHER

Keep in mind that different climates might require adjusting the tables. For example, you might want to use the Sky table with a d8 or d12 roll for dry climates or d12 + 8 for rainy ones.

d6	Temperature
1	colder than usual
2–5	normal
6	warmer than usual

d20	Sky	d20	Sky
1–4	clear	13–14	drizzle or fog
5–8	cloudy	15–18	rain or snow
9–12	overcast	19–20	storm or snowstorm

d8	Wind Direction
1–3	adverse
4–5	side
6–8	favourable

When following prevailing wind's direction, roll 2d8 and take the higher result; when going against it — take the lower one.

Wind Force might affect your sailing speed.

	Wind	Sailing Multiplier	
d20	Force	Adverse or Side	Favourable
1–2	calm	×0	×0
3–6	breeze	×⅓	×½
7–14	average	×½	×1
15–18	strong	×⅔	×1½
19–20	gale	×0	×2

Ships exposed to gale in open sea roll for a gale damage each 6 hours.

d8	Gale Damage
1	Wrecked. Ship, cargo, and ½ crew is lost.
2	Broken mast. No sailing speed.
3	Broken half of oars. ½ rowing speed.
4	Torn sail. ½ sailing speed.
5–6	Overboard. Lost d6 crew members.
7–8	All is fine.

Harsh weather might impede vision, ranged combat and prohibit Resting before a shelter is found. **Extreme weather** (blizzard, hail, etc.) might even inflict continuous Damage (usually d4/hour).

AERIAL TRAVEL

Flying creatures travel for 8 hours/day before resting for the night. Flying magic items have energy to function for the same daily amount of time.

Mount	Example	Miles	Grid	Riders
Small	pixie	40	8	—
Medium	harpy	40	8	1
Large	griffon	80	16	2
Large, fast	pegasus	120	24	2
Huge	dragon	80	16	8
Magic device	broom	80	16	2
Magic vehicle	carpet	40	8	8

Full speed is only possible with ½ of riders or less. Otherwise, the speed is halved.

Aerial Vehicles travel for 12 hours/day. Double crew allows to continue travelling at night.

Vehicle	Miles	Grid	Crew	Cargo	Cost
Balloon	40	8	1	1 t	25g
Airship	40	8	10	10 t	200g

Balloons and airships are affected by winds in the same manner as sailing ships.

Balloons always follow the wind direction. Each 3 hours of travel you may change altitude to catch a preferable wind (roll for a new wind direction).

UNITS OF MEASURE

Distance

- + 1 mile is 1760 yards or 5280 feet
- + 1 yard is 3 feet or 36 inches
- + 1 foot is 12 inches

Volume

- + 1 gallon is 4 quarts or 8 pints
- + 1 quart is 2 pints or 32 ounces
- + 1 pint is 16 ounces

Weight

- + 1 ton is 2000 pounds
- + 1 pound is 16 ounces
- + 1 pound is 100 gold guilders
- + 1 pound is 1000 silver shillings
- + 1 pound is 1000 copper pennies

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