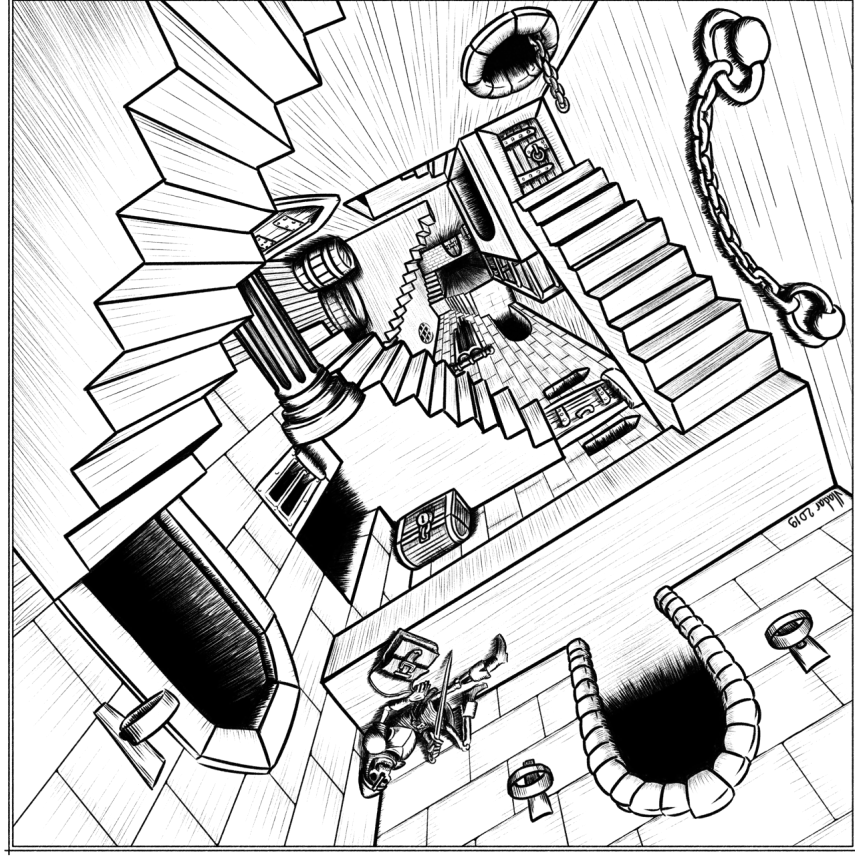


Into the Dungeon: Revived

Rules For Fantasy adventure games
playable with paper and pencil and polyhedral dice



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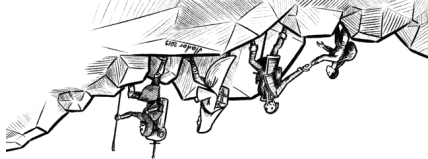
INTRODUCTION

SURVIVING THE WORLD

Adventurers may have impressive skills or access to magic, or great power, but no one survives getting their throat cut or falling down a hundred-foot pit. Run, sneak, surrender, or die. 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 on to 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?

WHAT DO YOU NEED?

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?

whole page of common script.

RUNES AND MAGIC

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.

MONSTERS

Triebsmen paint cave walls with their image and the bellig'ent men of Baru, the stolen city, worship the 'turn of their lost father from the deep void. Some claim that they gifted us with knowledge and magic, others are claiming that M'stics anger the gods with their dark studies.

THE GODS

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 WORLD

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.
- ✦ **BERSERKER** ✦
Roll twice for HP and take the better result. After taking first Damage in combat, increase your weapon Damage dice by one and gain Advantage on Saves against Critical Damage till the combat ends.
- ✦ **BRAWLER** ✦
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 as an action issue a command to one ally to Enhance their attack this round, or to restore d6hp to them.

- ✦ **HEALER** ✦
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.
- ✦ **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 a new Signature Spell.
- ✦ **SKILLED** ✦
Can be taken multiple times.
Gain Advantage on Saves related to a certain field 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.
- ✦ **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.

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BACKGROUND

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, grapple hook, lockpicks, marked cards or loaded dice, etc.), a dagger, and a contact in the criminal world.

✦ MINSTREL ✦

Gain a musical instrument. Due to your 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 something inside your area of study, and know everything related to your specialization (e.g. History (Archaeology)).

✦ SOLDIER ✦

Gain one martial weapon and a military rank.

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 a dim light. You are experienced and comfortable in an underground setting.

✦ ELF ✦

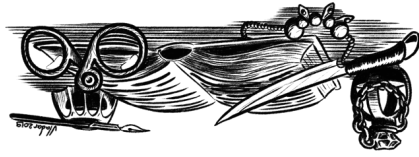
You have advantage on Saves against mind-altering magic (hypnosis, sleep, stun, etc.). You are experienced and comfortable in a wilderness setting.

✦ HALFLING ✦

Thanks to your small size you could squeeze through small passages and fit in tight spaces. You can also reroll 1 on any Save and use the new result.

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.



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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 for 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.

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, has no effect when used with Full Armour.

OTHER ITEMS:

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): 10ft Rope, Caltrops (slows pursuers), Chalk, Dice, Flint and Steel, Food Ration, Parchment, Spike, Tent, Bunch of 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, 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 (5s) to Horse (1g).

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:

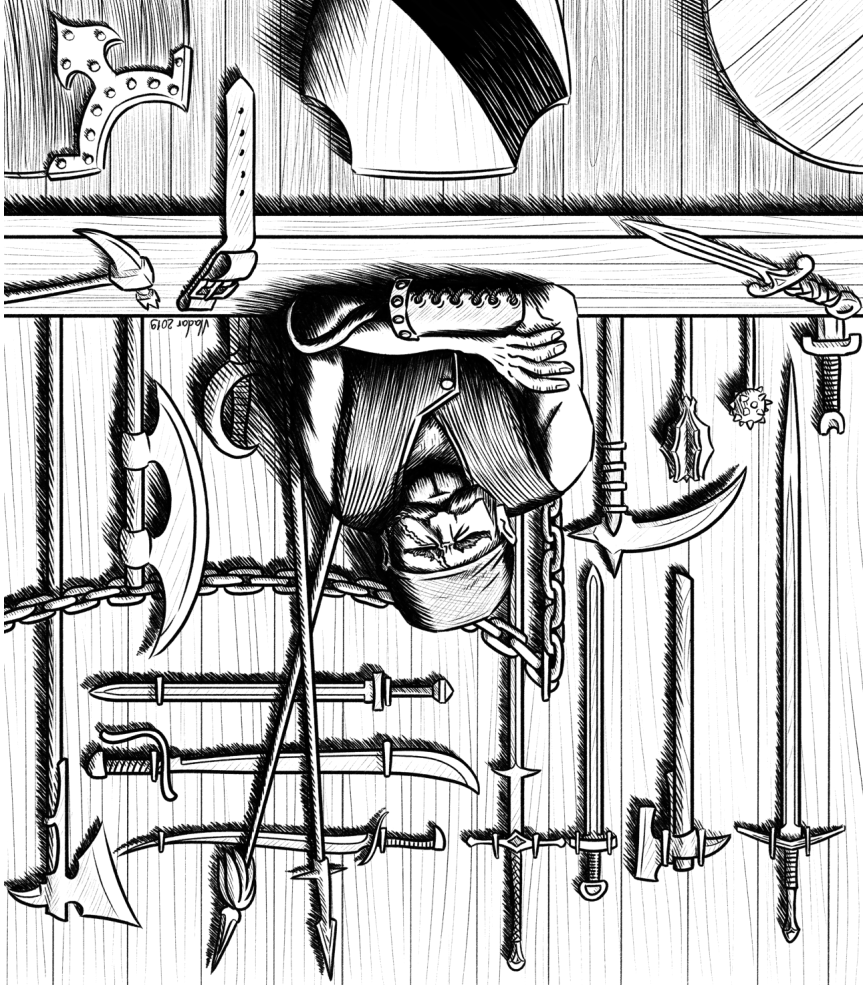
(cost per day; d6hp, Ability Scores 10 unless noted)

- + Torch Bearer (1s): WIL 8.
- + Guide (2s): STR 8, Staff (d6, 2h), Lantern, Rope.
- + Armsman (5s): STR 12, Spear (d6), Light Armour and Shield (2).
- + Specialist (10s): Dagger (d6), Bow (d6), Area of Expertise.
- + Champion (50s): STR 14, 6+d6hp, Full Armour (2), Halberd (d8+d6, 2h), Proven Warrior.

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2. PLAYING THE GAME

RULES

Saves

Roll d20 equal or under the appropriate Ability Score to succeed. 1 is always a success and 20 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 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 damage for each additional attacker. Once the attack has been resolved, the target cannot be attacked again until their next turn.

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, 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.

Manoeuvres

In place 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 result of any Damage rolls against the wearer.

Total Armour score for a creature cannot exceed 3.

Mounted Combat

Mounted combatants gain +1 Armour and bonus weapon Damage die.

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 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.

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 on 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 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. You also gain an additional benefit from your Class.

1. Novice

You have chosen a class and are ready to 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.

4. Veteran

You have survived at least five Adventures since reaching Expert Level. You have an Apprentice at Expert Level or at least five Followers that have survived an adventure since you 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.

CLASS BENEFITS

Warriors

At Proven Level gain a Follower with a Simple Weapon and Shield each time you visit a friendly settlement. At Expert this is increased to d4, and at Veteran — to d6. Your Followers all count as Novice Warriors, but cannot gain further Experience Levels. At Expert you gain an Apprentice.

Disciples

Gain the advancement Creed benefit. At Expert Level gain d4 Followers with Simple Weapons each time you visit a friendly settlement; you may now take on an Apprentice in your Creed.

Mystics

Add a new Cantrip and three Spells (of a Circle equal or lower to your Experience Level) to your Tome. From Expert onwards take on an Apprentice. Choose a new Signature Spell.

Followers and Apprentices

Followers have average Ability Scores and 3hp, do not have a Class nor advance in Experience Levels.

You can have up to WIL / 2 (rounded down) Followers and Hirelings at a time. You need not take all of your Followers on every Adventure.

You can only have one Apprentice at a time, created as a new character of your class.

◆ THE THIRD EYE ◆

- + Do not allow your Crystal to come to harm.
- + Do not knowingly allow your mind to be tainted by magic or false gods.

Symbol — Mind Crystal : This shard of crystal floats at your will. You can move it and other objects remotely.

Mind Stab Ritual : Cause d8 Damage to one target. You may repeat this ritual today if you take d4 Damage (ignoring Armour) immediately.

Autolypnosis Ritual : The next time you take Critical Damage or Ability Score Loss, you may ignore it with a Will Save.

Advancement : Project a message to someone (Proven), share senses with someone (Veteran), or read someone's surface thoughts (Master).

◆ THE VIOLET MASKS ◆

- + Seek out new experiences every day.
- + Be humble and enforce humility on others.

Symbol — Violet Mask : You may sneak in plain sight as if you were in shadow. You may still require a Save, but you can attempt normally impossible manoeuvres.

Disguise Ritual : Others believe you are someone else if they fail a Will Save at a Disadvantage.

Muse's Ritual : When you perform during a Rest, your allies are Healed.

Advancement : When you Save against Critical Damage cause your attacker d6 (Proven), d8 (Veteran), or d10 (Master) Damage.



◆ THE WAR SAGES ◆

- + Ask for no payment for service in battle.
- + Teach those who wish to learn the art of your weapon.

Symbol — Weapon : The Disciple's weapon of choice counts as their Symbol. Choose to deal Damage as Fire, Cold, Lightning or any other type with each attack.

Ritual of Destruction : Your weapon's next attack ignores Armour or any other type of resistance.

Binding Ritual : You read a Cantrip in Runec and bind it to your weapon. Whenever you attack you may cast it on the target as well as attacking normally. The Cantrip remains bound to the weapon until a new one replaces it.

Advancement : You can use 1st (Proven), 2nd (Veteran), or 3rd (Master) Circle Spell in your Binding Ritual.

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 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.

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.

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.

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 Will 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.

Retreat

Fleeing to safety under pursuit requires a DEX Save or attract danger.

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.

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 Will Save to avoid a negative reaction.

CONDITIONS:

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

Hidden creatures' 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 do not act on their turn, have Disadvantage on DEX Saves, and attacks targeted at them are Enhanced.

Unconscious creatures are reduced to 0hp.

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

Each month you must choose a focus for your domain from the following.

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.

Prosperity: You do not need to roll to see if there is Unrest in your Domain this month.

Civil 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 your population revolts and must be quashed or else 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 soldiers must be equipped as required.

Large Battles: When handling large numbers of combatants they should be massed together as a unit. Units have the same Hit Points as a single combatant, but add 1 damage for how many times to one they outnumber their opponents. E.g., a unit of 200 cavemen fighting 50 spearmen outnumber them 5-to-1, gaining 5 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, unless they cause Blast damage.

Unit attacks against individuals are Enhanced and cause Blast damage.

Sieges: Wooden walls have 6hp, Armour 6, and stone walls have 8hp, Armour 8. Reducing a wall to 0hp allows passage over it.

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

EXAMPLE DOMAINS

Red Hill — Home of the Man-Beasts

Ruler: Black Yur Og, Veteran Shaman.
SIZ 5 (Population 3,000). Stone Walls (Armour 8, 8hp), 4 Rock Throwers. 30 Tribal Champions (2-handed axes), 300 Wild Men (Axe and Shield), 300 Wild Men (Bows).

Unktar — The Clay City of Flies

Ruler: Primarch Elm Vroach, Master Priest.
SIZ 14 (Population 100,000). Clay Walls (Armour 7, 7hp), 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, Greatswords).

✧ THE SHADOW STEALER ✧

- + Kill only your target.
- + Never give up on a target.

Symbol — Ivory Locket : A beloved item, strand of hair, or object similarly linked to a person, may be placed within. The person is now considered your target. Your Damage against the target is always Enhanced.

Stalker's Ritual : You are able to glimpse at your target for a few seconds and become aware of the direction of their location and state of alertness.

Mercy Ritual : The next target you kill is only sent into a deep coma for the rest of the day.

Advancement : Gain a bonus d6 (Proven), d8 (Veteran), or d10 (Master) Damage die on your Enhanced attacks.

✧ THE SILVER ORDER ✧

- + Obey the law wherever you are.
- + Protect the good, Smite the wicked.

Symbol — Silver Mace : When you defeat an enemy one ally recovers d6 HP.

Shielding Ritual : Add d6 to HP of your allies until the next Rest.

Smiting Ritual : You can turn any attack against an enemy into a Smite, gaining bonus d4 Damage die. If it kills the target, you can repeat this ritual.

Advancement : Your Smite die increases to d6 (Proven), d8 (Veteran), or d10 (Master).

✧ THE SUN KING ✧

- + At least one act of charity each day.
- + Do not give up on a good cause.

Symbol — Golden Sun : Repels unnatural creatures that fail a WIL Save.

Sunlight Ritual : Touching a target immediately restores one Ability Score fully.

Burning Ritual : Water is blessed, running clean and acting as Fire Oil against unnatural enemies.

Advancement : Blast unnatural enemies for a bonus d6 (Proven), d8 (Veteran), or d10 (Master) Damage die at range.

✧ THE SWORDMASTERS ✧

- + Only kill in a fair fight.
- + Do not use ranged weapons or magic of any sort.

Symbol — Master Sword and Armour : This two-handed sword (d8) and ornate Armour (2) are both required to benefit from Rituals.

Duellist Ritual : Until the end of an unaided combat with a single opponent your melee attacks are Enhanced.

War Ritual : When you kill an opponent in melee next time, your allies' melee attacks are enhanced until your next turn.

Advancement : Gain bonus d6 (Proven), d8 (Veteran), or d10 (Master) Damage die on melee attacks.

✧ THE GREY MOURNERS ✧

- + Honour the dead and guide their souls.
- + Do not harm the restless or woken dead.

Symbol — The Pale Book : Undead creatures will not harm you and you may speak with them.

Restful Ritual : Repeating the final line of this Ritual over a body prevents it from being resurrected

or turned into undead, and allow a single question to the departing soul.

Guiding Ritual : An immaterial spirit aids you however you wish, but cannot interact with the material world and can only communicate with you.

Advancement : Control 1 (Proven), 1d6 (Veteran), or 3d6 (Master) undead creatures that fail a

WIL Save. They do not benefit from Rest or Healing.

✧ THE IRON JUDGES ✧

- + Allow no injustice to occur.
- + Do not kill.

Symbol — Iron Rod : WIL Save to avoid the effects of any Spell against you. Strikes for d6.

Truth Ritual : The next target you touch with your symbol must answer the next question truthfully.

Redemption Ritual : Restore a being that died recently to life as long as they have not broken the Creed leading to their death.

Advancement : When you pass your WIL Save (granted by your Iron Rod) against a 1st (Proven), 2nd (Veteran), or 3rd (Master) Circle Spell, reflect it on the caster.

✧ THE OLD FAITH ✧

- + Obey and protect the natural order.
- + Shun steel and other unnatural materials.

Symbol — Wooden Cudgel : You can talk with animals or plants and they will not harm you. Strikes for d6.

Guardian Ritual : A single animal serves you unquestioningly for the rest of the day.

Vengeful Ritual : Gain the senses of a beast.

Advancement : Animals or plants that fight alongside you gain bonus d6 (Proven), d8 (Veteran), or d10 (Master) Damage die.

✧ THE PRIMAL ZEALOTS ✧

- + Make your ancestors proud and never surrender.
- + Use of spells and magical items is dishonourable.

Symbol — Ancestral Totem : Choose one of the following (or make your own) and gain its aspect:

- + Bear — +1 Armour;
- + Stag — run twice as fast;
- + Wolf — bonus weapon Damage die.

Guiding Ritual : You automatically succeed on your next Save.

Raging Ritual : Until the end of combat you have advantage on STR Saves and can attack two targets per turn. This effect ends if you have not attacked or

taken Damage since your last turn.

Advancement : You have a 1-in-6 (Proven), 2-in-6 (Veteran), or 3-in-6 (Master) chance to repeat your Raging Ritual when you take Damage in combat for the first time.

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

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 a combat.

Ongoing effects last until you cast another Spell.

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 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.

Prepared Spells

A Focus does not work when wearing Armour. The Spell cast this way deals Damage equal to its Spell Circle × 2 to the caster ignoring Armour. At 0hp this Damage targets WIL instead of STR.

Speed Casting (optional, in place of Prepared Spells)

14. **Open/Close**: Opens or closes unlocked objects.
15. **Prestdigitation**: Performs minor tricks.
16. **Provocation**: WIL Save or provoke one creature to attack you.
17. **Ray of Frost**: Ray deals d4 Cold Damage.
18. **Resistance**: Subject ignores normally annoying effects such as sweltering heat, itchy skin diseases, or a sandstorm.
19. **Spark**: Touch for d4 Electricity Damage ignoring Armour.
20. **Ventriloquism**: Throws voice.

Signature Spells

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

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:** : d4 Fire Damage in small cone, ignoring Armour.
4. **Cause Fear:** WIL Save or the target flees.
5. **Charm Person:** WIL Save or make one humanoid your friend until their next Rest.
6. **Chill Touch:** STR Save or lose d4 STR.
7. **Colour Spray:** STR Save or the target is Blinded on a next turn.
8. **Comprehend Languages:** You understand all spoken and written languages.
9. **Detect Secret Doors:** Reveals hidden doors in your vicinity.
10. **Detect Dead:** Reveals corpses and undead beings in your vicinity.
11. **Disguise Self:** Changes your appearance.
12. **Endure Elements:** Everyone adjacent to you can exist comfortably in hot or cold environments.
13. **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.
14. **Erase:** Mundane or magical writing vanishes.
15. **Expeditious Retreat:** Run twice as fast.
16. **Feather Fall:** Objects or creatures fall slowly.
17. **Floating Disk:** Creates 3-ft.-diameter horizontal disk that holds 100 lb.
18. **Grease:** Makes a small area or one object slippery. DEX Save to avoid slipping.
19. **Hideous Laughter:** WIL Save or the target laughs and Impairs attacks until passing the Save at the end of their turn.
20. **Hold Portal:** Holds a door shut.
21. **Hypnotism:** Fascinate d6 creatures that fail a WIL Save. In combat their actions on the next turn are Impaired.
22. **Identify:** Unveils properties of a magical item.
23. **Jump:** A subject can jump twice as far and high.
24. **Magic Missile:** d4 Damage, goes around corners, ignores Armour.
25. **Magic Weapon:** Make a weapon Magical (increase Damage die by one (up to d10), ignore all supernatural resistances).
26. **Mount:** Summons a riding horse.
27. **Obscuring Mist:** Fog surrounds you. Ranged attacks are Impaired.
28. **Protection:** Ignore the next instance of harm from a specific source.
29. **Ray of Enfeeblement:** DEX Save or all attacks Impaired until Rest.
30. **Shield:** An invisible disc grants +1 Armour and blocks Magic Missiles.
31. **Shocking Grasp:** d6 Electricity Damage in melee, ignoring Armour.
32. **Silent Image:** Creates a minor illusion of your design.
33. **Sleep:** Puts d6 relaxed targets into a slumber and others feel lethargic, decreasing Damage die by one, down to d4.
34. **Summon Creature:** Calls an unintelligent extraplanar creature up to the size of a small dog. It holds no loyalty to you.
35. **True Strike:** A target of your next attack makes a DEX Save against it. On a failed save the attack ignores HP going directly for the STR score.
36. **Unseen Servant:** An invisible force (STR 3, 1hp, can not attack) obeys your commands.

CREEDS

✧ THE ANCIENT WORD ✧

- + *Do not suffer disrespect of any Gods, alive or dead.*
- + *Work to bring subjects of all Gods together.*

Symbol — Marble Staff: You are able to command, but not create, lightning, water and fire as you wish. If thrown at an enemy these will cause d6 Blast Damage.

Commanding Ritual: You bellow a single word of power. The target must pass a WIL Save or obey: approach, halt, flee, etc.

Wrathful Ritual: Striking an opponent or structure with this staff while unleashing an ancient word of power causes d10 Damage and ignores Armour.

Advancement: You can target 1d6 (Proven), 2d6 (Veteran), or 3d6 (Master) creatures with your Commanding Ritual.

✧ THE CLOSED CIRCLE ✧

- + *Carry no possessions besides your robes.*
- + *Partake of no luxury or desire.*

Symbol — Plain Robes: These give you Armour 2 and your unarmed attacks strike for d8 Damage.

Purity Ritual: Ignore the next attack or Spell against you.

Deadly Ritual: Next time your target makes a Save against Critical Damage caused by you, it fails.

Advancement: Attack 2 (Proven), 3 (Veteran), or 4 (Master) targets each turn.

✧ THE DREAM PAINTERS ✧

- + *Never refuse to paint out a story.*
- + *Do not use your illusions to harm the innocent.*

Symbol — Brush Pendant: You can conjure illusions with sound, smell, and heat, that last until touched.

Artist's Ritual: Your next illusion persists even when touched, but vanish when attacked.

Veil Ritual: Make target invisible until touched.

Advancement: Your illusions can cause Damage up to d6 (Proven), d8 (Veteran), or d10 (Master).

✧ THE FORGOTTEN WATCHER ✧

- + *Seek out all knowledge, nothing is forbidden.*
- + *Show no mercy to your fellow man.*

Symbol — Mark of the Eye: You can read any language, including Runic. You can cast spells from scrolls and tomes but cannot use a Mystic's Focus.

Ritual of Secrets: You immediately cast a single spell that you have seen cast today without needing to read it.

Calling Ritual: You summon and control a floating, glowing eye that you can see through as your own. You may exert yourself for d4 Damage (ignoring Armour, at 0hp Critical Damage is avoided by a WIL Save) to have the eye lash out with a bolt of fire for d8 Fire Damage.

Advancement: Choose a 1st (Proven), 2nd (Veteran), or 3rd (Master) Circle Spell to be able to cast as an action.

APPENDIX A: CLASS-IC EDITION

Instead of using Features and Backgrounds, you could use three original “Into the Dungeon” classes.

CHOOSING A CLASS

Every character chooses a Class from the following:

Warrior: An adept of martial training.

Disciple: A devoted follower of a set of teachings.

Mystic: A student of runic magic.

✦ WARRIOR ✦

Warriors are at their best in a combat situation. They hit the hardest, can take the most punishment and control the battlefield with combat techniques.

Defensive Training

When rolling for the Hit Points (including your starting roll) twice and take the better result.

Offensive Training

Gain bonus weapon Damage die.

Manoeuvres

When performing an attack, you may add a Maneuvre to it. The attack is carried out as normal and the opponent must make a Save to avoid an additional effect described by you.

Examples include being pushed, tripped, disarmed, grappled for their next turn etc. A Maneuvre cannot cause extra damage on its own, but it may make use of an environmental hazard that would cause extra damage to the target. The Referee should be generous in allowing the player to think of interesting and imaginative Manoeuvres for their attacks.

Runic

You can read and speak Runic. The language is particularly found on ancient scrolls, spell tomes and magical artefacts.

Spellcasting

You have a Mystic’s Focus and Tome containing instructions for two Cantrips and six 1st Circle Spells. Choose a Signature Spell to cast at half its cost.

See Chapter 4: Magic for additional information.

carry a Symbol that becomes imbued with power.

Creed

Choose a Creed to follow. This determines what Rituals you can perform, your Symbol and the laws you must live by.

If you break any of your Creed laws you must atone by actively enforcing each law of your Creed.

Symbol

A Disciple’s symbol bestows certain powers as long as they remain blessed.

Rituals

Each Ritual you know can be activated once each day as an action.

MySTIC ✦

Mystics study the science of magic. They decode the arteming” to surface thoughts.

Fog Cloud:

17. **Fog Cloud:** Fog obscures vision over a large area.

18. **Gentle Repose:** Preserves one corpse for a day.

19. **Choul Touch:** STR Save or Stunned until passing a STR Save at the end of their turn, exuding stench that makes those nearby sickened.

20. **Clitterdust:** DEX Save or Enhance attacks at targeted creature. Reveals invisible things.

21. **Cust of Wind:** Blows away or knocks down objects. Opponents get a STR Save.

22. **Heat Metal:** Heat one metal object red-hot. Each turn it causes d6 Fire Damage on touch.

23. **Heroism:** Reroll any one die. Persistent.

24. **Invisibility:** A subject is invisible until it attacks.

25. **Knock:** Opens a locked or magically sealed door.

26. **Levitate:** A subject moves up and down at your will.

27. **Locate Object:** Directs toward the object. Persistent.

28. **Magical Mouth:** Speaks once when triggered.

29. **Minor Illusion:** Conjure an image with sound. Persistent.

30. **Mirror Image:** Creates d4 decoy duplicates of you. The duplicate disappears when hit.

31. **Misdirection:** Misleads divinations on one creature or object.

32. **Owl’s Wisdom:** Perceive the world with heightened senses for the next hour.

33. **Phantom Trap:** Makes an item seem trapped.

34. **Protection from Arrows:** A subject is immune to mundane ranged attacks.

35. **Pyrotechnics:** Turns fire into blinding light or choking smoke.

36. **Resist Energy:** Subject is immune to a specific type of energy attack.

37. **Rope Trick:** As many as eight creatures hide in an extradimensional space.

38. **Scorching Ray:** Deals d8 Fire Damage.

39. **See Invisibility:** Reveals invisible creatures or objects.

40. **Shatter:** Sonic vibration causes d6 Blast Damage to objects.

41. **Silence:** No sounds could be produced in a medium area, including Spell casting.

42. **Spectral Hand:** Creates a disembodied glowing hand to deliver one of your touch Spells as an action on one of your next turns.

43. **Spider Climb:** Walk on walls and ceilings.

44. **Summon Beast:** Calls an intelligent extraplanar beast. It holds no loyalty to you.

45. **Swarm:** Summons a swarm of bats, rats, or spiders. Harmless, but distracting.

46. **Touch of Idiocy:** STR Save or lose d4 WILL.

47. **Web:** Fills a medium area with sticky spiderwebs. STR Save or can not move on this turn.

48. **Whispering Wind:** Sends a short message within a mile.

49. **Wind Walk:** Becomes invisible to all but those with the Wind Walk spell.

50. **Wish:** Grants a wish.

51. **Word of Recall:** Returns to a safe haven.

52. **Zone of Truth:** Creatures in the zone cannot lie.

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3RD CIRCLE

1. **Arcane Sight:** Magical auras become visible to you.
2. **Black Tentacles:** Tentacles grapple those who fail STR or DEX Save within a medium area for their next turn.
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.
5. **Daylight:** A large area of bright light.
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.
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 medium sphere.
11. **Flame Arrows:** Ally's missiles deal bonus d6 Fire Damage.
12. **Fly:** Subject flies.
13. **Gaseous Form:** Subject becomes insubstantial and can fly slowly.
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 and gains +1 or -1 Armour respectfully.
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 an extraplanar being from entering or leaving unless they pass a WIL Save.
22. **Major Illusion:** Conjure an image with sound, smell and thermal effects.
23. **Nondetection:** Hides a subject from divination, scrying. Persistent.
24. **Rage:** Subject's attacks are Enhanced, but so are attacks against them.
25. **Sepia Snake Sigil:** Creates a text symbol that Stuns reader until 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:** An object shrinks to one-sixteenth its size.
28. **Sleet Storm:** Flames are doused, ranged attacks are Impaired, DEX Save to avoid slipping.
29. **Stinking Cloud:** Nauseating vapours, STR Save or vomit and gain Disadvantage on the next Save.
30. **Suggestion:** WIL Save or compels subject to follow the stated course of action.
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:** 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:** Subjects can breathe underwater.
36. **Wind Wall:** Deflects arrows, smaller creatures, and gases.

Ezekiel: Fine! Into the hole!

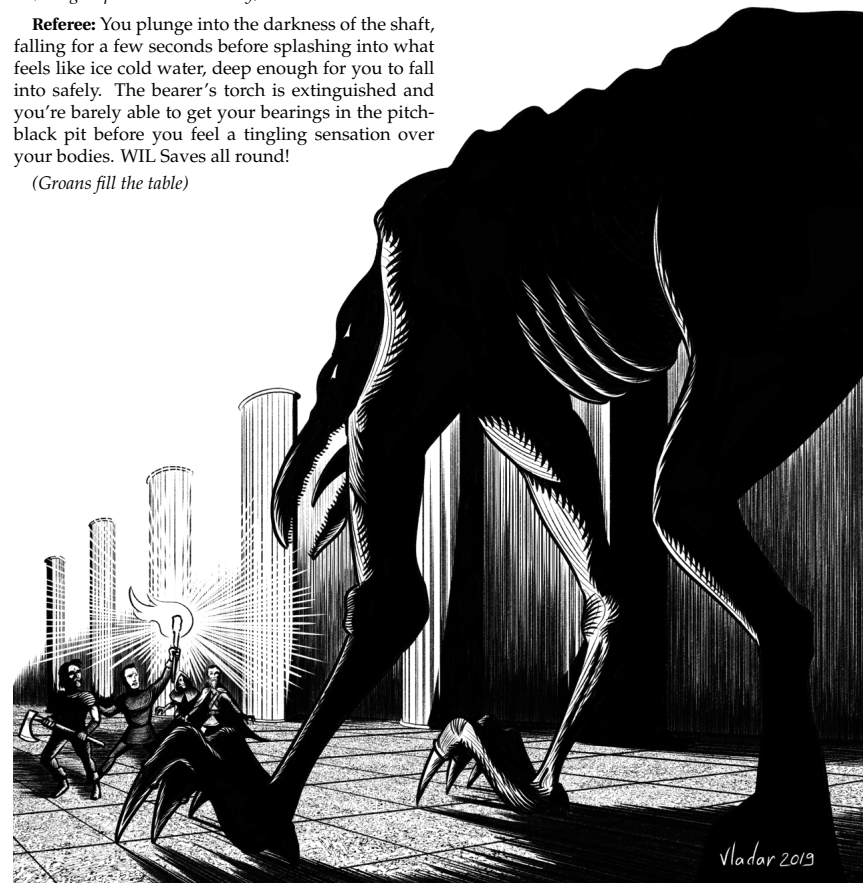
Toku: Trust me! I'll even leap it first.

Referee: You're all leaping down now?

(The group all nod reluctantly)

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

(Groans fill the table)



Vladar 2013

walls. A blue pulsing pattern forms on its surface. A moment later the colours shift into Toku's shape and the copy steps forward from the wall. Over to you guys.

Ezekiel: I never thought I'd have to choose between killing Toku and Uthred. I'm going to use the Chill Touch spell I have held to destroy the copy of Uthred.

Uthred: And if he's still standing after that I'll try to chop his head off!

Referee: It gets a STR Save to resist the effect (*Rolls a STR Save*), but it fails! Roll to see how much STR Uthred's copy loses.

Ezekiel: (*Rolls d4 for STR loss, as dictated by the spell*) Four!

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

Uthred: Yes!

Referee: Ezekiel, don't forget to take 2 damage from casting the spell. Also, you should be aware that you've been making quite a lot of noise in this room.

(Secretly makes a Random Encounter Roll to see if any nearby monsters have noticed the noise. A roll of 1 indicates that encounters should happen, so he rolls on the hostile encounter table he has prepared for this area).

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

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

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

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

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

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

Referee: He looks pretty hesitant...he'd need to pass a WIL Save to follow such a suicidal order. You never know, though, it could work!

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

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

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

Toku: Water!

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

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

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

4TH CIRCLE

20. **Nightmare:** WIL Save each night or a target wakes with half its HP and will not recover them until they have a full rest without Nightmare. Persistent.
21. **Phantasmal Killer:** A fearsome, invincible illusion that only the target can see. Attacks for d10 Damage, on Critical Damage pass a WIL Save or Die from terror.
22. **Polymorph:** Gives one willing subject a new form.
23. **Rainbow Pattern:** Lights fascinate creatures. In combat they are Stunned until passing a WIL Save at the end of their turn.
24. **Remove Curse:** Frees subject from any magical Disadvantages or Impairments.
25. **Resilient Sphere:** A force globe protects but traps one subject. DEX Save to avoid it.
26. **Scrying:** Spies on a subject from a distance.
27. **Secure Shelter:** Creates a sturdy cottage.
28. **Sending:** Delivers a short message anywhere, instantly. A recipient can send a short answer back.
29. **Solid Fog:** Blocks vision and slows movement. Stunned and scream until passing a WIL Save at the end of the turn. Persistent.
30. **Stone Shape:** Sculpts a small cube of stone into any shape.
31. **Stonekin:** A subject gains Armour 3 but turning and swimming are impossible.
32. **Symbol of Pain:** Reading the rune causes pain. Lose d4 STR immediately. WIL Save or be Stunned and scream until passing a WIL Save at the end of the turn. Persistent.
33. **Summon Being:** Calls any chosen extraplanar being to our plane. It holds no loyalty to you.
34. **True Invisibility:** A subject 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.
17. **Ice Storm:** Hail deals d10 Cold Damage in a large cylinder.
18. **Locate Creature:** Indicates the direction to a familiar creature.
19. **Minor Creation:** Creates one small cloth or wooden object.

5TH CIRCLE

1. **Baleful Polymorph:** STR Save or transforms a subject into a harmless animal.
2. **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.
3. **Blight:** Drains life from the target for d12 Damage. When targeting Plants, roll two d12 and pick the biggest result.
4. **Break Enchantment:** Frees subject from enchantments, alterations, curses, and petrification.
5. **Cloudkill:** You can move the cloud, causing d6 STR loss to everyone within it.
6. **Cone of Cold:** d12 Cold Damage to everyone within large cone.
7. **Contact Other Plane:** Lets you ask a question of an extraplanar entity.
8. **Control Water:** Raise, lower or part water.
9. **Dominate Person:** WIL Save or humanoid is controlled telepathically.
10. **False Vision:** Fools scrying with an illusion.
11. **Feeblemind:** WIL Save or drop to WIL 0.
12. **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.
13. **Interposing Hand:** A hand blocks 5d6hp of Damage from one opponent.
14. **Mage's Faithful Hound:** A phantom dog can guard or attack. WIL 15, 3d6hp, d8 Bite.
15. **Mage's Private Sanctum:** Prevents anyone from viewing or scrying an area.
16. **Major Creation:** Create an item of stone and metal.
17. **Passwall:** Creates a passage through a wooden or stone wall.
18. **Petrify:** STR Save or a target is transformed into a statue. This effect is permanent.
19. **Planar Binding:** Traps extraplanar creatures that fail a WIL Save until they perform a task.
20. **Planar Gate:** Open a gate to another reality that works in both directions.
21. **Possession:** WIL Save or a target has the soul pushed out and the caster possesses their body. Their soul returns when the caster leaves the body, but if the body is slain, the soul departs and the caster's soul returns to their body.
22. **Prying Eyes:** d6 floating eyes scout for you.
23. **Secret Chest:** Hides an expensive chest on the Ethereal Plane; you retrieve it at will.
24. **Symbol of Sleep:** Reading the rune puts reader into magical sleep that lasts as long as the Spell. Persistent.
25. **Telekinesis:** Moves an object, attacks a creature, or hurls object or creature.
26. **Telepathic Bond:** A link lets allies communicate.
27. **Teleport:** Instantly transports you to a known location up to 100 miles away.
28. **Transmute Earth:** Transforms mud to rock or rock to mud.
29. **Wall of Force:** A large invisible wall is immune to damage. Lasts for d6 minutes.
30. **Wall of Stone:** Creates a large stone wall (16hp, Armour 8) that can be shaped.

9. EXAMPLE OF PLAY

Three player-characters and their hireling torch bearer have been delving deep into a strange underground complex they stumbled on in an inhospitable desert.

Referee: The base of the long staircase leads into a spectacular room, some 30ft high and equally wide. Its walls look like an intricate mosaic but the tiles are constantly shifting in colour. Waves of differing hues wash across the walls and the centre of the floor is dominated by a six-foot-wide circular shaft.

Ezekiel (Mystic): *(Sketching down the room on his rough map)* Are there any exits other than the way we came?

Referee: Just the shaft in the middle of the room.

Toku (Warrior): Well, this is a dead end. My hunter's instincts were right!

Ezekiel: The walls look strange... I'm being very careful not to touch them and tell my torch bearer to do the same.

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

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

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

Uthred: Enough to burn me?

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

Uthred: I place my hand boldly against the tiles.

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

Ezekiel: Stand by for his head exploding...

Uthred: You worry too much! How do the tiles feel?

Referee: They feel much like you'd expect a smooth mosaic too, but they are giving off a faint warmth.

Uthred: Huh, weird. Well, I'll take my hand off the wall and go check out the shaft.

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

Toku: Right, I'm not giving this thing a chance to pull us into the wall or whatever it's going to try. I leap at it with my daggers.

Referee: What everyone else is doing?

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

Ezekiel: I'll enhance Toku's attack with my Guided Strike cantrip.

Referee: Okay, roll for damage.

Toku: *(Rolls 2d6 (two daggers) + d12 (enhanced attack), taking the highest result)* That's a 5!

Uthred: *(Rolls d8 (weapon damage) + d4 (bonus die), taking the highest result)* That's 6 damage!

Referee: *(Subtracts 7 (6 + 1 for the additional attacker) damage and notices that the opponent is now at 0hp, with 3 damage left over)* You kick the thing back, knocking it off balance and cutting through its side. *(Rolls a STR Save vs Critical Damage, succeeding)* The copy roars out in static fuzz but it's still standing.

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

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

Toku: *(Rolls a DEX Save)* Erm... that's a 20.

Referee: *(Over the groans of the table)* The creature grabs Toku and tries to push him against one of the

RED DRAGON

STR 20, DEX 10, WIL 12, 25hp, Armour 3, d10 Claws.
Can speak but generally chooses not to unless properly motivated.

Fire Breath: d6 Fire Damage to everyone within the blast. Also causes d6 Fire Damage at the end of their next turn until DEX Save is passed or any other way to put out the flames is found.

Red Dragons instinctively hoard treasure, particularly gold items. A dragon's hoard will be worth 5d20g. If properly harvested, dead dragon's parts will be worth 100g to specialist buyers.

RUST MONSTER

STR 10, DEX 12, WIL 5, 6hp, d6 Bite.

Does not normally attack. Able to turn metal into a rust-like dust, which it then consumes. If a melee opponent is carrying a metal weapon, shield, or armour, the Rust Monster will turn one of these to rust as an action unless they pass a DEX Save.

SKELETON

STR 17, DEX 17, WIL 16, 18hp, Armour 1, six swords (d6, can target multiple melee opponents).
Snake Demons are charged with overseeing hellish operations and leading lesser minions. They love single combat and will never turn down a duel. They can cast the following spells as an action.

Soaring Flight: The caster can fly quite swiftly until they touch the ground or take damage.

Soul Barrier: Ghostly visions of tortured souls form a barrier, screaming and lashing out. Anyone passing through this barrier takes d8 Damage and loses d6 WIL, if they take Critical Damage.

STINKFROG

STR 10, DEX 13, WIL 7, 6hp, Armour 1, spear (d8).
Attacks without provocation and generally try to lay an ambush for their targets. Amphibious and able to hop several times their own height. Natural animals show a strong animosity towards Stinkfrogs and will attack them in an attempt to drive them away.



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Random 30 Spells			
d3,d10 Spell	d3,d10 Spell	d3,d10 Spell	d3,d10 Spell
1.1 1	2.1 11	3.1 21	4.1 31
1.2 2	2.2 12	3.2 22	4.2 32
1.3 3	2.3 13	3.3 23	4.3 33
1.4 4	2.4 14	3.4 24	4.4 34
1.5 5	2.5 15	3.5 25	4.5 35
1.6 6	2.6 16	3.6 26	4.6 36
1.7 7	2.7 17	3.7 27	4.7 37
1.8 8	2.8 18	3.8 28	4.8 38
1.9 9	2.9 19	3.9 29	4.9 39
1.10 10	2.10 20	3.10 30	4.10 40

Random 36 Spells			
d6,d6 Spell	d6,d6 Spell	d6,d6 Spell	d6,d6 Spell
1.1 1	3.1 13	5.1 25	7.1 37
1.2 2	3.2 14	5.2 26	7.2 38
1.3 3	3.3 15	5.3 27	7.3 39
1.4 4	3.4 16	5.4 28	7.4 40
1.5 5	3.5 17	5.5 29	7.5 41
1.6 6	3.6 18	5.6 30	7.6 42
1.7 7	3.7 19	5.7 31	7.7 43
1.8 8	3.8 20	5.8 32	7.8 44
1.9 9	3.9 21	5.9 33	7.9 45
2.0 10	4.0 22	6.0 34	8.0 46
2.1 11	4.1 23	6.1 35	8.1 47
2.2 12	4.2 24	6.2 36	8.2 48

Random 48 Spells			
d6,d8 Spell	d6,d8 Spell	d6,d8 Spell	d6,d8 Spell
1.1 1	3.1 17	5.1 33	7.1 49
1.2 2	3.2 18	5.2 34	7.2 50
1.3 3	3.3 19	5.3 35	7.3 51
1.4 4	3.4 20	5.4 36	7.4 52
1.5 5	3.5 21	5.5 37	7.5 53
1.6 6	3.6 22	5.6 38	7.6 54
1.7 7	3.7 23	5.7 39	7.7 55
1.8 8	3.8 24	5.8 40	7.8 56
1.9 9	3.9 25	5.9 41	7.9 57
2.0 10	4.0 26	6.0 42	8.0 58
2.1 11	4.1 27	6.1 43	8.1 59
2.2 12	4.2 28	6.2 44	8.2 60
2.3 13	4.3 29	6.3 45	8.3 61
2.4 14	4.4 30	6.4 46	8.4 62
2.5 15	4.5 31	6.5 47	8.5 63
2.6 16	4.6 32	6.6 48	8.6 64



Distances/Areas:
Short or Close/Small — a couple of steps.
Medium — about 30 ft.
Far/Large or Your Vicinity — about 60 ft.

5. RUNNING THE GAME

Knowing when to Roll

When a player describes what they want their character to do, you generally have three options.

1. It's something the character can do safely.
2. It's not possible. Ask for another approach, perhaps giving suggestions.
3. It might be possible but there's a risk. Roll dice.

A Note on Risk

Generally the Referee should make the players aware if they are taking a risk. A game should have surprises, but players should feel that their decisions in the game have led to the risk that lead to the nasty surprise.

For example, when the characters encounter a monster or hazard that is very likely to be able to kill them outright, the Referee should ensure that the players know this is a possibility. If they want to hack down a door with axes, they should know the noise is likely to alert anyone nearby. Assessing the risk against the possible reward is an important part of the game, so the players should always have what they need to make an informed choice.

Understanding Ability Scores

- 3: Human minimum, severely limited in this area.
- 10: An average human.
- 15: Excellent human ability.
- 20: The human peak, most exceptional geniuses etc.

Understanding Saves

A save is made when a character has put themselves at risk.

STR Save: Avoiding harm through exerting physical force or withstanding strain on your body.

DEX Save: Avoiding harm through quick reactions, whole-body control and grace.

WIL Save: Avoiding harm through focus and control over magic and yourself.

Luck Rolls

Sometimes you'll want an element of randomness without rolling a Save, particularly in situations dictated by luck or those that fall outside of the three Ability Scores. For these situations roll a d6. A low roll favours the players, and a high roll means bad luck for them. The Referee decides what a specific result means for the situation at hand.

Knowledge Rolls

Characters have a 2-in-6 chance to know something outside their area of knowledge and past experiences; experts have a 4-in-6 chance for their wide area of expertise, and know everything about their narrow specialization (e.g. History (Archaeology)).

How Much Damage?

Damage from falling rocks, explosions and other sources outside of normal combat is typically between d4 and d12 and counts independently, unlike damage from usual attacks in combat.

Consider how it would affect an average person. A fall that is quite likely to injure an inexperienced character might cause d6 Damage but a huge rock that would crush most might do d12.

Poison might Impair attacks, cause Ability Score Loss, effects like Blindness, Disadvantage to certain Saves, etc.

The Core of Good Refereeing

A good Referee gives the players interesting choices to make and ensures that these choices have a meaningful impact on the current situation and progress of the game.

GOBLIN

STR 8, DEX 14, WIL 8, 4hp, dagger (d6).

Mischievous creatures that can cast Cantrips. Can easily be bribed with items that they think are pretty.

HOOK HORROR

STR 15, DEX 8, WIL 6, 7hp, Armour 3, d10 Hooks.

The ten-foot tall horror stalks tunnels and caves, using its audible clicking as a form of echolocation. Its vision is very poor and it is easily disoriented by loud noises.

Anything dog-sized or smaller is potential food to be swallowed whole when dealt Critical Damage, causing d6 STR loss each round after swallowing. It will treat anything larger than this as a threat to its territory and fight fiercely, but will avoid anything larger than itself.

HOOTBEAR

STR 15, DEX 6, WIL 5, 10hp, Armour 1, d10 Claws.

Constantly gives out subsonic hooting, used to sense its surroundings. Thus you can never sneak up on one unless its hearing is somehow impaired.

It can give out a single, boneshaking hoot that causes d6 Damage to everyone nearby. Anyone reduced to 0hp by this hoot is not at risk of a Critical Damage, but must pass a STR Save or be incapacitated.

LANDSHARK

STR 17, DEX 8, WIL 8, 18hp, Armour 3, d8 Bite.

Carves through earth as if it were water, using this to lay in ambush for prey. If it fears for its life, a Landshark may cause a cave in. Falling rocks will cause d6 Damage but anyone that stays long enough to be buried takes d10 Damage. The Landshark will have burrowed away before this point.

ORC

STR 11, DEX 9, WIL 8, 5hp, Armour 2 (piecemeal armour and shield), martial weapon (d6/d8).

Amoral minions that are rarely seen outside of the service of some foul leader and vary hugely in appearance from one master to the next.

PHASE PANTHER

STR 16, DEX 18, WIL 6, 13hp, d8 Clawed Tentacles.

The beast's displaced image grants it Advantage on Critical Damage Saves. Will attack any other living things for fun without provocation.

PURPLE WORM

STR 20, DEX 3, WIL 5, 30hp, Armour 3, d10 Sting.

Critical Damage: target is stung, losing 3d6 STR.

Could try to swallow a medium or smaller creature. The target must pass a DEX Save or be swallowed whole, losing d10 DEX each turn and d8 STR every hour as they are digested. When rolling against Critical Damage, the worm must succeed on an additional STR Save or regurgitate all swallowed creatures.



GAZER

STR 16, DEX 16, WIL 17, 20hp, Armour 1. Actively seeks to destroy any other lifeforms. Magic does not work within the Gazer's sight. May fire two of the following beams at different targets each turn.

Telekinetic Beam: Up to an elephant-sized target is lifted, moved, or thrown. Living targets thrown this way take d6 Damage but thrown objects may cause up to d12, depending on the size.

Terror Beam: WIL Save or be terrified. If you do anything on your next turn other than freeze or flee, you lose d6 WIL.

Mind Blast: attacks the target's mind with psychic energy for d8 Damage. Critical Damage from this attack affects WIL instead of STR and is avoided by a WIL Save.

Critical Damage in melee: target has its brain destroyed static objects up to the size of an elephant. Critical Damage is turned to dust. Will completely destroy static objects up to the size of an elephant.

GELATINOUS CUBE
STR 14, DEX 3, WIL 3, 16hp, Armour 2.
Appears as hazy, wet air until the observer is dangerously close to the cube. A chemical smell may betray its nature from further away. The cube is attracted to noise and heat.

Does not perform normal attacks. Anyone that the cube moves over is engulfed unless they pass a DEX Save to jump aside, assuming there is room to. Those engulfed lose d8 DEX each turn and d6 STR every hour as they are digested. They cannot free themselves but must be pulled from the cube by other means. When the cube takes Critical Damage, it collapses into a puddle of sticky ooze.

GNOUL
STR 12, DEX 12, WIL 7, 9hp, Armour 2 (light armour and shield), axe (d6/d8), 3d6s in stolen coins and trinkets.
Their stink is highly recognisable and spreads throughout their surroundings. 1-in-6 chance of being non-hostile. Can be bargained with but are only really interested in meat, preferably alive.



FUTH EATER
STR 16, DEX 6, WIL 5, 16hp, Armour 1, d6 Bite.
Big, stupid beasts that eat nearly anything they find. Much prefer dead food to alive. Can bark out a very limited vocabulary of common tongue but have little comprehension.
Critical Damage: target contracts fifth fever unless they pass a STR Save. If they fail, then for the next 24 hours they are violently ill and do not get the normal benefits from resting.

EXAMPLE MONSTERS

The Referee should use these examples as the guide-ance for creating their monsters.

6. TREASURE AND MAGIC

Riches

Different types of treasure, from gems to artwork to different items, have a certain value. Traders often want to haggle this price or, in the case of items worth thousands of Shillings, they may not be able to afford it at all.

Coins

All coins are valued against the Silver-Standard Shilling (s). One Shilling gets you a decent bed, meal and drink for the night and is the amount a typical labourer earns in a week.

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

Copper Pennies (p) are worth a tenth of a Shilling. One penny buys you a cheap drink in a bad tavern or passage on a ferry.

Gold Guilders (g) are worth one-hundred Shillings. One Guilder gets you a good horse, full set of armour or a valuable piece of jewellery.

Creating New Magic Spells

Use Chapter 4 as a reference of power levels and possible effects when creating new spells.
Rough damage estimate:

- + **Cantrips:** d4
- + **1st Circle:** d4 to d6
- + **2nd Circle:** d6 to d8
- + **3rd Circle:** d8 to d10
- + **4th Circle:** d10 to d12
- + **5th Circle:** d12

Continuous and area-of-effect spells usually deal less damage than instant ones of the same Circle. Some spells might deal elemental damage. Most common are Acid, Cold, Electricity, and Fire.

Appropriate saves against certain effects:
+ **STR:** physical obstacles, touch spells, metamorphosis and other bodily influences
+ **DEX:** evasion, balance, extinguishing the flames
+ **WIL:** fear, illusions, and mind control.



Consumable Magic Items such as potions will grant a one-off benefit to the consumer.
Wands and Rods have a limited and unknown number of charges. After the first use roll a d4 and write it down. Every time you use the item roll a d6. If you roll over this number, decrease it by one. On zero the item is drained and becomes useless.

Other magic items could include rings, cloaks, gloves, and pendants. These may grant a continual effect on the wearer or require activation. The effect will usually not be exactly the same as a spell but may be similar.

Magic Items
Extra source of damage.
Such as turning the victim to stone.
Similarly, magic armour and shields will have an extra feature or offer greater protection against a specific source of damage.

Weapons created with magical power often have Runic symbols engraved on them, telling their name, history and purpose. As well as having a Damage die increased by one (up to d10) and ignoring supernatural resistances, magical weapons will have an extra feature, such as bursting into flame when it draws blood or guiding the wielder towards gold. This will never be a matter of simply doing more damage, though some weapons may cause additional effects when they cause Critical Damage, such as turning the victim to stone.

Magic Weapons and Armour

Breaking the Rules
Not all magic functions as that of Mystics. Magic can do anything and is not subject to limitations.

7. HAZARDS AND OBSTACLES

Spotting Hazards

As a general rule the presence of a trap or other hazard is always noticed by characters unless they are running, visually impaired or distracted. After this the characters may be harmed through further inaction or lack of caution. The players should consider creative ways of getting around a hazard or disarming it completely. Risky methods may call for a Save or Luck Roll.

Locked Doors

Typically a locked door can be picked by someone with a lockpick, given some time. No Save is required unless there is a risk of triggering a trap, alerting foes or running out of time.

Attempts to use lockpicks and other equipment quickly under pressure generally require a DEX Save and may include having to light a torch while under attack or tying a rope before a friend plummets to their death.

Breaking down a door can similarly be completed without a Save, unless there are risks or pressure, which may require a STR Save. However, breaking down a door always causes lots of noise and can take a long time.

Random Encounters

Anything mobile in an expedition site is unlikely to remain in one place all the time. As such, the Referee should consider having a chance of the party encountering someone or something. Making loud noises increases or decreases the chance of this happening, depending on the nature of the encounter.

When characters explore, rest, cast unprepared spells, or hesitate in a dangerous place, roll a d6.

d6	Outcome
1	Roll for a Random Encounter.
2	Roll for a Random Encounter. Give a sign that it is nearby or has passed through.
3-6	Clear.

Delaying for long enough to have a meal or sleep provokes a d4 roll instead.

EXAMPLE TRAPS

Stupefying Dart Trap

A dart pipe is visible at the base of the chest. Triggered by opening the chest without taking appropriate precautions. Broken darts litter the floor of this room. d8 Damage. d8 DEX loss on Critical Damage.

Balancing Ledge

Must be crossed to reach whatever lies on the other side. Can be done quite safely without pressure, but when having to run or under attack make a DEX Save or fall to the lower level, requiring a rope to climb back up.

The lower level contains crocodiles (STR 13, DEX 5, WIL 5, 9hp, Armour 1, d8 Bite).

Swinging Blade Trap

Eternally swinging over a corridor in a sequence. Can be blocked only by a very strong metal pole or other such objects.

DEX Save to pass through without harm, otherwise taking d10 Damage in passing through.

Grasping Vines

Triggered on nearing strange-looking vines. Take d6 Damage each turn until you break free. STR Save to break free each turn, otherwise you are immobile. Highly flammable.

Cage Pit

A trapdoor is visible unless the character is distracted, sprinting or the vision is impaired. Triggered by stepping onto the trapdoor.

Triggering the trap causes d8 Damage, a metal cage traps the victim until released with a key and an alarm alerts someone unpleasant.

Traitor's Circle

Triggered by entering the circle marked with a symbol depicting a dagger being thrust into a heart.

WIL Save or immediately attack your closest ally, continuing until knocked unconscious. If you pass this Save, you are thrown out of the circle and take d6 Damage.

8. MONSTERS

Monsters are, by their very nature, different to people and animals. Thus they often have special abilities outside of their Ability Scores. An expedition site should contain mostly unique monsters but some examples are given in this section.

Hit Points

Most creatures have between 1d6 and 5d6 HP. Remember that Hit Points are not purely the ability to absorb physical damage but also the monster's cunning and skill in avoiding harm.

Killing Monsters

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

Magic

While some monsters may use Spells in the same way as Mystics, some are able to use spells without a Tome or Focus. Monsters do not need to follow the rules.

Armour

Use character armour as a guide for how to represent monsters with tough hides or those large enough to be able to shrug off most weapons.

Damage

Most monsters cause d6 Damage if nothing is mentioned. Some have a bigger Damage die or even bonus Damage dice.

Ability Score Loss and Death Attacks

Particularly deadly creatures may reduce the target's Ability Score if they cannot make a Save, often resulting in a horrible fate if the score is reduced to zero.

A Note on Ability Scores

When assigning Ability Scores 20 should generally be considered the maximum. A huge monster may look like it should have a STR of 30 or more, but consider that large creatures may not fight all that well. They should instead have their size represented by dealing more Damage and having higher Armour score.

MONSTER CONVERSION

D&D 5E

HP: 1hp per HD. Maximum of 30.

Armour: Increase by 1 for noted armour, extreme resilience, and each size category above medium.

Ability Scores: Directly transferable, use CHA for WIL. Maximum of 20.

Attacks: Start at d6. Increase by one die for each size category above medium and once more if they wield a heavy weapon. No multi-attacks.

Vulnerability / Resistance: Replace with Enhance / Impair respectively.

Other editions: Same as 5e except:

D&D 4E

HP: 1hp per Level. ×3 for Solo creatures, +1hp for Small or bigger creatures.

Ability Scores: Same as 5e, except:

- + -4 STR for Humanoids and Monstrosities
- + -2 STR for Undead
- + -4 DEX for Large or bigger creatures
- + -2 DEX for Medium or smaller Humanoids and Undead
- + -2 CHA for Monstrosities

D&D 3E AND 3.5E, PATHFINDER

HP: 1hp per HD. +1hp for Small or Medium creatures and +2hp for Large or bigger creatures, except Oozes.

Ability Scores: If STR is not specified — below 10.

OD&D, BASIC D&D, AD&D

HP: 1hp per HD. +1hp for Small and Medium creatures and Large or bigger Oozes; +2hp for Large or bigger creatures.

If no HD specified, HD=HP/8 (round down).

Morale: keep using 2d6, or convert it to d20:

2d6	2	3	4	5	6	7	8	9	10	11	12
d20	1	2	3	5	7	9	13	16	18	19	20