

SPIKED GOBLIN PUNCH

CORE RULES



Edition

Spiked Goblin Punch is based on Arnold K.'s "Goblin Laws of Gaming" homebrew, also known as the GLOG.

This rules set is designed for old-school D&D-like games. It is broadly compatible with most published OSR products, but the main goal is to create a system that is:

1. Intuitive for new players.
2. Adaptable and hackable.
3. Compact.

Where possible, notes on design principles and goals are included in grey text boxes, like this one.

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This game assumes you know what an RPG is, what dice are, and the basics of OSR games. Rather than a complete system, this hack is designed to allow experienced GMs to rapidly run games for new or experienced players.

In short, there are bits missing. Read another, much more complete OSR system first, and then fill in the missing bits as needed.

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This is my general introduction for new players. It assumed the GM has already explained the basics of RPGs, character creation, and other generic details.

There are elements of chance

Ever played cops and robbers or any other made-up games? Did you ever meet the one kid who said "Nuh uh, you didn't hit me, I have a bulletproof vest!" In this game of make-believe, there are a few rules to help decide who hits who, and how hard, and other things like that.

Your characters are also going to have some random numbers assigned to them. Sometimes the numbers will be good, and sometimes they'll be bad, and there's not much you can do about it. In this game the numbers aren't that important. Sometimes, a character will terrible Stats and survive for ages, while a character with brilliant Stats dies almost immediately.

There are elements of skill

In Settlers of Catan, the rules are fixed and solid and balanced. You can't go "Hey Steve, I'll take my Knights and you take your Knights and we'll go pillage that Sheep tile." That's not in the rules. But in a game like this, you can come up with any plans you want to. In that way the game is like a real world, and the people in it are like real people. Nobody minds too much if you go around smashing pottery and looting houses in a video game, but in this game, that sort of thing has real consequences. Similarly, you can't lure Bowser out of his castle with a delicious meal in the video game because cooking wasn't coded into the game.

Developing and executing a good plan is a vital skill. Be smart. Pay attention. Think your way out of trouble.

In Character vs Out of Character

You don't have to do silly voices or wear costumes. You'll figure out how comfortable you are acting as your character as we go along. The main thing, right now, is to remember that your character knows things you don't know, and that you know things your character doesn't know.

Your character knows things about the world that you, as a player, don't know. They know how to ride a horse or make poison or identify magic runes. If there's a situation where that applies, I'll just tell you what your character knows. If I'm not sure, I might make you roll for it.

Similarly, there are things you know that your characters don't know. The main one is reason. We live in a logical age; the characters you're playing don't. They don't have the benefit of a post-Enlightenment education. They might not even be literate. You aren't afraid of the weather because you understand what weather is. Your characters don't. They might not understand things that we take for granted, and they might act on motives that we'd find archaic or ridiculous.

You, the player, might know things about other characters or the world that your character doesn't. You might know a secret about another character's past, or the best way to kill a vampire. But remember, your character can only act on knowledge they have in the game.

Your characters are going to die

Did you ever play Super Mario Bros? Mario died a *lot* in that game. Sometimes he died because you made a mistake. Sometimes it was chance, or luck, or you were distracted, or you didn't understand how an enemy worked. This game is like that, except in the video game, Mario comes back again and again. In this game, each time you get a new character.

Having a character die doesn't mean you made a mistake or failed. It's part of the learning process. Sometimes it's just random chance.

You get to make a new character, and I'll find a way to introduce them to the group. You start at Level 1 again but it's not a big deal. A Level 1 character is just as useful as a Level 4 character almost every way. You'll never be completely outclassed.

The Rules

Are always available for you to read. They aren't secret. If you find inconsistencies or errors, let me know, but the rules aren't the law. As the GM, what I say goes, and if need be, what I say, *went*. If you think you've found a loophole, but the results of that loophole don't make any sense, it will stop working immediately.

Questions

If you have questions, let me know. Some example questions include:

"Can I hit him with an arrow at this distance?"

"What does X taste like?"

"Does my character know anything about X?"

"How much damage does a longsword do if I throw it at someone?"

Before we start, do you have any questions right now?

To Roll or Not To Roll

Only roll or call for a roll if both failure and success are interesting. If failure is inevitable because of the fiction, don't roll. A PC can't test Strength to flap your arms and fly to the moon. They can't test Dexterity to dodge the ground after a 300' fall.

If failure is boring, don't roll. If the PCs fail to pick a simple mundane lock, and they have all the time in the world, they'll just keep rolling until they succeed. Just let them open it. If the PCs not spotting something means they'll never see it, just tell them what they see. No rolls required.

Failed rolls have consequences. The most obvious one is time. A failed roll means wasted time, and wasted time means more opportunity for bad things to happen to the PCs. Merely failing a roll in combat shouldn't be penalized beyond a wasted attack, but a critical failure (an unmodified roll of 20) might result in additional consequences.

Roll sparingly. Because Stats are randomly generated and assigned, it is possible that two PCs in the same party will have vastly different chances of performing the same task. Minimize this by using Attack and Save (which are the same for most PCs at the same Level), automatic failures, and automatic successes.

From a player's point of view, a roll is a risk. Testing Strength to leap across a chasm is risky. Putting a ladder across a chasm and carefully climbing across does not require a roll. Fighting an orc in melee is a risk. Avoiding the fight entirely might not require a roll.

The Core Mechanic

Everything is based around rolling a d20. If you roll equal to or under a target number, you succeed. Roll over, and you fail. Rolls can also be expressed as Saves, vs. a Stat or vs. the general Save value.

Stats

Characters have 6 Stats, which determine 3 other values. Each stat has a “Bonus”, which is a sort of abbreviation or integral of the Stat.

Strength: Save vs. Strength to open doors, tear apart chains, or climb a cliff. The number of items a character can carry is equal to their Strength score. The damage a character inflicts in melee combat is modified by their Strength bonus.

Dexterity: Save vs. Dexterity to dodge traps, leap over obstacles, or perform delicate tasks under pressure. A character’s Defense and Movement are modified by their Dexterity bonus.

Constitution: Save vs. Constitution to resist cold, disease, fatigue, drowning, and poison. A character’s Hit Points are based on their Constitution, modified by their Level.

Intelligence: Save vs. Intelligence to solve difficult puzzles, read obscure texts, or identify and evaluate treasure.

Wisdom: Save vs. Wisdom to see through lies, spot hidden dangers, and avoid mind-altering spells. Characters will also use Wisdom to determine the order of combat.

Charisma: Save vs. Charisma to flatter, beguile, or barter. A character’s Save is modified by their Charisma bonus.

The 6 classic Stats are... debatably useful. There are many alternative systems out there, with their own advantages and disadvantages. The main reason for using these Stats is their classic, old-school feel.

The “roll-under” system, with 1s being critical hits and 20s being critical failures, may seem odd to some people, but it does make the system significantly more intuitive for new players. Characters have values between 3 and 18 on their character sheets. A 20-sided dice exists. These two things should be related.

A -4 penalty is approximately the same as “reroll and take the worse of the two results.” A +4 bonus is approximately the same as “reroll and take the better result.”

Opposed Checks

A character or NPC must roll equal to or under their Stat, modified by 10- the relevant Stat of their opponent.

Examples:

Shoving. The PC has 11 Strength, the orc has 14 Strength. The PC needs to roll a 7 or less to succeed, since $11 + [10-14] = 7$

Hiding. The PC has a Stealth of 6, the goblin has a Wisdom of 4. The PC needs to roll 12 or less to succeed.

Attack

The number a character or NPC must roll equal to or under, modified by 10- the Defense of their opponent.

Example: A PC has 12 Attack, the orc has 16 Defense. The PC needs to roll a 6 or less to succeed, since $12 + [10-16] = 6$. If the PC were attacking an ooze with Defense 8, they would need to roll a 14 or less to succeed.

If the Attack roll result is an unmodified 20, the attack automatically fails. In dangerous situations, the attack might strike an ally instead or cause some other minor mishap.

If the Attack roll result is an unmodified, the attack automatically hits. The damage from the attack is doubled. Alternatively, the attacker may perform a free Combat Maneuver.

Defense

The difficult of hitting a target. Either:

Armour: $10 + \text{the Armour set or natural defenses}$

Dexterity: $10 + \text{Dexterity bonus}$

Movement

$12 + \text{a character's Dexterity bonus}$. Roll under Movement to flee from enemies.

Stealth

$5 + \text{a character's Dexterity bonus}$. Roll under Movement, opposed by Wisdom, to hide.

Save

If an effect, attack, or challenge does not fall under any of the other Stats or values on a character sheet, roll Save. This represents a character’s luck, resistance, and determination to resist fate.

Combat

Initiative

Each round of combat, the PCs must roll equal to or under their Wisdom. If they succeed, they act before their enemies. If they fail, they act afterwards. They act in order of their rolls, lowest to highest. Some particularly quick enemies might impose a penalty on the PCs' Wisdom, or act twice in each round.

Combat Maneuvers

Shove, trip, disarm, grapple, that sort of thing. There are two halves to performing a Maneuver. First, make an Attack roll with the target's Attack as a penalty (instead of its Defense). If you fail this, the target hits you.

Hit or miss, make an opposed check. If you succeed, the maneuver occurs.

Opposed Strength: for shoving and grappling.

Opposed Dexterity: for tripping and disarming.

Hit Points and Damage

The danger a character can resist before taking serious injury. Hit Points (HP) are better thought of as "Don't Get Hit" Points. There are no mechanical effects for being reduced to 0 HP. However, any damage in excess of this is Lethal Damage, which incurs a roll on the Death and Dismemberment Table. PCs can have a maximum of 20 HP.

Recovering Hit Points: You can recover hit points in 3 ways.

1. A Good Night's Rest. Takes at least 6 hours. Restores all HP, as long as the character has a campfire and a blanket. A character must also eat a ration before bed (usually at an evening meal). Without any one of these things, the PC only heals 1d6+Level HP.

If a character has taken Lethal Damage, a good night's rest instead heals 1d6+Level Lethal Damage. Without a campfire, a blanket, or a meal, it heals no HP.

2. A Good Long Lunch. Takes at least 1 hour. Restores 1d6+Level HP, as long as a character has water and eats a ration.

3. Magical Healing. Is possible, but it is rare and expensive. Some magical healing can remove Injuries.

Injuries

The results of rolling on the Death and Dismemberment table. Injuries have a fixed duration in days.

Inventory Slots and Encumbrance

PCs have a number of Inventory Slots equal to their Strength. Only items carried count towards this limit. Horse, hirelings, and carts do not count. Neither does basic clothing, provided it does not grant any mechanical advantages.

Small items (3 scrolls, 10 arrows, 3 bottles) can be bundled to take up 1 Inventory Slot. Most items (shields, swords, spellbooks) take up one Inventory Slot. Two-handed weapons take up two inventory slots.

Any items in excess of a character's Strength grant 1 Encumbrance Point per item. Each Encumbrance Point imposes a -1 penalty to Stealth, Movement, and Defense.

Fast Inventory

The first 3 Inventory Slots can be accessed instantly. All other items are stored in a backpack, a belt, etc. and require time to retrieve (usually 1d4 rounds).

Overland Travel

With 1-5 Encumbrance Points, you cannot travel quickly and moving at normal speed it counted as moving quickly for the purposes of gaining exhaustion. With 6-10 Encumbrance Points, you can't even move normally, moving slowly counts as moving quickly. The lowest speed you can go, crawling, is 1/3 of your normal travel speed. Beyond 10 Encumbrance Points, even crawling is exhausting.

Fatigue

Sprinting, outdoor travel, and other excessively tiring activities inflict Fatigue. Fatigue takes up 1 Inventory Slot per level. It is removed by resting.

Armour

Leather armour takes up 0 Inventory Slot and provides a +2 bonus to Defense.

Chain armour takes up 1 Inventory Slot and provides a +4 bonus to Defense. It also imposes a -2 penalty to Stealth and Movement.

Plate armour takes up 3 Inventory Slots and provides a +6 bonus to Defense. It also imposes a -4 penalty to Stealth and Movement.

Shields take up 1 Inventory Slot and provide a +1 bonus to Defense. A PC can sunder their shield to reduce incoming physical damage by 1d12. The shield is broken afterwards.

Melee Weapons

Light weapons (daggers, darts) take up one Inventory Slot and deal 1d6+Strength Bonus damage. They can be thrown (-1 Attack for every 10' beyond the first).

Medium weapons (swords, axes) take up one Inventory Slot and deal 1d6+Strength Bonus damage, or 1d8+Strength Bonus damage if wielded with two hands.

Heavy weapons (greatswords, warhammers) take up two Inventory Slots and deal 1d10+Strength Bonus damage, and must be wielded with two hands. They cannot be wielded in confined spaces.

Ranged Weapons

Slings deal 1d6 damage. They get -1 Attack for every 20' beyond the first. A sling can share an Inventory Slot with up to 3 stones. Stones can always be gathered with a few minutes of searching.

Bows deal 1d6 damage and get -1 Attack for every 30' beyond the first.

Crossbows deal 1d10 damage and get -1 Attack for every 40' beyond the first. It requires an entire turn to reload a crossbow.

Both bows and crossbows shoot **arrows**. You can fit 20 arrows in an Inventory Slot. If you recover spent arrows after combat, 50% of them will be usable.

Light Sources

Torches: 20' bright light, 20' shadows. Burns for 1 hour.

Lantern: 30' bright light, 30' shadows. Burns for 3 hours per bottle of lamp oil.

Candle: 5' bright light, 10' shadows. Burns for 1 hour.

Rules For Lighting a Torch or Lantern

Assuming you're kneeling beside the item trying to spark it with a flint and tinder, it takes 1d4 – Dex bonus rounds to get the flame going. The minimum is one round.

Experience Points (XP)

PCs gain XP by one method only: looting stuff. A PC does not need to spend the loot to benefit, but they must carry it to a place of safety. They can bury it, invest it, spend it unwisely, or throw it away. Once it's been looted, it counts. Money they earn from rewards, jobs, or interest rates on loans does not count.

All PCs can evaluate coins and raw metals based on their weight. Any items that are valuable solely for their metals content can be counted as currency. A small gold bowl worth 10gp is 10gp. Thieves and other disreputable people can test Intelligence to evaluate gems, artwork, and furniture at market rates. Some items require evaluation by a specialist, or an open auction, to determine their worth (and therefore XP value). Any items, weapons, or useful gear the PCs choose to keep and use instead of sell do not count for XP.

Players should track a PC's XP (the total amount of looted treasure they have earned) along with their current cash in hand and any banked cash.

Example: Rolf the Fighter loots a tomb. He finds 10gp in loose coins, a gem worth something (but he's not sure what) and a magic hat. For information on the tomb, a local wizard will pay him 5gp. Once he is safely out of the tomb, his XP is 10, and his total cash is 10gp.

He gets the gem evaluated at 20gp. His XP increases to 30. His total cash is still 10gp, but he writes down the gem and its value under "treasure".

He gets the magic hat evaluated at 50gp, but decides to keep it. His XP is still 30.

He collects his reward. His XP is still 30. His total cash is now 15gp.

Bonus XP

Any money spent on purely frivolous things that grant no mechanical bonuses whatsoever grants an additional 10% bonus XP. Bribes or suspicious gifts don't count.

Example: Rolf the Fighter spends 10gp on a lavish party to celebrate his success. He earns an extra 1 XP, bringing his total to 31.

Combined Loot

Treasure looted by a group and shared by the group does not count for XP until it is divided. Most parties assign shares before exploring a dungeon.

Example: Boris, Natasha, and Rolf work together to loot a tomb. They remove 100gp in a sack. Until they decide how to divide it, the money does not count as XP.

Skills

Some Class Templates and Backgrounds give a character Skills. These could be professions (carpenter), background knowledge (history, literature), or specific tasks (lockpicking).

Players can ask if a skill applies to something the PCs are examining or doing. The GM can also ask if anyone has a skill related to a topic, and then provide information or call for a roll.

Example: Linda the Wizard has the Literature skill. Her player asks the GM if the skill would help her evaluate the worth of the books the party just found. The GM decides it would, and lists the value of the books. No roll is required.

In some cases, the GM may call for a check against Intelligence or another Stat. Lockpicking could use Intelligence or Dexterity, Courtesy could use Intelligence or Charisma, etc. Tools, time, and previous experience can add a bonus to this roll (usually +2 or +4). Inexperience, panic, or obscurity could impose a penalty (usually -2 or -4).

Characters do not improve their skills directly in this system. They might get a permanent bonus if they use the skill frequently or in a specific way. A character who spends all their downtime reading history books might gain the History skill or gain a +2 bonus to History.

Skills are be minor, flavourful, and *sometimes* useful.

Death and Dismemberment Roll (X): 1d12 + Lethal Damage + Number of Current Injuries

The effects are cumulative. If a PC with -8 HP and no current Injuries/Fatal Wounds rolls a 10 on a d12, to the leg, they take 4 Fatal Wounds, the leg is Mangled, and then Disabled for 18 days. If they took a further 1 point of damage (-9 HP), they would roll 1d12 +9 (Lethal Damage) + 1 (Mangled) +1 (Disabled) for 1d12+11.

| | 1 Arm | 2 Leg | 3-4 Torso | 5-6 Head | |
|-----|-------------------|-------------------|---------------------|-------------------|-----|
| 1+ | Disabled X Days | Disabled X Days | Cracked Ribs X Days | Concussed X Days | 1+ |
| 11+ | 1 Fatal Wound | 1 Fatal Wound | 1 Fatal Wound | 1 Fatal Wound | 11+ |
| | Mangled | Mangled | Crushed | Skullcracked | |
| 16+ | X-15 Fatal Wounds | X-15 Fatal Wounds | X-15 Fatal Wounds | X-15 Fatal Wounds | 16+ |

| | Acid/Fire | Cold/Frost | Lightning | Magic | |
|-----|-------------------|-------------------|-------------------|-------------------|-----|
| 1+ | Burned X Days | Frostbite X Days | Burned X Days | Anathema X Days | 1+ |
| 11+ | 1 Fatal Wound | 1 Fatal Wound | 1 Fatal Wound | 1 Fatal Wound | 11+ |
| | Save or Blind | Frozen | Save or Deaf | Save or Marked | |
| 16+ | X-15 Fatal Wounds | X-15 Fatal Wounds | X-15 Fatal Wounds | X-15 Fatal Wounds | 16+ |

Fatal Wounds

A PC has 3 rounds to clear all their Fatal Wounds, or they die. They can attempt to remove a Fatal Wound at the end of their turn by rolling a 1 on a d6. PCs with Fatal Wounds are unconscious. This does not mean they are quiet or asleep (they can be screaming their heads off, clutching their stumps, etc.), but it means that they cannot take any conscious or deliberate actions. No shouting advice, no hopping away, nothing helpful or useful or sensible. Remind them of that. If they try anyway, they automatically fail their next Fatal Wound roll.

An adjacent ally can attempt to remove a Fatal Wound by spending their turn doctoring the wounded PC and then rolling under ½ their Intelligence, unless they have a useful Skill. Up to two allies can help at once, but no more (although they might lend bonuses to the roll), and only two Fatal Wounds can be removed per round by doctoring, no matter how many allies are present. An allied PC can run over to a wounded PC and help them in the same turn provided they act without hesitation. If they delay (other than to ask the GM to clarify what they see), they run over and help on the next turn. Magical healing removes 1 Fatal Wound per 2 points of HP it would normally restore.

The Death and Dismemberment table is not the only way to gain these Injuries. Injuries gained by any means count for the Death and Dismemberment Roll.

Anathema: Cannot benefit from magical healing or be the target of helpful magic.

Blind: Cannot see. -8 penalty to Attack and Defense. Automatically hit by some attacks (cones of fire, poison clouds, thousands of arrows, etc.)

Burned: Cannot wear armour. If the PC has also suffered a Fatal Wound from the same attack that Burned them, they must also Save or permanently lose 1d6 Charisma. If they pass, they gain an Interesting Scar.

Cracked Ribs: The PC's maximum HP is reduced by the PC's level.

Crushed: Save. If failed, roll on the table below. If passed, gain an Interesting Scar.

1. Permanently lose 1 Strength
2. Permanently lose 1 Dexterity
3. Permanently lose 1 Constitution
4. Crushed Throat. Cannot speak louder than a whisper
5. Crushed Guts. Constitution is 4 for the purposes of holding your breath. Can swim; can't dive.
6. Broken Spine. Paralyzed from the neck down. Save to recover after 1d6 days. If failed, Save again after 1d6 weeks. If both Saves are failed, the PC is permanently paralyzed.

Concussed: The PC's Wisdom becomes 4 for Initiative purposes. Spells have a 1-in-6 chance of failing.

Deaf: Cannot hear. If ambushed, always last in Initiative order.

Disabled: The injured limb becomes unusable. A Disabled arm cannot hold anything; held items are dropped. A Disabled leg cannot support the PC's weight; they fall prone, and their movement speed is halved. A PC with two Disabled legs but two working arms can crawl at 1/20th their normal movement speed.

Frostbite: The PC's Dexterity becomes 4 for the purposes of delicate tasks (card tricks, lockpicking, tying shoelaces) Fingertips, ears, and nose go black and may fall off.

Frozen: Save. If failed, roll on the table below. If passed, lose 1d6 digits (randomly chosen, use a d20). Lost digits are still attached, but will snap off or melt away.

1. Lose 2d6 digits (random chosen)
2. Lose all but 1 digit (randomly chosen)
3. Lose both hands
4. Lose both feet
5. Lose both hands, both feet, and nose (-2 permanent Charisma)
6. Lose both hands, both feet, nose, and eyes (-2 permanent Charisma, Blind)

Mangled: Save. If they fail, they lose the limb. It is permanently Disabled. If they pass, Save again. If they pass this second Save, they gain an Interesting Scar. If they fail, they lose a digit.

Marked: Save. If failed, any magical attack against the PC automatically deals double damage, applies a -4 penalty to Save, or has a suitably nasty enhanced effect, like cursing their bloodline or stealing all their memories. If they pass, any magical attack against the PC automatically deals 1 extra damage or has a minor extra effect, like setting their hair on fire or cursing their dog. They also gain an Interesting Scar, usually known as a curse-mark.

Skullcracked: Save. If they fail, roll on the table below. If passed, gain an Interesting Scar.

1. Permanently lose 1 Intelligence.
2. Permanently lose 1 Wisdom.
3. Permanently lose 1 Charisma.
4. Left eye lost. -1 to ranged attacks. If both eyes lost, Blind.
5. Right eye lost. -1 to ranged attacked. If both eyes lost, Blind.
6. Coma. Save to recover after 1d6 days. If failed, Save again after 1d6 weeks. If both Saves are failed, the PC is permanently unconscious.

Interesting Scar

The scar must be a mangled, gnarled thing, a worm of flesh buried under the skin. The player must describe their PC's Interesting Scar. It provides a +2 bonus to Charisma when interacting with people who appreciate scars (barbarians, deep-cave salamanders, suitors attracted to danger, poets).

Generating a Character

- 1. Choose or roll for your **Race**. Your character’s Race will grant them an Perk, a Drawback, and one Stat they can reroll.
- 2. Roll your **Stats**, 3d6 in order. You may reroll the Stat given by your Race and pick the higher result.
- 3. Choose or roll for your **Class**. Gain the first Class Template (A) and any other items and bonuses.
- 4. Roll for your **Background**.

The Base Adventurer

A newly created PC without any Class Templates is expected to be reasonably competent in most areas but not specialized in any one direction.

Levelling Up

Whenever a PC gains a Level, they gain a new Class Template (up to a max of 4). Their Attack and Save also increase. They can also attempt to improve a Stat of their choice by rolling 3d6. If the sum is greater than the Stat, the Stat is permanently raised by +1.

| Level | HP (20 Max) | Class Templates | Attack | Base Save | XP (gp) |
|-------|----------------|--------------------|--------|-----------|---------|
| 1 | Con - 4 | 1 | 11 | 6 | - |
| 2 | Con - 2 | 2 | 12 | 7 | 200 |
| 3 | Con | 3 | 12 | 7 | 400 |
| 4 | Con + 2 | 4 | 13 | 7 | 700 |
| 5 | Con +4 | - | 13 | 8 | 1000 |
| 6 | Con + 6 | - | 14 | 8 | 1,400 |
| 7 | Con +7 | - | 14 | 8 | 1,800 |
| 8 | Con + 8 | - | 15 | 9 | 2,200 |
| 9 | Con + 9 | - | 15 | 9 | 2,600 |
| 10 | Con + 10 | - | 15 | 10 | 3,000 |
| +1 | +1 | - | 15 | 10 | +500 |

| Stat | Bonus | Stat | Bonus | Stat | Bonus |
|------|-------|------|-------|------|-------|
| 1 | -3 | 9 | 0 | 17 | 2 |
| 2 | -3 | 10 | 0 | 18 | 3 |
| 3 | -2 | 11 | 0 | 19 | 3 |
| 4 | -2 | 12 | 1 | 20 | 3 |
| 5 | -2 | 13 | 1 | 21 | 4 |
| 6 | -1 | 14 | 1 | 22 | 4 |
| 7 | -1 | 15 | 2 | 23 | 4 |
| 8 | -1 | 16 | 2 | 24 | 5 |

Classes

Classes can be customized, created, and remixed very easily.

Class Templates

There are four templates for each class, labeled A through D. You gain these in the listed order: you cannot gain Fighter B unless you have Fighter A. If you want to multiclass, just take a template from a different class (so a Level 4 PC could have Thief A, B Fighter A, Paladin A). You get one template per Level. You cannot have more than 4 templates.

Higher Levels

At Level 5, and every time a PC levels up past Level 5, they can retire to safety. The GM cannot torment them anymore. If they can afford it, they can buy some land, set up a shop, teach at a wizard college, or beg in the gutter. They won't affect the plot anymore, but the plot won't specifically affect them. General disasters (fire, plagues, war, demonic invasions) will still affect their lives, but they are safe from almost anything else.

At Level 10 and beyond the usual death rules change slightly. PCs are less likely to make their general Saves vs Dying, but when Death does turn up, they now have a decent chance of fighting, escaping, or conniving their way out of it.

Starting Items

Characters start with any items from their class plus 1d10 copper pieces (cp). This money can be spent on items before the game begins.

- If the entire group is starting at Level 1, all characters also gain:
- 1x Blanket (1 slot)
 - 1x Waterskin (1 slot)
 - 3x Rations

| Roll | Race | Reroll | Bonus | Weakness |
|-------|---------------|--------|---|--|
| 11-15 | Human | Choice | Start with 1 extra random item | -4 to resist being mutated or transformed |
| 16-20 | Elf | CHA | Eat half as many rations | Save vs Ugliness or shun it |
| 21 | Gnome | INT | Can become invisible if you close eyes, hold breath, and don't move | -2 to DEX for Move |
| 22 | Spider-ling | DEX | Can secrete 30' of rope per day | Cannot see more than 30' |
| 23 | Magpie-ling | DEX | Always knows the approximate value of mundane items and loot | Must Save or pick up shiny objects |
| 24 | Eel-ling | INT | Take half damage on a failed combat maneuver while grappling | Cannot see anything nearer than 1' |
| 25 | Ant-ling | CON | +2 to STR for Inventory Slots | Save vs Fear when alone |
| 26 | Hedgehog-ling | WIS | +2 Defense | Cannot wear armour on chest or limbs |
| 27 | Deer-ling | CHA | Antlers (as club) | Will run instead of freezing |
| 28 | Sloth-ling | STR | Cannot be Frightened | Always Surprised |
| 29 | Mouse-ling | WIS | Can very convincingly play dead | -2 to STR for Inventory Slots |
| 30 | Boar-ling | CON | Tusks (as daggers) | Constant snuffling. -2 to DEX for Stealth |
| 31 | Hawk-ling | INT | Can see detail at a great distance | Must eat uncooked food |
| 32 | Hound-ling | CHA | Can track a creature by smell | Save vs Commands |
| 33 | Beetle-ling | STR | +1 Defense, half fall damage | Cannot wear armour on chest or limbs |
| 34 | Fish-ling | CON | Can hold breath for 5 minutes | Drink twice as much water as usual |
| 35 | Swan-ling | DEX | Can shout and sing incredibly well | Cursed. -2 to Save |
| 36 | Owl-ling | WIS | Can rotate head 180 degrees | Cough up disgusting pellets after every meal |
| 37 | Slug-ling | STR | Cannot be pushed in combat | Salt is deadly to you |
| 38 | Fly-ling | DEX | Can eat rotten food as rations | Will never notice details unless they move |
| 39 | Rabbit-ling | DEX | Jump twice as high | Will freeze instead of running |
| 40 | Goose-ling | CON | Prehensile neck, can fit through small spaces | On a failed Save vs Fear, attack enemy |
| 41 | Raven-ling | CHA | Can eat rotten food as rations | Must Save or pick up shiny objects |
| 42 | Weasel-ling | STR | Can crawl through narrow spaces | Must eat uncooked food |
| 43 | Frog-ling | CHA | Prehensile Tongue (as Whip) | Drink twice as much water as usual |
| 44 | Toad-ling | STR | Jump twice as high | Contagious warts |
| 45 | Rat-ling | INT | Can crawl through narrow spaces | Save vs Fear when alone |
| 46 | Goat-ling | DEX | No Move penalties for broken or hilly terrain | Pervasive, unique stink |
| 47 | Fox-ling | WIS | Half time taken to forage | Cannot tell the direct, blunt truth |
| 48 | Worm-ling | INT | Can shrink or grow from your base height by 25% as an Action | -2 to STR for Inventory Slots |
| 49 | Flea-ling | STR | Can drink blood as rations | Cannot wear armour on chest or limbs |
| 50 | Bat-ling | WIS | Can roll Wis to "hear" walls and major fixtures in the dark. | Will never notice details unless they move |

Core Rules: Price Sheet

A-11

| Item | Cost (City) | Cost (Rural) |
|-------------------------------|-------------|--------------|
| Food | | |
| Small Beer | 2cp | 1cp |
| Bottle of Wine | 5cp | 10cp |
| Standard Meal | 5cp | 3cp |
| Fancy Meal | 3sp | - |
| Travel Rations | 1sp/meal | 5cp/meal |
| Animal Feed | 3cp/day | 2cp/day |
| Armour | | |
| Leather Armour (Defense 12) | 25sp | 50sp |
| Chain Armour (Defense 14) | 10gp | - |
| Plate Armour (Defense 16) | 100gp | - |
| Shield (Defense +1) | 5sp | 5sp |
| Weapons | | |
| Light Weapon (d6 +Str. B.) | 5sp | 5sp |
| Medium Weapon (d6/d8+Str. B.) | 2gp | 5gp |
| Heavy Weapon (d10+Str. B.) | 5gp | 15gp |
| Sling (d6) | 3sp | 3sp |
| Bow (d6) | 25sp | 25sp |
| Crossbow (d10) | 5gp | - |
| Arrows/Bolts | 5cp each | 5cp each |
| Light | | |
| Candle (small) | 1cp | 1cp |
| Candle (night) | 5cp | 5cp |
| Lantern | 3sp | 5sp |
| Lamp Oil (flask) | 5cp | 5cp |
| Tinderbox | 1sp | 5sp |
| Torch | 1cp | 1cp |
| Animals | | |
| Cattle | 1gp | 8sp |
| Chicken | 2cp | 1cp |
| Dog | 1gp | 5sp |
| Hawk | 10gp | - |
| Hog | 5sp | 3sp |
| Horse (riding) | 10gp | 10gp |
| Horse (war) | 75gp | 65gp |
| Sheep | 3sp | 1sp |
| Tools | | |
| Anvil | 2gp | 3gp |
| Axe | 4sp | 3sp |
| Bellows | 4gp | 6gp |
| Block and Tackle | 3sp | 3sp |
| Chisel | 1sp | 2sp |
| Drill | 5sp | 5sp |
| Hammer | 1sp | 2sp |
| Hoe | 3sp | 2sp |
| Iron Plough | 15gp | 17gp |
| Nails (12) | 3cp | 4cp |
| Pick (heavy) | 6sp | 12sp |
| Pick (medium) | 3sp | 6sp |
| Prybar | 2sp | 2sp |
| Shovel | 3sp | 2sp |
| Specialty Tools | 2gp | - |
| Spike (iron) | 3cp | 4cp |
| Spike (wooden) | 1cp | 1cp |
| Adventuring Gear | | |
| Air Bladder | 1sp | 1sp |
| Bedroll | 2sp | 1sp |
| Caltrops (bag) | 4sp | - |
| Fishing Gear | 1sp | 1sp |
| Grappling Hook | 3sp | 5sp |
| Holy Water | 25sp | 25sp |
| Ladder (10') | 6sp | 3sp |
| Pole (10') | 1sp | 5cp |
| Rope (50') | 3sp | 3sp |
| Tent (3-ling) | 10sp | 15sp |
| Tent (personal) | 5sp | 10sp |
| Vial or Bottle | 2sp | - |
| Waterskin | 1sp | 1sp |
| Whistle | 5cp | 5cp |

| Item | Cost (City) | Cost (Rural) |
|--------------------------------|-------------|--------------|
| Clothing | | |
| Clothing (furs) | 50gp | - |
| Clothing (general) | 5sp | 2sp |
| Clothing (noble) | 30gp | - |
| Clothing (poor) | 1sp | 5cp |
| Clothing (winter) | 10sp | 5sp |
| Books and Vain Items | | |
| Book (Blank) | 3gp | - |
| Book (Magic) | 30gp | 50gp |
| Book (Reading) | 6gp | - |
| Holy Symbol (plain) | 2cp | 2cp |
| Hourglass | 10gp | - |
| Ink | 1cp | 5cp |
| Mirror (silver) | 3gp | - |
| Scroll Case | 1sp | 3sp |
| Food and Cooking | | |
| Cheese (20lbs) | 5sp | 4sp |
| Cookpots | 1sp | 2sp |
| Dried Fruit | 2sp/lb | 1sp/lb |
| Eggs (12) | 7cp | 3cp |
| Herbs | 3cp | 1cp |
| Lard | 1cp | 1cp |
| Soap | 1cp | 2cp |
| Wooden Tub | 2sp | 1sp |
| Hirelings and Followers | | |
| Useless Peasant | 2sp/month | 1sp/month |
| Labourer | 5sp/month | 5sp/month |
| Scribe | 6sp/month | - |
| Archer or Light Infantry | 1gp/month | 1gp/month |
| Mason | 1gp/month | 1gp/month |
| Camp Follower | 15sp/month | 15sp/month |
| Armourer or Blacksmith | 2gp/month | 2gp/month |
| Master Builder | 5gp/month | 5gp/month |
| Barber-Surgeon | 6gp/month | 8gp/month |
| Galley Crew (60) | 30gp/month | - |
| Transportation | | |
| Sailboat | 600gp | - |
| Cart | 3gp | 3gp |
| Raft | 5sp | 5sp |
| Wagon | 15gp | 8gp |
| Galley (60 oars) | 800gp | - |
| Lodging | | |
| Inn | 5sp/night | 3sp/night |

What is a Spell?

Spells are extra-dimensional entities. Wizards use them like items, or ammunition. Spells are semi-sentient. Most are about as smart as a toad. Spellcasting is throwing spells at your enemies using your brain.

Wizard brains are like coral reefs, with spells living in the gaps.

Storing Spells

A wizard's brain can hold up to four spells. Excess spells can be stored in scrolls or spellbook. They are functionally identical, except that a spellbook can hold up to 10 spells, while a scroll can hold only one spell, but takes up 1/3rd of an inventory slot. Acid or fire damage also has a 50% chance to destroy scrolls.

Spells can be moved from one scroll or spellbook to another with an hour's work. Spells cannot be copied, only moved. Wizards lure spells into their heads by thinking enticing thoughts. One hour of work is sufficient to move any number of spells between a Wizard's brain and his scrolls or spellbooks.

Casting a Spell from Memory

1. Pick a spell you have memorized.
2. Chose how many [dice] you want to invest.
3. Roll the invested [dice].
4. [Dice] that show 1-3 return to your casting pool.

The more [dice] you roll, the more powerful your spell is. [Dice] is the number of MD invested, [sum] is the sum of the values rolled.

Casting a Spell from a Scroll

If you successfully cast a spell directly from a scroll or spellbook, the scroll or book page is destroyed in the casting. This invests one free MD into the spell (so characters with no [dice] can use scrolls). You can add your MD to the scroll's MD as well, but the scroll's MD is always exhausted. Some ancient and potent scrolls may add more than one MD.

Mishaps and Doom

If you roll doubles on the MD used to cast a spell, you incur a Mishap; a small negative magical effect. If you roll triples, you gain a Doom. You can only ever suffer three Dooms. If you survive your third Doom, you are free of them forever.

You can avoid Mishaps by never rolling more than one [die] and Dooms by never rolling more than two. This forever limits your magical potential.

Identifying Magic Items

If you have at least one level in a spellcasting class, you can attempt to understand magical items. One round of close examination (touching, sniffing, etc.) allows you to tell if an item is magical or not. 10 minutes of close examination allows you to Save vs Intelligence to learn more about the item. Direct testing also helps.

The effects of potions cannot be identified this way. Small sips usually provide clues.

Powerful artifacts may require further study in a proper laboratory or library, and cursed items usually hide their identities. You may get a feeling that there is more to learn about these items.

Generic Hireling Stat Block

HD1 Attack **10** Defence **10**

Move **12** **Morale** **10**

Save **5** **Stats** **10** All

Roll a random race, profession, gear, and starting weapon.

Hirelings will work for pay (see the Price List. Typically 1gp/month for combat hirelings) but will not perform any ludicrously dangerous tasks, meddle with magic, or do other complex tasks unless offered a share (half, quarter) in the loot the PCs accumulate.

Why Is Your Replacement Character In The Dungeon?

| Roll | Reason |
|------|---|
| 1 | Fell down a crevasse while gathering mushrooms |
| 2 | Captured by trolls. Currently alive and marinating. |
| 3 | Got black-out drunk and wandered down here. |
| 4 | Testing a scroll of <i>teleport</i> . |
| 5 | Put on a cursed ring found in an antique shop. |
| 6 | Searching for a rare herb, following a <i>scry</i> spell. |
| 7 | Searching for true love, following a <i>scry</i> spell. |
| 8 | Found a treasure map. Was woefully underprepared. |
| 9 | Found a treasure map. Was well prepared. Provisions stolen by ex-friends. |
| 10 | Attempted suicide by dungeon, changed mind at last minute. |
| 11 | Preaching to an unlikely audience (goblins, trolls, dryads). It's not going well. |
| 12 | Preaching to an unlikely audience. It's going too well. Needs to escape. |
| 13 | Pursuing lost cat for reward money. |
| 14 | Pursuing bandit tribe for reward money. |
| 15 | Pursuing bandit tribe to join them. |
| 16 | Left in dungeon as part of initiation ritual. |
| 17 | Hoping to rescue a prince or princess. |
| 18 | Hoping to meet and work for a powerful dragon. |
| 19 | Pissed of an elemental spirit. |
| 20 | Pissed off a minor god. |
| 21 | Pissed off a major, but empathetic, god. |
| 22 | Enthralled bloodslave of a vampire who just died by falling off a cliff. |
| 23 | Trying to find a new place to farm illegal mushrooms. |
| 24 | Farmhouse uprooted by tornado. |
| 25 | Farmhouse uprooted by earth-nado. |
| 26 | Valkyries grabbed wrong guy, dropped them off in dungeon in disgust. |
| 27 | Kidnapped and held for ransom by gnomes. |
| 28 | Last survivor of a now-dead party. |
| 29 | Last survivor of a presumed-dead party. |
| 30 | Last survivor of a presumed-dead party. They are still alive and they are assholes. |
| 31 | Turned into water by an evil wizard. Trickled down here and reformed. |
| 32 | Deserter from the front, waiting out the war. |
| 33 | Elected as king by mayfly people. Entire kingdom just died of old age. |
| 34 | Cursed to wander the earth until they solve (incredibly trivial) riddle. |
| 35 | Cursed to wander the earth until they solve obtuse mathematical problem. |
| 36 | Cursed to wander the earth until they get laid. |
| 37 | Prospector looking for rare ores. |
| 38 | Cultist willing to give up cult and evil ways for a hot meal. |
| 39 | Severe agoraphobia. |
| 40 | Goblin reincarnated as a human by confused goblin druids. |
| 41 | Devoured by a purple worm by wearing a very useful, now destroyed amulet. |
| 42 | Specialist hired by underground kingdom to fix a forge, now lost on way home. |
| 43 | Specialist hired by underground kingdom to fix king's madness, now exiled. |
| 44 | Specialist hired by goblins, as a cruel joke. |
| 45 | Went swimming, caught in underground river, deposited in dungeon. |
| 46 | Lost a bet with a wizard. |
| 47 | Archeologist. The tomb-robbing kind. |
| 48 | Archeologist. The boring pottery kind. |
| 49 | Miner trapped here after an earthquake. |
| 50 | Trying to visit home of ancestors. Did not memorize the directions. |

Bottom Up View

There is a pattern to the world. A sense of organization. Everything in its place, and put there for a reason. The Third Estate supports the weight of the social order. From rich merchants to starving farmers, nearly everyone belongs to this Estate, and knows their place in the world. The Second Estate, or the nobility, live by the sword. Warfare is their profession. In theory, they protect the other Estates from heathens and criminals. In practice, they are all too often the source of sorrow, conflict, and misery. The First Estate, or the clergy, worships the Authority and maintains the Church. They see to spiritual matters.

The rising class of merchants and the suspicious orders of wizards are lumped into the Third Estate. Anyone outside this social order is an Outlaw, unprotected but also unburdened by feudal society. Around Here, the world makes sense but is slowly falling into disorder. In Foreign Parts, anything goes.

You live in a town, city, or village inside a barony. Your baron maintains knights and other lesser nobles and answers to a Count or Duke. The Counts and Dukes in turn answer to the King. Everything is inherited; changing your status is next to impossible. But the times are disordered and the rule of law is breaking down. The Plague stalks the land. The War grows ever more desperate. Famine looms. Death is certain.

The world is small and mysterious. Forget your modern certainty. Rainbows, eclipses, meteors, lightning strikes, dead fish and living stones; all are signs of the Authority's power or His displeasure. Books are extremely rare, literacy is limited, and expert knowledge is a mix of superstition, ritual, custom, and guesswork. Rationality has no place here.

The default setting for this hack is a mix of 10th-14th century France, England, Scotland, and Germany, with a few traces of countries further afield.

The Church helps hold the world together with dogma, literacy, training, and diplomacy.

Top Down View

In the beginning, the Authority created everything. The Authority is omnipotent, but cannot change His own laws, lest Creation unravel. He is omniscient, but he cannot see the future, lest time itself grind to a halt. He created the stars, the sun, the moon, and Creation. It is possible he did this accidentally (by creating hydrogen and gravity and time). In any case, the Authority seems to have goals and plans for life.

His first few attempts at living creatures produced angels, devils, spells, spirits, and souls, all of which are pretty much the same thing. His initial attempts at physical matter produced elementals. He later began fusing the ethereal soul-matter to more common matter, producing life. The first few attempts at life were more robust than intended. There are vast strata of compressed trolls beneath the continents, squeezed into a thick but still living oil, and above them, strata of fossilized vampires. The Authority had to invent plate tectonics to fix a few errors. Modern life is, for the most part, vulnerable and very mortal.

The soul controls the body, and not the other way around. Normally the body's death results in the soul's dissipation or judgement, but some particularly willful creatures can remain alive without a fully living body, returning as ghosts, undead, or even stranger creatures.

Virtuous souls are collected by one of the many Angels of Death and taken to Heaven, a floating city high above the world, for their eternal reward. Corrupt souls are collected by the Adversary instead. The first of the Authority's creations, the Adversary was given the task of tempting mortals from the path of righteousness, or so it is believed. The Adversary is not a rebel or a traitor, but instead a useful member of the divine order. Though widely feared, demons serve only to draw mortals away from the righteous path. The rewards they offer are bait to ensnare the greedy, the foolish, or the corrupt.

There are no other planes or parallel worlds. You could reach heaven with a very tall ladder or hell with a very deep mine. Both, according to myth, have happened.

Overview of the Estates

1. The First Estate

The Church. The clergy.

2. The Second Estate

The Nobility. Knights and feudal lords.

3. The Third Estate

Almost everyone else.

The **Monarch** and his immediate family in theory sit outside the Estates, but in practice, they can be treated as very high ranked members of the Second Estate.

Outlaws and criminals sit outside the Estates and the entire feudal structure. People from **Foreign Parts** are assumed to fit into the structure as well. Mind-bending leaps of logic may be required, but if you are from Foreign Parts and an ally, someone will try to figure out where you should sit. If you have an impressive title and act like a noble, you'll be treated as a member of the Second Estate. If you don't have an impressive title but you have a lot of money, you'll be treated as a high-ranking member of the Third Estate. Otherwise, you are somewhere between the lower Third Estate and Outlaw status.

Imagine you are a warlord. You lead a vast and squabbling nation and take over a bunch of land. You want to keep your lieutenants happy and loyal. To keep them on your side, you grant them land in your name. Your lieutenants have followers, and to keep them happy, they grant their followers land in the lieutenant's name, and so on, in a vast pyramid of land and titles and loyalty. You owe the guy who gave you land military service and rent. He owes his lord military service and rent. The King doesn't owe anybody anything but most of the time he's given away a lot of his land. Fast forward a few centuries and you have feudalism.

Starting Characters:

In theory, anyone else can also join, unless their class or race prevents it. Ask your GM. You start as a Deacon or an Initiate.

| Rank | Title | |
|------|------------------------------|--------------|
| 13 | Archpriest | |
| 11 | Cardinal | |
| 10 | Patriarch (in Foreign Parts) | |
| 9 | Metropolitan/Archbishop | |
| 9-2 | Bishop | Abbot/Abbess |
| 0 | Priest | Monk/Nun |
| 0 | Deacon | Initiate |

If you are a Deacon: you need to be male, or present as male. The Church is very dogmatic about this, but in disordered times, most peasants would rather have a female priest than no priest at all, even if it is heretical. You have been ordained by your Bishop. Your bishop is your lord in the feudal sense. You owe them rent, service, and obedience. In return, they will protect you, guide you, and promote you. You can perform minor services and assist a priest in major services.

If you are an Initiate: you have taken holy orders. You promised to obey your Abbot or Abbess, but you did not swear fealty to them. You are not an ordained priest and cannot perform services. You have chosen to separate yourself from the world. Since cloistered retreat makes for poor gaming and group collaboration, you are, for some reason, out in the world. Maybe you were dispatched on a mission. Maybe you ran away. Cloistered orders were often used as prisons for unruly nobles, unwanted sons, and willful daughters. Male initiates are tonsured, producing a very distinctive haircut. Ordained clergy are also tonsured, but only symbolically in most regions, usually by cutting off a few hairs.

The First Estate has many benefits. You are immune to civil justice. You can be tried only by your bishop (or a council of bishops, or the Archpriest if required). You do not need to perform manual labour. You will be taught how to read and write. At lower ranks (0 to 3) you will be underpaid and miserable. After that, your wealth and prestige increases. There is also no limit on promotion provided you are politically savvy, rich, or exceedingly pious, but you must progress through all the lower ranks first. In disordered times this can take a matter of days. When politics or power is at stake a candidate might be consecrated a deacon, a priest, and a bishop before lunch before taking his seat as a cardinal. For the most part, bishops are nominated by a secular lord and confirmed by other bishops and the local population. The local lord might choose a "spare" heir over any number of long-serving and pious priests.

If you are a deacon, priest, bishop, archbishop, or cardinal, you have a diocese, an area of for which you are responsible. This could be a small village or an entire nation. You may also hold grants of land, donated to you by secular lords in exchange for money, salvation, or political assistance. In theory the land is granted to the Church as a whole, but the local Bishop (or higher) sees to its administration and collects its revenue. Land is very rarely granted to anyone of lower rank, but a particularly fed-up Count might grant a village priest a small farm to prevent his habitual begging.

The church's revenue, whether from donations, tithes, or land, cannot be taxed. This annoys the higher ranks of the Second Estate a great deal. Money also flows away from local dioceses and into the vast structure of the Church. It is often spent unwisely and, almost certainly, uncharitably.

Income of the First Estate

The values listed cover disposable, salaried, regular income. You acquire your income from your set wages plus revenue you skim from alms and donations. The values below take food and other basic expenses into consideration.

Deacon: -1gp per month. You are paid a fixed amount but your basic upkeep far exceeds your wages. You must either live in complete humility, sell your services, or find another way to earn money.

Priest: -4gp per month. Now it's even worse! You are paid a little more than a deacon but your responsibilities are so much greater.

Bishop: [rank]x20gp of disposable income per month. Things are looking up. You can afford to hire personal servants, commission art, buy horses, and act like a noble. If you own land, you can also add that revenue to your income.

Initiate: 0gp per month. While you remain cloistered, your basic needs are met.

Monk/Nun: 0gp per month if devout. 1gp per month if debauched. 3gp per month if utterly corrupt. You get 1/5th if you are out in the world.

Abbot/Abbess: 3gp per month, usually spent on the poor or special projects, if devout. If corrupt, [rank]x20gp of disposable income per month. You get 1/5th if you are out in the world. Your monastery or nunnery may also own land.

During downtime, an ordained member of the First Estate can roll on the table below every week. Roll 1d50 per week. Also, roll [charisma bonus] d20s per week. Results of 1-10 and 21-35 are speculated sins; thoughts or plans confessed to the seller. Committed sins actually occurred. Instead of receiving an indulgence, penitents can a) fast one day in three for 2d6 weeks or months, b) pray or visit a certain religious site, or c) perform some other penitent acts as specified by the PC. A character may choose not to sell an indulgence. Adventurers are encouraged to purchase indulgences. Their souls are in dire peril.

| Offense | Roll d20 / d50 (Speculated) | Indulgence | Roll cont'd (Committed) | Indulgence |
|-----------------------------|-----------------------------|---------------|-------------------------|--------------------------|
| Adultery | 1 | 5cp | 11 | 1gp / person / year |
| Fornication | 2 | - | 12 | 1sp / act |
| Perversion (Heterosexual) | 3 | 5cp / act | 13 | 5sp / act |
| Perversion (Homosexual) | 4 | 1sp / act | 14 | 1gp / act |
| Perversion (Other) | 5 | 5cp / act | 15 | 5sp / act |
| Vanity (Mild) | 6 | 5cp | 16 | 1sp |
| Failing to Attend Service | 7 | 1cp | 17 | 5cp |
| Religious Holiday Exemption | 8 | - | 18 | 1sp |
| Blasphemy | 9 | 1cp | 19 | 5cp |
| Slander (Third Estate) | 10 | - | 20 | 5cp |
| Slander (Monarchy) | 21 | 1sp | 36 | 10gp |
| Slander (First Estate) | 22 | 5cp | 37 | 5gp |
| Slander (Second Estate) | 23 | 5cp | 38 | 5gp |
| Vanity (Extraordinary) | 24 | 1sp | 39 | 1gp |
| Concubinage | 25 | 5cp | 40 | 6gp / person / year |
| Violence (First Estate) | 26 | 5sp | 41 | 5gp |
| Violence (Third Estate) | 27 | 5cp | 42 | 5sp |
| Murder (Outlaw) | 28 | 2cp | 43 | 5sp |
| Murder (Blood Relative) | 29 | 5sp | 44 | 10gp |
| Murder (Stranger) | 30 | 2sp | 45 | 1gp |
| Murder (for Profit) | 31 | 5sp | 46 | 10gp |
| Perversion (Astonishing) | 32 | 1sp-1gp / act | 47 | 1gp-10gp / act |
| Practicing Proscribed Magic | 33 | 5cp / spell | 48 | 5sp / spell |
| Perjury | 34 | 5sp | 49 | 10gp |
| Theft | 35 | 1sp | 50 | 1/10th value of the item |

Ordained members of the First Estate may also charge for basic services.

| Event or Service | Cost |
|-------------------------|---------------------------|
| Baptism | 1sp |
| Wedding (Second Estate) | [Sum of noble Ranks]x10gp |
| Wedding (Third Estate) | 1sp |
| Funeral (Second Estate) | [Sum of noble Ranks]x15gp |
| Funeral (Third Estate) | 3sp |
| General Service | 5cp |
| Perpetual Service | [noble Rank]x100gp |

The Calendar of Sins

Adultery: For convenience, you can only commit adultery if you are married. If you're not married, it's Fornication (and possibly Perversion). You can still be punished for sleeping with someone's spouse. Some fairly astonishing papers put adultery rates in the 20-30% range for the medieval era. Feel free to roll for any given married couple in your setting.

Second Estate (or Rich Third Estate) (Male) + Third Estate: in theory, still Adultery. In practice, Fornication at best, ignored completely at worst. Long-term mistresses are more or less acceptable, socially.

Second Estate (or Rich Third Estate) (Male) + Second Estate (or Rich Third Estate): Scandal. Counts as Adultery, grounds for divorce.

Second Estate (or Rich Third Estate) (Female) + Anyone: Scandal. Counts as Adultery, grounds for divorce. Possibility of execution and torture for all involved.

The First Estate is barred from marrying and can't therefore commit Adultery. Within the Third Estate, consequences and severity vary widely.

Fornication: Sleeping with someone you aren't married to. If you are married, it's Adultery. Thinking about Fornication is so common that it only requires confession and prayer. Most priests are exasperated with young people. Priests often carry ticket-books with a half dozen indulgences for Fornication tied together, "the seventh one being free".

Perversion: In the medieval calendar of sins, "sodomy" covered a multitude of offenses, from acts that would barely raise concern in a family-friendly film to unusual and possibly mythical acts. Homosexuality thoughts or acts were common enough to warrant a separate category, though they were also heavily suppressed. I'm not going to list all the things that would qualify as a "perversion" to a medieval priest. There's no indication whatsoever that people were any less inventive or weird in the past than they are now. "Other" perversions cover acts that only involve one person, or aren't directly sexual in nature. "Astonishing" perversions are ones the priest hasn't heard of before.

Vanity: Mild vanities include fancy dress, jewels, and paintings. Extraordinary vanities include jeweled decorations for your horse, shining mirrors, illustrated books, pies filled with songbirds, and other extravagances. As it is the function of the Second Estate to dazzle and impress, only the First and Third Estates are charged with this sin on a regular basis.

Failing to Attend Service: Despite many depictions of medieval life, most people in the Third Estate, as far as we can tell, attended church services once a week at best, and once a month at worst. Nonattendance was a constant source of complaint among village priests. The value listed is for the Second Estate (or members of the First Estate who are unable to perform a scheduled service due to travel, drunkenness, or other considerations).

Religious Holiday Exemption: This indulgence allows you to ignore the penance and penalty for eating meat during a fast day, fasting during a feast day, working on a holy day, or otherwise mildly disrupting the social order. Only the pious, or those who want to be seen to be pious, bother. Priests use this to shake down the other Estates.

Blasphemy: Cursing the Authority's name, mocking the Church and the Saints, or otherwise saying things more severe than Slander.

Slander: Gossip, lies, and insults are all sins. Saying, "Duke Summerland is getting old. He's as bald as a stone and as bent as a bow," is insulting to the dignity of the Duke. While he might have you flogged or executed for it, you might also need to confess your sins and do penance, or purchase an indulgence to avoid penance.

Concubinage: Living and presumably sleeping with someone you cannot, for whatever reason, marry. This might be because you are a member of the First Estate or because you are already married. The Second and Third Estates keep mistresses or lovers. The First Estate keeps concubines. In disordered times this is a common sin, even in monasteries. Publicly acknowledging your concubine is socially unacceptable.

Violence: Assault, tripping someone down the stairs, or whipping them with a knotted rope. For the Second Estate this is a right and a duty.

Murder: All values listed are for members of the Third Estate murdering other members of the Third Estate. The values are cumulative (so if you murder your son, a blood relative, for profit, you need to pay 20gp). If you are selling an indulgence for the murder of anyone other than an outlaw or a stranger, chances are you are visiting someone in prison. If you conceal the crime you may also be punished. Murder of a noble, a rare occasion indeed, requires an indulgence of [difference between victim and murder's ranks]x100gp. If a peasant [Rank 0] murders a knight [Rank 2], the peasant would have to pay 200gp to have their sin cancelled by an indulgence.

Practicing Proscribed Magic: According to the doctrines of the Church, a baffling and contradictory number of spells, incantations, and practices are forbidden. For instance, wizards are forbidden to cast light-creating spells during the day (for this mocks the glory of the Authority's sun), mind-altering spells, spells that produce living creatures or appear to produce living creatures, and a thousand other mild restrictions. Some spells that kill outright are unrestricted. Some that merely produce flowers are banned (on certain days). Since wizards routinely ignore all these restrictions, priests use this sin to extract a few more coins from pious wizards, or harangue them for their sins. Necromancy, biomancy, and other truly forbidden magic result in automatic excommunication.

Perjury: Lying to your lord, or lying in court, or lying to your priest. Again, this does not shield you from secular punishment, only from penance. It also only applies retroactively (you can't buy clerical permission to lie). Minor lies about adultery, wealth, and illness do not require an indulgence.

Theft: Very broadly applied and edited at the priest's discretion. Theft of rent (by becoming ill and unable to till your lord's field), theft of silver plate from a church, and theft of an entire province via forged documents are all treated differently. Severe theft might require a Bishop or even the Archpriest to authorize the indulgence.

Starting Characters:

The function of the Second Estate is warfare. You can enter the Second Estate by birth and ancestry, or by ennoblement by a higher ranked member, but you must maintain your position by living by the sword, and by spending copiously to maintain that lifestyle. You cannot work, you rarely study, and you maintain a strict separation from the concerns and behaviors of the Third Estate. The Knight class automatically starts in this Estate; other classes need special exemptions.

Your monthly expenses is the minimum you need to pay to maintain your status. It covers servants (elsewhere, you will probably never meet them), repairs, fancy clothes, tithes, donations, taxes, loans, and ancient ransoms.

| Rank | Title | Monthly Upkeep |
|------|--------------------------------|----------------|
| 12 | King | 180gp |
| 11 | Sovereign Prince | 168gp |
| 11 | Prince | 156gp |
| 10 | Sovereign Duke | 156gp |
| 10 | Duke | 144gp |
| 9 | Marquis / Earl | 132gp |
| 8 | Count | 120gp |
| 7 | Viscount | 108gp |
| 6 | Baron (Large Barony) | 96gp |
| 6 | Baron (Medium Barony) | 84gp |
| 6 | Baron (Small Barony) | 72gp |
| 5 | Baronet / Knight Bannerette | 60gp |
| 4 | Lord / Manorial Knight | 48gp |
| 3 | Courtier / Household Knight | 36gp |
| 2 | Gentleman | 24gp |
| 1 | Provincial Gentleman / Bastard | 12gp |

1,200x your monthly expense is the minimum amount you can be ransomed for. Cruel enemies might charge 3,600x or more. At least you can be ransomed - everyone else is ransomed in bulk, executed, or recruited. If you capture an enemy Count, for example, you could ransom them for at least 144,000gp, paid in intervals according to the terms of the ransom. This money doesn't count for XP purposes in my game.

Nobles are obliged to serve their lord in war and in peace, to protect the other Estates, to obey their monarch, to behave chivalrously, and to fight honorably. To a greater or lesser extent, none of those things occur. Women of the Second Estate, while barred from the use of arms (in theory), wield considerable social, political, and financial power. When not at war, the life of a low-ranked noble resembles that of his peasant vassals, distinguished perhaps only by a better diet and a larger house. At higher ranks, luxury and idleness have free reign. The wildest fancies can be entertained.

Members of the Second Estate can exercise their authority on any land they own. Anyone on their land, aside from members of the First Estate and chartered merchants from free towns, is subject to their justice. Nobles of Rank 6 can try capital offenses and perform executions. The authority of lesser nobles is limited to flogging, imprisonment, and fines. The moral basis for this right is the duty of a noble to protect the other two Estates. Members of both the First and Third Estates are acutely aware of their many rights. Members of the Second Estate can only be tried in the court of a higher noble. They are rarely executed.

Nobles of the Second Estate can gift or grant a noble title to someone in the Third Estate. Lords (Rank 4) and above can make Knights and Courtiers. Counts (Rank 8) and above can make Barons. Dukes (Rank 10) and above can make Counts, although they will probably need to get their monarch's permission. Kings and the king's heirs (Rank 11 and 12) can create any rank or revoke any title. They tend not to though.

When you are ennobled you are required to swear fealty to your lord in a solemn ceremony. Your terms of service, expectations, and duties are also set. This also applies when you inherit a title or become eligible to inherit a title. Around Here, most of the time, only men can be given titles and land, mostly for traditional reasons. In Foreign Parts, anything goes.

Making someone a knight but not granting them land might be an honour, but it is also an expensive obligation. The major exception is Courtiers (Rank 3). The Second Estate has a monopoly on violence, but some members can escape living by the sword and fighting from the saddle. The titles below give their holder a position at court the court of a noble as well as the revenue listed. The income listed represents a stipend from your lord, plus minor bribes, gifts, and other perquisites of your role. If your income is less than the expense of your rank (36gp/month) you should gain land to increase your income, take more bribes, or continue adventuring.

Courtier Titles

Butler

Income: 38gp/month, plus all the wine you can drink

Unlike their later role, medieval butlers were both nobles in their own right and military leaders. The butler of a border castle is responsible for all household staff and provisions. They inspect wine, have unruly servants hang, attack assassins, dictate letters, and generally administer a lord's household. Only large estates require an ennobled butler, but even Barons can maintain them if their holdings threatened. Household knights are the most common recipients. Butlers were rarely given grants of land and were expected to die in service.

Companion/Retainer

Income: 13 to 38gp/month

A companion is a very minor noble attached to a lord or lady, or their heirs. They form part of the noble's retinue. The highest ranked might be the Lady-in-Waiting to a noble's wife or daughter. While this is considered a useful position for noble women (one of the very few available outside of marriage), it would be an extraordinary and prestigious honour for someone to be elevated from the Third Estate to this position. A lord might keep a retinue of landless noble friends and advisers. Some Rank as Gentlemen (Rank 2) or even Provincial Gentlemen (Rank 1) in a very low-status court. Retainers are sometimes granted spurious positions (Inspector of the Bridges and Waterways, Keeper of the Lesser Falcons, Mistress of Her Lady's Linen) or simply refereed to as "Sir" or "Lady".

Court Wizard

Income: 36gp/month

Ennobling a wizard is a dangerous step. By nature of their professions, Court Wizards can never shed the stink of the Third Estate. They have expenses as a noble of Rank 3, but are treated as a noble of Rank 1 for purposes of priority, seating arrangements, and marriage suitability. Becoming a Court is a great step for any caster, and might lead to their appointment as Steward or Butler. Court Wizards are sometimes gifted land or a tower for their own personal use. As vassals, Court Wizards are bound to their lord, but they are sometimes poached, bought, or traded between courts. Higher ranked nobles might grow jealous of their vassal's court wizard and demand a transfer of loyalty. If captured by your lord's enemies, you will either be executed without delay or released without ransom.

Herald

Income: 38gp/month

Informal courts are very common, but for a variety of tedious reasons, you need a herald to hold formal court. Since they are expensive to maintain, only Barons (Rank 6) or higher maintain heralds. They handle the administration of court events, establishing precedence, and conducting the court. They are also responsible for conducting tournaments and similar events. They are also used as diplomats between courts and traditionally carry diplomatic immunity. You must be trusted by your lord to the most intimate degree, and be ready to die or be imprisoned for his cause. Becoming a herald is very useful for PCs. They can maintain a small retinue, travel widely, and gain the ear of their lord. Options for promotion are limited, but that is true of the Second Estate in general. Usually, this title is given to a loyal knight in lieu of a gift of land.

Sheriff/Sargent

Income: 30gp/month

You execute legal orders from the King, and preside over law cases where the local courts do not have jurisdiction (such as offenses against the monarch or minor disputes between two lords). You are appointed to this role by the King (in theory), but in practice anyone of Rank 8 or above can ensure your appointment. You are usually gifted land as well. In rare cases your position may be made hereditary. You are not expected to ride to war, but your legal duties and obligations keep you constantly occupied. This title is most appropriate for unscrupulous and ambitious PCs. A cunning sheriff could grow very rich on mis-allocated taxes, bribes, and revenues. They also have the ear of the monarch, in theory, and could easily acquire further titles. On the other hand, a wise sheriff could moderate the abuses of the Second Estate and ensure the prosperity of the peasantry.

Steward

Income: 36gp/month, plus a fraction of the land's revenue.

A steward is responsible for managing land in their lord's name, freeing the lord for other duties. Many great nobles own pockets of land isolated from their main estates, acquired by inheritance, grant, violence, or historical coincidence. A steward cannot be placed in charge of a vassal's holding, only the lords own holding. If you are the wife of a noble you are considered to also be his steward. This title is the pinnacle for characters from the Third Estate, provided they do not own land. You may not be a duke yourself but you are empowered to act in his name and in his interests. Expect rebellions, peasant troubles, famines, plagues, wars, and all the cares of management.

Squire

Income: -

Squires are a special case. They can be created by any knight. Their noble Rank is 0 and they have the most tenuous foothold in the Second Estate, unless the Rank granted to them by their birth is higher. If they are from the Third Estate, their hope is to one day be made a knight. If they were born into the Second Estate, being a squire gives them training, access to court, and something to do to keep them out of trouble. Their monthly expense varies based on the status and rank of their lord. Squires of high-ranked nobles are Companions/Retainers. Squires of low-ranked nobles might be camp followers. In an emergency, a PC knight can always declare that a younger, male (or visibly male) person is their squire. A suspicious lord might require the "squire" to show some feat of arms or recite a few verses of an oath.

Barony Revenue

The values here are calculated post-tax, post-tithes, and post-conversion expenses. Much larger amounts are actually paid, but accountants, taxes to overlord, ransoms, and paying accountants take off a considerable sum. This is, effectively, the liquid cash a baron is able to spend freely. They still need to pay their monthly upkeep.

| Baronial Hex | Revenue (per month) | Revenue (per year) |
|--------------|---------------------|--------------------|
| Core | 75gp | 900gp |
| Developed | 50gp | 600gp |
| Undeveloped | 30gp | 360gp |
| Wasteland | 10gp | 120gp |
| Settlement | Revenue (per month) | Revenue (per year) |
| City | 75gp | 900gp |
| Town | 20gp | 240gp |

Example 1: Leroux

About 2 hexes total: 1 Developed Hex and 1 Undeveloped Hex. 1 Town. Total revenue is 100gp per month, 1,200gp per year. As a minor Baron, the Baron of Leroux needs to spend 72gp per month just to maintain his status, so his actual discretionary income is a mere 28gp per month.

Example 2: Holbach

About 7 hexes total. All Undeveloped Hexes. 3 Towns. Total revenue is 270gp per month, 3,240gp per year. As a medium Baron, the Baron of Holbach needs to spend 84 gp per month just to maintain his status. His actual discretionary income is a very nice 186 gp / month. Given the isolation and strategic position of his Barony, he probably spends it on defense and castle-building.

Example 3: Pellamy

About 9 hexes, all Core. 1 City, 2 Towns. Total revenue is a staggering 790gp per month or 9,480gp per year. Pellamy is owned by a Count, who must pay 120gp per month in expenses to maintain his court. His actual discretionary income is barely affected, at 670gp per month.

County and Duchy Revenue

Counts and Dukes have a revenue equal to their core Barony, plus a set amount from each hex in their County or Duchy (outside of any Baronies they own), and without any Baronies that are owned by the Church or the King directly.

| County Hex | Revenue (per month) | Revenue (per year) |
|-------------|---------------------|--------------------|
| Core | 1gp | 12gp |
| Developed | 0.5gp | 6gp |
| Undeveloped | 0gp | 0gp |
| Wasteland | 0gp | 0gp |

Example:

The Count of Pellamy has Baronies Pellamy (790gp per month, 9,480gp per year) the Glass Tower (1 Undeveloped hex, 1 Town, 50gp per month, 600gp per year) , and Vise (1 Core, 2 Undeveloped hexes, 1 Town, 355gp per month, 1,065gp per year).

There are 2 Core and 18 other Developed hexes in the County (outside of Baronies in the Count's control) which bring in a total of 11gp per month or 132gp per year.

The Count of Pellamy therefore commands the princely sum of 1,195gp per month or 14,340gp per year.

Small Landowners

The PCs might one day aspire to a Barony or even a County of their own. They are far more likely to start on the lower order of society. Income is listed after taxes and tithes. The "Cost to Buy" is how much you would need to spend to purchase the land outright. This almost never happens; land is inherited, gifted, or stolen through legal chicanery, but very rarely sold. It's much more sensible for players to acquire land through grants and gifts instead of outright cash. The GM or the PCs can describe their farm in detail, adding pigs, fences, surly tenants, good wells, and stone paths as needed.

Farms

Small Farm

One hut, a small vegetable patch, a few strips in the fields, and a share everything the community owns, does, or thinks.

Cost to Buy: 100gp

Income: 0. You won't starve as long as you farm constantly. An entire year's work will earn you 1d10sp.

Large Farm

A small house, an outbuilding or two, a vegetable patch, several strips in the fields, and a loud voice in the community. You have 1d6 tenants (total, not families) who live with you and work your land.

Cost to Buy: 500gp

Income: 12gp/month in a good year, which will cancel out the monthly expenses of a Knight.

A rich landowner might own several large farms and collect their revenues.

Manors

If you are a Baron, you own one or more manors. Their revenue doesn't add. You switch to using Baronial revenues at that point.

Small Manor

A large stone house, several outbuildings, and a great deal of influence. You must be a member of the Second Estate to own a manor.

You have 2d6 tenant families (1d4 peasants per family) who live with you, or in buildings nearby, and work your land, plus 2d6 other peasant families who work land of their own and pay you homage.

Cost to Buy: 1,000gp plus a baron willing to ennoble you (usually another 2,000gp in bribes).

Income: 50gp per month

Large Manor

A very large stone house, probably with a tower. A miniature fortress. You must be a member of the Second Estate to own a manor.

You have 2d6 tenant families (1d4 peasants per family) who live with you, or in buildings nearby, and work your land, plus 4d6 other peasant families who work land of their own.

Cost to Buy: 10,000

Income: 75gp per month

If you are very lucky, you might have a village nearby, under your protection. A village adds +10gp per month to your income.

Other Investments

The income listed is after the peasants and workers have been paid, ingredients have been bought, etc. It's the profit from your investment.

Inn

A wooden building with a large sleeping room, a kitchen, and stables. Usually inside a town or city. Comes with 1d4 servants who sleep in the stables or in the kitchen.

Cost to Buy: 500gp

Income: 5sp per month, 6gp per year

Mine or Quarry

A wooden-framed shaft or open pit, with a few huts nearby. Comes with 1d4 peasant families (1d4 peasants each) who will mine for you and farm in their spare time.

Cost to Buy: You usually can't buy a mine, but you could discover one on land you already own.

Income: 5sp per month, 6gp per year

Other Revenue Source

Will vary by campaign. A village of pixies you can tax. A forest you can cut trees from. A shop.

A brothel. A treacle pumpjack. A winery

Cost to Buy: varies, but at least 500gp

Income: 0.1% of the initially invested value per month. (1000gp = 1gp per month, 12gp per year).

Troubled Times

In disordered times, when Plagues, Wars, and Famine stalk the land, divide all revenue from all sources by 2. In truly chaotic times, divide all revenue from all sources by 10.

Cheating on Your Taxes

You can increase your revenue by withholding dues from your lord. These are not taxes, per se. The Second Estate isn't directly taxed, but feudal aids, gifts, ransoms, loans, and other obligations function like a parallel tax system. Some lords with well-audited accounts will notice immediately. Some might not notice for decades. The landowner can plead a thousand excuses from plagues to wars to simple bankruptcy, and depending on the leniency of their lord, the excuses might be accepted.

Small Landowners and Investments

Can gain an additional 5% of their income by cheating on taxes.

Example: Brett the Knight has a Large Farm and earns 12gp per month. He decides to cheat his lord, a baron, and hold back some taxes. He can withhold tax and earn an extra 6sp a month. This might not seem like much, but it could be the difference between starvation and prosperity.

Barons

Can withhold the revenue from any of their hexes that would normally go to the Count.

Example: the Barony of Leroux has 2 Undeveloped hexes.

The Count of Pellamy would normally earn 0.5gp per hex.

Baron Leroux can instead keep that money, or a portion of it.

Starting Equipment: heavy weapon, leather armour

Starting Skill: Foreign Parts. Also, see below.

A: Rage

B: Danger Sense, A Taste of Home

C: Feat of Strength, Die Hard

D: Tough

You gain +2 HP for each Barbarian template you possess. You get +1 Stealth if you possess 2 Barbarian templates.

Rage

You can choose to enter a rage at the start of your turn or in response to taking damage. While in a rage, you have +1 Attack stat, all your melee attacks inflict +1 damage, and you are immune to pain and fear. You cannot do anything defensive, curative, or tactical with your allies. Spellcasting is not impossible, but all your spells must be damaging spells, which deal +2 damage (if 1 target) or +1 damage (if multiple targets). Mishaps and Dooms may be more severe. While raging, you cannot stop fighting until you kill, subdue, or drive off all enemies. You can try to stop raging with a 2-in-6 chance of success at the start of your turn as a free action. If one of your allies has injured you this fight, they count as an enemy.

Danger Sense

You have a 50% chance to act in a surprise round. If you encounter a creature no one in the group has seen before, you can Save vs Intelligence to remember a detail or weakness, if the creature is not unique.

A Taste of Home

You can consume a special ration to regain 1d6+1 HP. This takes 1 round. One use costs 1gp and can be purchased in any trading city. 3 "doses" fit in a single inventory slot. You cannot do this while raging, but you can immediately enter a rage after eating the ration. If you have any Lethal Damage, you instead heal to 0 HP. If an ally waves the ration under you nose, you can Save vs Constitution to wake up. You may play a theme tune (or a leitmotif, if you're classy).

Feat of Strength

Once per day as a free action, you have 22 Strength for 1 round. Can also be used in combat (your Strength Bonus is 4).

Die Hard

You have 4 rounds to remove all your Fatal Wounds.

Tough

Reduce all incoming damage by 1 point. You gain a +2 to Save vs mind-altering spells.

Where are you From?

You are from Foreign Parts. The language of the people Around Here is strange to you; their customs are unusual and sometimes amusing. You might worship the Authority as they do, but you might also be from a heretical sect or a pagan. Unless your background states otherwise, you can start as a member of the First or Third Estates, or as an Outlaw. Barbarians can be male or female; they do things differently in Foreign Parts. To a certain extent you bring your own laws and customs with you.

Starting Skill: 1. Mountaineer, 2. Raider, 3. Horses, 4. Soldier, 5. Sailor, 6. Unusual

Mountaineer

You cannot wear chain armour or plate armour.

1. You lived in the high alpine passes. When you weren't farming goats you were feuding with your neighbors. Start with 1 goat and a set of winter clothes.
2. You were a prince of a great nation who lived in valleys between mountains that cut through the clouds. You are innately superior, and know how to behave like a noble. Gain the "Courtesy" skill, 1gp, and the starting Noble Rank of 1 with an upkeep of 12gp/month. Your clothes were fancy in your homeland.
3. You were a great skirmisher and high-pass fighter. Start with 50' of rope, a grappling hook, and a weather-worn face.
4. You lived in the back of a great glacier or on a trackless snowfield in the north. Start with a pair of bone snow goggles. Each morning, if you wake up above ground, you can Save vs Wisdom predict the weather.
5. You are a mercenary and a guide. Sometimes, you lead armies to their death. Sometimes, you lead them through impossible terrain. Start with 1d10sp and a spare sword.
6. You searched the mountains for rare beasts. Start with fur robes worth 50gp that you wouldn't sell even if threatened with a horrible death. You killed the animal yourself. Feel free to a name and describe it.

Raider

You cannot wear plate armour.

1. You were part of a mercenary army, brought here to fight in a War. You do not know the way home. Start with a horse and a shield.
2. Your appearance is so outlandish even educated and well-traveled people will stop to stare at you. The difference might be minor to modern eyes. You gain a +2 bonus to Charisma in situations where your novel appearance or dress might provoke interest and a -2 penalty to Charisma when it would cause fear or discomfort.
3. Your culture rewards death in battle against impossible odds. You must Save to retreat from a fight. You may reroll a failed Save vs Fear if your immediate response, if you succeed, is to rage and charge.
4. You were an expert looter, raiding caravans, cities, and travellers alike. Start with brightly coloured clothes made from the torn silks of your enemies. You can evaluate the worth of looted treasure (as a Thief).
5. You know how to frighten the weak-willed and inexperienced. Start with a pot of war paint. It takes you an entire round to enter a rage, and you must spend that round chanting, dancing, or displaying your weapons. You can maintain this pre-battle rage-chant as long as you want to. This may force your enemies to make a Morale check or Save vs Fear.
6. You are an expert slave-catcher. If you make a Combat Maneuver and grapple a human-sized target, you can also disarm them.

Horses

You cannot wear plate armour.

1. You are completely at ease in the saddle of a horse. You start with a bow and 20 arrows, but no horse (it died recently).
2. You have a riding animal of an unusual breed (a six-legged horse, a camel, a giant centipede, a huge bird). It is identical to a horse in all mechanical respects, and too weird for anyone around here to buy. If it dies, you can try to buy a replacement at a major city for at least 200gp.
3. You can instantly evaluate a horse's condition and worth just by inspecting it. If you sell a horse, you always get a good price.
4. You were part of a knightly order in Foreign Parts, sent here as part of a failed diplomatic effort. Your master might be dead, but you have committed no crime, and see opportunities in these lands that would be denied to you at home. Gain the "Courtesy" skill, 1gp, and the starting Noble Rank of 1 with an upkeep of 12gp/month.
5. You are part of a vast warrior nation that lurks just beyond the horizon. You were exiled for a shameful crime and can never return to your homeland. Start with a horse and a ceremonial dagger.
6. You are an expert on riding on any terrain. Start with a horse. While riding, you never need to make checks to move over steep slopes, uneven ground, small streams, etc.

Soldier

1. You were born into a mercenary family and have know no other life. Start with 1gp and 1 Camp Follower.
2. You have fought in half a dozen wars in places most people can barely imagine. Your long and loyal service was not rewarded, but your amazing tales will earn you friends.
3. You were an expert night-raider, and took many captives by the light of the overcast moon. You can see as well in dim light above-ground as most people can see in daylight.
4. Your tribe's battle-rage is terrifying to behold. If you kill an enemy, you can spend the subsequent round defiling the corpse, shouting, or holding your bloody weapon over your head to force a Save vs. Fear or a Morale check among your enemies (and potentially your allies).
5. You came from a tribe of brawlers. You can throw any solid object to deal 1d6+Strength bonus damage, with a -1 penalty to attack for every 10' past the first.
6. You have fists of steel and callouses like iron plates. Your unarmed attacks deal 1d6+Strength bonus damage. You can also crush walnuts and skulls with your bare hands.

Sailor

You cannot wear chain armour or plate armour.

1. You can swim, even in leather armor. Unless you're a fishling this is a rare skill indeed.
2. Your ship was half-wrecked in a storm and you drifted for months. You have no idea how to get home, but you prefer it here anyway. Make up 1d6 ludicrous lies about Foreign Parts.
3. The horrifying things you saw while you were at sea convinced you that dry land - any land - was better and safer. Gain +2 to Save vs Fear.
4. You kissed a mermaid once. Water elementals will not harm you unless seriously provoked. The first time you would die due to drowning, you are instead tossed to the surface with 0 HP.
5. You raided a monastery from the sea but underwent a miraculous conversion. You will not harm any monk or nun. Start in the First Estate with a great deal of residual guilt.
6. You guarded a merchant who died on a sea voyage. Start with 1d10gp. You can speak a dozen languages.

Unusual

You gain the skill listed, not the "Unusual" skill.

1. You were a holy warrior, fighting for a cause no one Around Here even knows about. Gain the "Religion" skill.
2. You know a secret ritual to call the souls of your victims back into the living world. Once per week, you can cast *Speak with Dead*, targeting a creature you personally killed. The creature's head must be intact. If the creature *really* hates you and has sufficient willpower, it can Save to return fully, becoming a ghost, an embodied undead, or possessing someone nearby. You don't know this can happen. Gain the "History" skill.
3. You have hardened your soul. If a spell requires you to Save, unless it is a Save to Dodge, you gain a +2 bonus to your Save. If you are aware the spell is being cast and do nothing but prepare yourself, you gain a +4 bonus instead. Gain the "Religion" skill.
4. You are a natural leader, although you are not a noble in any way. Hirelings can reroll failed Saves vs. Fear or Morale checks if they can see you. Gain the "Siege Warfare" skill.
5. You were dispatched from Foreign Parts to fulfill some ambiguous prophecy. If a suitably dramatic event occurs, you can declare that the prophecy is fulfilled. Gain a +2 to all Saves for the rest of the encounter and a sense of emptiness if you survive. You can only do this once. Start with the "Farmer" skill.
6. You cannot lie under any circumstances. Your oaths are very powerful. Start with the "Solider" skill.

Starting Equipment: leather armor, sword, bow, 20 arrows

Starting Skill: see below.

A: Parry, +1 attack per round

B: Notches

C: Tricky, +2 Attack stat

D: Impress, Cleave

You gain +1 HP for each Fighter template you possess.

Fighters can use all weapons, no matter how obscure.

Parry: Once per day you can reduce incoming damage by 1d12 points. If you also choose to sunder your shield, you can reduce the damage by 12 points instead of 1d12.

Notches: Each time you attain a total of 10, 20, 30, and 50 kills with a weapon type (such as 10 kills with a dagger), you unlock a new ability for that weapon, chosen from the list below. Keep track of your kills and special abilities on the back of your character sheet.

1. +1 Damage
2. Expanded Critical Range (+1)
3. Special ability (negotiated with GM, one per weapon)

For example, a Fighter with 50 flail kills (4 notches) could have +1 damage, a critical range of (1-3), and the ability to stun an opponent for one round on a critical hit. The GM decides what counts as a kill.

Tricky: You get +2 to Combat Maneuver rolls. Additionally, whenever you attack and get exactly the number you needed, you may make an opposed Dexterity vs Strength or Dexterity (whichever is higher). If you win, you successfully execute a free Combat Maneuver.

Impress: Whenever you win a fight against challenging foes, people who don't like you make a new reaction roll with a +4 bonus. This even works on people you just defeated in combat, unless you caused them undeserved or disproportionate harm. Hirelings get a +2 to Morale, or a new Save vs Fear.

Cleave: Whenever you reduce a creature to 0 HP with an attack, you can make another attack with the same weapon against a target within 5'. You can only cleave an number of targets equal to your Level in a single round.

Who Are You?

You are a probably a member of the Third Estate. If you are good at fighting, it's seen as an affront and possibly a threat to the Second Estate. If you are literate, educated, or troublesome it's seen as a threat to the First Estate. In most places it's illegal for you to carry a sword. Your bow is used for hunting and practice. A strong body of archers is invaluable. Everything you do is taxed. You have many rights and know them very well, but the courts are neither fair nor impartial, and justice is slow, insufficient, or absent altogether.

Your lord typically has the right of "pit and gallows, sake and soke, toll, team, and infangthief.". In modern English, "drowning, hanging, finding you, hunting you, charging you for movement or activity, requesting unpaid labour, and executing summary justice". He cannot punish you arbitrarily, but he can control many aspects of your life and behavior. In some areas it is illegal to move away from your land.

Permanent national armies don't exist. Armies are raised, fight, and retire when the season ends or the war is over. The only permanent military forces are disorderly ones, as feared as the plague and nearly as devastating. While knights and lords obsess over warfare and honour, the involvement of the Third Estate is treated as a necessary but disreputable part of a war. Nevertheless, skilled fighting men can be found in any major city, willing to work for pay. They form a new career whose only profession is soldiering. Paying these soldiers requires more taxes.

Most fighters Around Here are male, but there are exceptions. It's much easier to get away with this kind of stuff in the Third Estate. Once again, in Foreign Parts, anything goes.

Male Fighter**Starting Skill:** 1. Farmer 2. Soldier. 3. Sailor**Farmer**

1. You were forcibly conscripted, in violation of your few rights, by an unscrupulous lord. Your farm was seized in your absence. You might idly dream of revenge. Roll on the How This Villain Wronged Me table.
2. You are the [d10+2]th son of a poor farmer. You needed to leave or risk starvation. Expect Terrible Letters from Home. If all your older siblings die you can inherit the farm.
3. Your farm and village were burned during a war. Rather than rebuild, you moved to a new area, but the only profession you can find, other than begging, is warfare. You start with 1d6 rumours about the local area.
4. Your lord was good to you, and on his deathbed, elevated you to his son's household troops. Unfortunately, the son swiftly died and the new heir has no place for you. Start with 1 gp. You *may* roll on the How This Villain Wronged Me table.
5. Years of practice with your bow have made you a deadly shot. Start with 10 extra arrows and one entertaining trick shot (shooting a coin out of the air, an apple off a tree, etc.)
6. You abandoned your family to seek wealth, glory, or a better position. Start with 2 extra rations and a lingering sense of guilt.

Soldier

1. You served in Foreign Parts. Make up 1d6 ludicrous lies. You gain the "Foreign Parts" skill, but people from Around Here distrust you.
2. You served well and fought bravely but your service was not rewarded. You have gone to seek your fortune elsewhere. You start with no money, but your amazing tales will earn you friends.
3. You are a professional outlaw, a brigand who raids villages and cuts down merchants on the road. You care nothing for laws, wars, or causes, and roam where your will takes you. You start with 10 extra arrows, 2 rations, and many enemies.
4. You served in a mercenary company that was disbanded and scattered. The world has no place for you save the War. Start with an extra language and 1 Camp Follower.
5. You were free with your money and accumulated 1d4+1 Camp Followers.
6. Your skill with your weapon of choice brought you to the notice of your lord. Gain 1gp and an insufferable swagger.

Sailor

1. You can swim, even in leather armor.
2. You served in Foreign Parts. Make up 1d6 ludicrous lies. You gain the "Foreign Parts" skill, but people from Around Here distrust you.
3. Your ship was wrecked in a storm. Gain a +2 bonus to Charisma when interacting with water or lightning elementals. You have no idea this bonus exists.
4. You saw a sea monster once. You gain a +1 Save vs Fear when saving against creatures larger than a cottage.
5. You can eat *anything*. When in town, you eat twice as many portions as normal, but on the road or in the dungeon, you can Save to reroll negative effects from spoiled food, dungeon meat, etc.
6. You served well and fought in a major sea battle. Start with 1gp and a trinket from Foreign Parts.

Female Fighter**Starting Skill:** 1. Frontier 2. Soldier. 3. Unusual**Frontier**

1. You lived on the edge of civilization. You carried a sword to go feed the chickens. Gain a +1 Save vs Fear and 1 extra ration.
2. Your parents were new arrivals to a conquered area. They wanted you to be able to defend yourself against the uprising they feared daily. You start with 1d6 rumours about the local area.
3. You were a street rat or a wilderness child. Your life has been hard and brutal. Instead of a bow, you start with a sling and 20 rocks.
4. Your village was so small, isolated, and threatened that, despite the cultural shock, you and 1d6 of your sisters and cousins, were trained in archery and basic swordfighting. Expect Terrible Letters from Home. If you ever visit, you and your friends will always be welcome.
5. Your grandparents were barbarian mercenaries, granted land in exchange for service. Although you and your family are civilized now, the old traditions are still conducted in secret. You [1d4] 1. Can fire arrows from horseback accurately, 2. Gain the "Religion" skill, 3. Wield an unusual (but functionally identical) sword, 4. Start with 1 Camp Follower.
6. In exchange for gold or other favours, a sergeant-at-arms amused himself by training you in secret. Gain the "Laundry" skill.

Soldier

1. You followed your husband or lover to war but returned alone. With few useful skills, you took up his equipment and rove Creation, surviving as best you can. Start with a wheelbarrow.
2. The war became desperate. Surrounded and in great danger, you took up arms and fought for your life. You escaped, but gained an Interesting Scar (see the Death and Dismemberment table). Start with +1 HP.
3. You were a minor follower of a great and warlike lady, trained in hunting and swordfighting to better inspire her troops. Start with a mythological costume (stored safely in a bag) and a good singing voice.
4. You are the de facto leader of a group of irreverent brigands, layabouts, and scum. Start with 1d4+1 Camp Followers.
5. You were besieged for years inside a city. When in town, you eat twice as many portions as normal, but on the road or in the dungeon, you can go for up to a week without food before suffering penalties.
6. You took up arms to revenge some monstrous wrong. Roll at least once on this table. You care nothing for life or those who would judge you. Gain +1 Save vs Fear and start with 1gp.

Unusual

You gain the skill listed, not the "Unusual" skill.

1. Your parents, maddened by grief at the death of their only son, insisted you replace him. You were raised as a boy and were poised to inherit the family farm before you were unmasked and denounced. You can disguise yourself as male with minimal effort. Gain the "Disguise" skill.
2. A wizard trained you as a bet. He tutored you in combat while his noble patroness tutored a man in sewing, dancing, and poetry. He lost the bet but gave you a random minor magical trinket. Gain the "Courtesy" skill.
3. You claim to be a soldier polymorphed into a woman by a spell or curse. You have a certified letter from famous, distant wizard to prove it. 10% chance this is actually true. Gain the "Law" skill and 1 Camp Follower.
4. You were taken as a squire by a [d4] 1. lecherous 2. extremely poor 3. extremely nearsighted, 4. eccentric low-status knight. He was recently killed in battle, and you fear exposure or a trial. Gain the "Horsemanship" skill.
5. You were raised in an outlaw family and know nothing of polite society. Your manners are shocking. You start with a dagger, the "Highwayman" skill, and the ability to shock any member of the First or Second estates with just a few words.
6. You were raised in Foreign Parts, brought to Around Here as a captive or curiosity, earned your freedom, and now seek your fortune. You never liked Foreign Parts much anyway. You start with an appearance and native language so unusual that, to most people, your profession is the second most shocking thing about you. This could be extremely minor (hair colour, accent, pointed shoes). You gain the "Foreign Parts" skill. Make up 1d6 ludicrous lies.

Starting Skill: Courtesy. Also, see below.

Starting Equipment: chainmail, shield, sword, horse, 10sp

Templates:

A: Challenge

B: Bodyguard, +1 attack per round

C: Parry

D: Aura of Courage, Dragon Slayer

You gain +1 HP and +1 to Save vs Fear for each Knight template you possess.

Challenge

This ability only works on creatures that can understand you and are capable of being offended. If you challenge a creature outside of combat, they must make Save to resist accepting. In civilized areas, this is basically a duel, and this means that you and the other party must agree upon the time, the place, the weapons, the victory condition, and the stakes. Leaders will usually send out a champion to fight in their stead (if applicable). In combat, you can challenge one creature each turn by yelling at it as a free action. The creature must Save . If they fail, they will attack you. This ability cannot force an opponent to make major tactical errors or leap off cliffs.

Bodyguard

If an adjacent ally would take damage from a physical attack, you can choose to take the damage for them. This ability has a 4-in-6 chance of succeeding.

Parry

Once per day you can reduce incoming damage by 1d12 points. If you also choose to sunder your shield, you can reduce the damage by 12 points instead of 1d12.

Aura of Courage

Adjacent allies can use your Save vs Fear in place of their own. This ability has no effect if you are currently afraid.

Dragon Slayer

Once per day, you can cause one of your physical attacks to deal +X damage, where X is equal to the HD of the highest level monster your party has ever killed. You must keep track of this. If you miss, this ability is not expended.

Who Are You?

If you are from Around Here, you must be male or appear as male to be a Knight. If you are from Foreign Parts, or if you are an Elf or something, anything goes. Knights are members of the Second Estate, although they may not be very prestigious or highly respected. Knights are mounted warriors who are trained to fight in armour from horseback.

You lend legitimacy to your adventuring group. It's not implausible that, if you serve your lord well or discover a ton of gold in a tomb, you might be granted or gifted a castle, or land, or a title. Everyone else has to work as hard as they can just to get into your social class. People respect you. They might fear wizards and revere paladins but you are the martial paragon of the world.

If you are from Around Here your weapon of choice is the sword and you ride a horse. In Foreign Parts, knights might use bows and ride lizards, but Foreign Parts are disreputable. As a member of the Second Estate, knights are allowed to carry swords. It's forbidden to everyone else. Bows are widely available and their use is encouraged, but outside of hunting, a knight would never use a bow. It would be a disgrace to their profession.

Starting Skill and Title: 1. Provincial Gentleman, 2. Forgotten Son, 3. Bastard, 4. Gentleman

There would have to be a significant disaster in your family for you to inherit a proper title. Roll 1d6+2 determine the highest possible title you could inherit. This might be your father's uncle's title or something. Again, this would require a massacre, a plague, or divine intervention. You might still need to push a few nephews down wells. Roll 1d20+3 to see how many people are in line in front of you.

Provincial Gentleman

Rank 1, 12gp/month expenses.

Supported by: Large Farm, 12gp/month

Gain the "Farmer" skill. A provincial gentleman never attends formal court, or only in the most dire circumstances when summoned. You are a country squire, a prosperous farmer with a noble title, and, given half the chance, you'll disappear from the eyes of the Second Estate completely. You have 1d6 tenants (total, not families) and are on first-name terms with all of them. You have an explicit title to your farm and can trace your bloodlines back to a royal or noble family. In times of war, you will be called on by your lord to put on a rusty helmet, dig your sword out of the cupboard, and ride a horse into battle. If your lord is rich your equipment may be replaced.

Forgotten Son

Rank 1, 12gp/month expenses.

Supported by: Dubious Stipend, 12gp/month

Gain the "History" skill. You are a legitimate son of a great family, but the third son of a third son of a second cousin of a noble isn't worth much. You remain at the court of a relative, but you do not have a position at court. People forget that you are related. Your monthly expenses represent the bribes, gifts, and costs of maintaining yourself in view of those able to better your station. You are supported by a stipend from your family. It pays exactly your monthly expenses (12 gp) but each month, roll a d10. On a 10, the stipend stops forever. In times of war, you will ride out with the court. You are essentially a household knight without position.

Bastard

Rank 1, 12gp/month expenses.

No support.

Gain the "Siege Warfare" skill. You are the illegitimate son of a noble. You are not expected to appear at any higher court, except as a novelty or during a trial. Your father has 1d4-1 older legitimate children, 1d4-1 younger legitimate children, and 1d6-1 other bastards. Halve these numbers if your father is young, dead, or there is a major disaster. There is a 20% chance your father has already acknowledged you. Otherwise, it will take a significant event for him to admit your existence.

Even if you are acknowledged, you cannot inherit your father's titles or land. The only way to counteract this is to get the father's overlord to approve you as the legitimate heir to the title. This is very difficult to accomplish. Firstly, because in doing so you are effectively disinheriting the current heir (which may be a distant cousin from a collateral family line), and they can challenge this decision in higher courts (which will generally favour tradition). Secondly, if there are no legitimate heirs to a grant, then tradition has it revert to the overlord (so there is a considerable economic disincentive for the overlord to rule in favour of a bastard). In short, you're screwed unless your father likes you and the highest court owes him a favour. You socially outrank all peasants but you won't impress wizards. During times of war you will not be expected to appear as a knight unless you are acknowledged. You may use your noble status to roam the land and search for your fortune, or you may abandon your status (and associated expenses) and become a Fallen Knight.

Gentleman

Rank 2, 24gp/month expenses.

No Support

Gain the "Soldier" skill. You are the child of a titled noble but you hold no formal position at court. Your children are destined to lose their status as members of the Second Estate unless they achieve a position at court or obtain the grant or gift of a title. You are theoretically a household knight of your father's household, but you are not particularly respected. Gentlemen are expected to be able to appear at court but are not an actual part of the court. This does mean your lord, and possibly your overlord, have noticed you. Unless you find a position in the Church, in another court, or achieve the gift or grant of a title and land, you will soon run out of money. Warfare is one option, but so is adventuring. You have no real responsibilities and a great deal of ambition.

Fallen Knight

No Rank, no monthly expenses.

No Support.

You have a horse, a sword, and armour, but you are not a noble. Maybe you stole the equipment of a dead knight. Maybe you abandoned your title and worked as a merchant or a farmer for a time. You are a false-knight, a knave, and an outlaw in any case. You could still be ennobled or gifted lands, but hereditary grants are unlikely. You circle wars like a vulture, or you live beyond the reach of the law.

| Roll | Horse Quality | |
|------|-----------------|---|
| 1 | Catastrophe | Horse dies within 1d10 days. No refunds. |
| 2 | Lame | Unable to ride for 1d10 days, exploding on a 10 |
| 3 | Mad | 1-in-6 chance of being unridable per day |
| 4 | Wobbly | Jelly legs. Feels like you are on a boat. |
| 5 | Surlly | Must be coaxed into anything. Looks depressed |
| 6 | Vicious | Will bite 1d10 people per day |
| 7 | Ugly | Horse has a few odd features, otherwise normal |
| 8 | Patchy | Horse is missing some hair, otherwise normal |
| 9 | Mawkish | Horse is sentimental and attached |
| 10 | Stable | Nothing special |
| 11 | | |
| 12 | | |
| 13 | | |
| 14 | Nose for Danger | Senses ambushes, bad weather, and ghosts |
| 15 | | |
| 16 | | |
| 17 | | |
| 18 | Swift | +10% Movement |
| 19 | Lord of Horses | Other horses follow and obey your horse |
| 20 | Stoic | Immune to weather, disasters, and fear |
| | Warrior | Not a true warhorse but it will kick your enemies |
| | Beautiful | Smart, loyal, and shiny. The envy of your party. |

Starting Equipment: leather armour, lockpicks, dagger

Starting Skill: see below. You also gain the Locksmith and Pickpocket skills when you take your first Thief template.

A: Always Prepared, the Heist

B: Lucky

C: Opportunist

D: Very Lucky, Great Escape

You gain +1 Stealth for each Thief template you possess.

Always Prepared

In town, you may spend any amount of money to buy an Unlabeled Package. When the package is unwrapped, you declare what it contains, as long as the contents comprise the appropriate number of Inventory Slots, don't cost more than you originally paid, and are available in town. You can put multiple items inside a large Unlabeled Package, including smaller Unlabeled Packages. You can have no more than two Unlabeled Packages at a time.

The Heist

Once per adventure or dungeon or campaign arc, you can gain 10% bonus XP for any one valuable item you personally stole. It has to pass through your hands, or you have to be the one masterminding the theft. Unguarded or abandoned treasure does not count (unless there are traps). For example, a gem worth 1,000gp would give you 100 extra XP. If the bonus XP would cause you to gain a Level, you instead gain the exact amount needed to gain the level.

Lucky

Once per day you can reroll one of your d20 rolls.

Opportunist

Whenever you get a situational bonus to an Attack roll (surprise, elevation, etc) you deal an additional +1d6 Damage.

Very Lucky

You get an additional use of your Lucky ability once per day. An adjacent ally can use one of your rerolls, provided you could have plausibly assisted them.

Great Escape

Once per day, you can automatically escape from something that is restraining you and that you could plausibly escape from. This includes grapples, lynchings, and awkward social situations, but not sealed coffins.

What Did You Do?

You don't dress like a thief or belong to thieves guilds. You must maintain a reputable appearance or be hunted and hung on a convenient tree. Your armour is standard military gear or a home-made equivalent. You move through society like a tiger through grass.

This class does not have any gender restrictions. It's less about who you are and more what you did, and how you dealt with the consequences. Your Estate will vary depending on your result background and inclination, but you will probably be from the Third Estate, an Outlaw, or a member of the First Estate with strange proclivities.

Starting Skill: 1. Bandit, 2. Scum, 3. Farmer, 4. Soldier, 5. Frontier, 6. Unusual

Bandit

1. You were part of a band of wild mercenaries, dispersed by the actions of a noble lord and his army. Start with a bow and 20 arrows.
2. You specialized in ambushing merchants and their caravans. Start with a red silk cloak, a fur hat, and 5sp.
3. You roamed the world, free of both morality and the law. You start with the "Foreign Parts" skill. Make up 1d6 ludicrous lies.
4. Your band focused on the highest-value knights and their treasure. Start with 1gp and intimate knowledge of how to get a dagger through plate armour. If you are ever caught by a certain lord or his vassals, you will die a truly horrific death.
5. After acquiring 100gp, your fellow bandits agreed to split the treasure in a very odd way. You start with 1gp, the "Logic" skill, and a strong distrust of other outlaws.
6. You lived in the wilderness, retreating to inhospitable areas when threatened. You are instantly alert if woken. You can also pick out a good line of march over any terrain. Start with a floppy waterproof hat.

Scum

You gain the skill listed, not the "Scum" skill.

1. You sold your body, or assisted others in the same trade. Start with the "Prostitute" profession and skill and a makeup (disguise) kit.
2. You sold false relics, fake indulgences, counterfeit herbs, broken magic items, or other trinkets of dubious value. Start with the "Vagabond" skill and 3 trinkets worth 1sp each (to the credulous) or nothing (to the wary and skeptical).
3. You were the one the watchmen hunted for and feared. In a great city, you robbed and maimed by cover of darkness, attacking travelers, priests, and nobles alike. Start with 5sp and the "Street Rat" skill.
4. You were once a good and diligent worker, but greed, a secret vice, or unfortunate circumstances drew you to a life of crime. Roll on the Table of Professions and gain the skill and item listed.
5. There was no lie you wouldn't tell, no slander you wouldn't spread. Make up 1 rumour about each other PC. Players may vote (secretly or openly) on which rumour is true. Roll on the Table of Professions and gain the skill listed.
6. You are very, very, eccentric. You don't consider yourself a thief - it's merely that most of Creation belongs to you, or should be organized in a better way. Start with as many items as you can write down starting now before the GM can roll a 6 on a d6. Items worth more than 1gp will be rejected. You gain no skill.

Farmer

1. Your lord forced you into a life of unjust service, either on his estates or in a War. You were eventually able to escape. You start with 3 extra rations. Roll on this table to accumulate other wrongs and grievances.
2. You stole something so minor and inconsequential it is hardly worth mentioning, save that the guilt haunts you to this day. d6: 1. candle stub, 2. eggs, 3. loaf of bread, 4. flowers, 5. bit of ribbon, 6. cup of beer. You can steal anything and commit any crime provided it does not resemble the object of your guilt. Gain a +2 Save vs Fear, but Save vs Fear with a -4 penalty if confronted with something that resembles your guilt-causing object.
3. You are the [d10+4]th child of a poor farmer. You needed to leave or risk starvation. Expect terrible letters from home. If all your older siblings die you can inherit the farm.
4. You believe you are cursed. One year, your crops withered, your friends turned against you, your cattle melted, and your house burned down. You were expelled from your village. Start with the ability to sense magic (as a wizard).
5. While pretending to be an simple farmer, you are in fact the agent of another power. You might work for a noble, a bishop, a cult, or a rich merchant. You can read and write. Instead of the "Farmer" skill, start with the "Spy" skill.
6. You abandoned your family and land to seek wealth, glory, or a better position. Start with 2 extra rations and a lingering sense of guilt.

Solider (Male)

1. You were recruited for a distant war but were caught looting, against your lord's express command. Sentenced to be hanged, you escaped and fled, leaving your looted treasure behind. Start with a bow and 20 arrows.
2. You served as a mercenary and performed some daring looting operations in locked fortresses and churches. Start with 30' of rope and a grappling hook.
3. You were a sapper and a tunnel rat, but gave up that dangerous profession for life outside the law. Start with a shovel and absolutely no fear of enclosed spaces.
4. When the War ended, your pay was half of what you'd been promised. You turned to petty crime in revenge. Start with 5sp and a club.
5. You were recruited for a distant and ill-favoured war, but you faked your own death and fled to a distant town. Start 2cp and a travelling cloak.
6. You worked as a kidnapper, targeting valuable nobles or citizens displaced by the war. Your trade made you many enemies. Start with manacles and 1gp.

Soldier (Female)

1. You followed your husband or lover to war but returned alone. You picked up a few useful skills along the way and don't intend to return to your former life. Start with a handcart and a second dagger.
2. You were born and raised in a soldier's camp and have never know another life. Start with 3 wineskins and absolutely shocking language.
3. You were part of a mercenary company and a respectable brawler, fence, and leader. Start with 1d4 camp followers.
4. You know exactly how to slit someone's throat so that they don't make a sound, and six different places to stab someone in the back. When attacking a totally surprised target, add +1 damage.
5. During the siege of your city, you robbed the dead and the dying and escaped with a vast treasure hoard. One of your companions betrayed you and left you for dead. Also, roll at least once on this table. You start with a gem worth 1gp.
6. You saw the war as an opportunity to profit. Start with 1 camp follower. No matter your Estate, you can read and write.

Frontier

1. You lived in a lawless border region. Your lord changed few years. Raids were a seasonal occurrence. Start with a horse and a good eye for the weather.
2. The region where you grew up was so poor iron and worked leather were rarities. Start with a complete ignorance of civilization. Anything more complicated than a saddle fascinates you and marks you as a near-savage. Rather than +10% bonus XP for spending money on purely frivolous things, you gain +15%.
3. You belonged to a clan of wreckers. Start with the False Light cantrip and the ability to swim.
4. You lived among a clan of cattle-thieves, fence-breakers, and rustlers. You can instantly assess the health and market value of any domesticated animal. You are missing two fingers from your left hand, marking you as an outlaw (in whatever region you came from).
5. You were hired by a village to protect them when their lord could not or would not. If you betrayed the village, start with 1gp (in loose coins and trinkets). If you helped them, start with 1 extra ration and a goat.
6. You lived in the high wilderness, robbing anyone who passed into your territory. Start with a bow, 20 arrows, and a deep-seated fear of druids.

Unusual

You gain the skill listed, not the "Unusual" skill.

1. You were an apprentice to a wizard, but he considered you talentless and cast you out. Start with 1 random cantrip from a random wizard school and the "Literature" skill.
2. A divine vision commanded you to abandon your past life and roam the world. Roll on the Table of Professions and gain the skill and item listed.
3. The life of an outlaw attracted you for unusual reasons. Start with the "Poet" skill. You can read and write.
4. You were struck by lightning once and survived. Gain a +2 bonus to Charisma when interacting with water or lightning elementals. You have no idea this bonus exists. Roll on the Table of Professions and gain the skill and item listed.
5. You committed a terrible crime, but thanks to the intercession of a traveling Paladin, you were exiled instead of being executed. Start with the "Farmer" skill and strong feelings about religion.
6. Theft can never be secure if witnesses remain. Start with the "Poisoner" skill and 3 vials of poison (d6).

Starting Equipment: spellbook, ink, quill. Some schools may give additional items.

Starting Skill: see below.

A: +1 MD, +1 Spell Slot, +2 Spells (1-6), Spell Breeding

B: +1 MD, +1 Spell Slot, +1 Spell (1-8), Book Casting

C: +1 MD, +1 Spell Slot +1 Spell (1-10), Friendly Spell

D: +1 MD, +1 Spell Slot, Master of Magics

You gain +1 Magic Die (MD) and +1 Spell Slot for each Wizard template you possess, to a maximum of 4 each.

When you first gain a Wizard template, you must choose a school from the list below. You cannot change schools later. You are a spellcaster.

As you level, you will gain spells from your school's spell list. You still can learn and cast spells from outside your school, but until you cast them 8 times, MD spent on them do only return on a 1, rather than a 1-3.

Spell Breeding

You can attempt to crossbreed and combine two spells into one new spell. Both spells need to be stored on separate scrolls initially. This process takes 1 week of uninterrupted work. You can combine the spells to produce one of the following:

- a) a random spell from your spell list (roll 1d10)
- b) a random spell from a random spell list
- c) a mutant version of one of the two spells

When the process is complete, Save or suffer a Mishap. Gain a +1 bonus to Save for

- a) every 1 gp spent on reagents, inks, magical artifacts, incense, or other tools of your trade
- b) the number of Wizard templates you possess
- c) each ritual preparation you describe to the GM
- d) the number of times you'd previously cast the spells you are combining

Book Casting

You can cast from a scroll or a spellbook in a way that does not consume the scroll. This allows you to cast directly from your spellbook without loading the spell into your brain first. You do not gain the bonus MD that consuming a scroll generates. You must declare you are casting a spell from a book before initiatives are rolled for the turn. You automatically go last in the initiative round, and you automatically fumble the spell if you take any damage during the round. The spell vanishes from the scroll or book and returns the next morning.

Friendly Spell

Choose 1 spell you know and have frequently cast. Apply a positive mutation to the spell. Do not roll on the drawbacks table, even if the mutation requests that you do.

Master of Magics

Learn up to 6 spells from your school's spell list, or invent an entirely new spell (GM's discretion).

Selling Spells

A standard spellbook, with nice vellum pages and a waterproof bag, costs 30gp.

Only other wizards will buy spells.

Spells from 1-6 on a wizard's spell list can be sold for ~10gp. Spells from 7-10 on a wizard's spell list can be sold for ~30gp. Emblem spells can easily fetch 300gp, and may require a special auction or a negotiated agreement before the sale is finalized.

Customized spells, ancient spells, and spells that suit a particular buyer's needs will all fetch higher prices. Useless spells will fetch low prices.

Chartered Wizards can "sell" spells to their college to pay off their Wizard Student Loans. The rates are very good; 2x the rates listed. The wizard doesn't see any of the cash though.

Outsider Wizards are expected to donate unneeded spells to members of their own school (outsiders need to stick together) but can otherwise sell spells normally, including to Chartered Wizards and colleges.

Outlaw Wizards can sell spells to anyone, but owning or casting a spell from an Outlawed school is punishable by horrible death.

Buying Spells

A bargain-bin wand might cost as little as 5gp, but the quality of the spell inside and the power of the wand will be very dubious and will not be known to either the buyer or the seller.

A college might sell a Chartered Wizard a specific spell if they are in good standing with the college and have been making regular payments on their Wizard Student Loans. Wizards in general are very jealous of power; selling spells is not in their nature. Outsider or Outlaw wizards are happy to cast spells for a fee, but selling the spell itself is dangerous and risky.

Who Taught You?

Some schools of magic have royal charters. However grudgingly, they are allowed a place in the order of the world. Chartered schools also charge ruinous tuition, requiring the use of Wizard Student Loans. Other schools of magic are outlawed. Biomancy and Necromancy are seen as perversions of the natural order. Holy texts and church doctrine state that wizards dabbling in the arts of twisting the body or raising the dead must be killed on sight. In practice, Creation is vast and the times are disordered. Finally, there are some schools that are neither outlawed nor chartered. These "Outsider" schools move through society's weave easily, because society does not acknowledge their existence.

Chartered Wizard

You were trained at a college of wizards. When you weren't drinking, knife-fighting, fornicating, and skipping class, you learned a few spells. You have taken on Wizard Student Loans. You graduate owing 1d10x5000gp, unless your background states otherwise. You owe 1/500th of your total loan amount per month, payable in gold, new spells, magic item, intelligence, slaves, or dragon meat to your college. They will usually give you six months without payment before hunting you down and shaking you until you rattle.

1. You were a foundling, given to a chartered college as part of a town's ancient agreement. Your survival was unexpected but welcome. You start with the "History" skill and many useless facts. You took on a new name to reflect your school, such as "Peter Purplestripe" for Purplestripe College, or "Fredegund Tower" for the White Tower of Elderstone.
2. You are a child of a prosperous merchant. Your Wizard Student Loans are a mere 2,500gp. Roll on the Table of Professions and gain the skill listed. Your parents are disappointed in you no matter what you do.
3. Your village scraped together enough money to send you, the cleverest child in a dozen generations, to study. Start with the "Farmer" skill and a family. Expect terrible letters from home.
4. Your studies were progressing well, but you suffered a terrible setback. Gain a scar (see the Death and Dismemberment table) and a fear of some innocuous thing, such as lettuce, rain, beeswax, or mirrors. Start with the "Literature" skill.
5. You have just - within a few days - agreed to become a War Wizard (or Wizard Ordinary). Start with the "Literature" skill and 1d6 rumours about the War.
6. A lord sponsored your studies. Your lord pays your wizard student loans as long as you work for him in whatever capacity he had planned. Start with the "History" skill.

Outsider Wizard

You exist on the edge of the law. While society has no fixed place for you, it does not actively seek your destruction. This is a minor distinction; for the purposes of the Estates, you are either an Outlaw, or a member of the Third Estate who keep their abilities disguised.

1. You were tutored in a small group by a wise wizard. You know 1d4 other students from your school well enough that they'd answer your letters. Roll on the Table of Professions and gain the skill and item listed.
2. You were inducted into an ancient, secretive tradition. Start with the "Poisoner" or "Artist" skill, a dagger, and a secret handshake or sign.
3. You were exiled from your home for openly practicing your magical arts. Start with the "Farmer" skill and 2 rations.
4. You owe secret allegiance to a lord, and have served him in the past in matters best kept from the Chartered wizards. Start with the "Courtesy" skill and 5sp.
5. You once offended a powerful bishop. Start with the "History" skill and a powerful enemy.
6. You somehow acquired a camp follower. You might have saved their life, or they might owe you for a past service, or you might have caused some minor disaster in their life. Start with the "Soldier" skill or roll on the Table of Professions and gain the skill listed.

Outlaw Wizard

1. You took up the forbidden arts to avenge some monstrous wrong. Roll at least once on this table. You care nothing for life or those who would judge you. Start with the "Frontier" skill and 5sp.
2. You willingly put your soul on the line while spellcasting. You may add +1 MD to any spell you cast, but you automatically generate a Mishap. This extra MD does not return to your pool. Start with the "History" skill.
3. No matter your abilities, you consider yourself a terrible wizard, a lousy fighter, and a bad friend. Start with the "Poetry" skill.
4. You left your master to face the mob and fled as the villagers lit the pyre. Roll on the Table of Professions and gain the skill listed. You also start with 1gp and nightmares.
5. You experienced a terrible magical catastrophe. Start with the "Bandit" skill. You gain a +2 to Save vs Fear, but the survivors or victims of the catastrophe may still seek you.
6. You have a secret mission. You can choose to decide your mission's goal during character creation, or you can declare it at any time during play. If you succeed, you get 50 bonus XP and a deep sense of satisfaction. Start with the "Cultist" skill and a dagger.

Also known as witches. These are the bad wizards, the ones who live in shacks on the edge of town or castles on the edge of reality. They are the cursed ones, robed in black, who you seek when all other hopes fail. When the Church turns its back on you, when you scream curses into the night, when your very soul burns, then you are in need of an Animist Wizard... or ready to become one.

Perk: If someone makes a bargain with you and breaks it, Save. If you pass, you instantly know about it. Your spells can target parasites and unborn children without targeting their hosts.

Drawback: You are feared and distrusted by most. You cannot bathe. You can never return another person's love.

Cantrips

1. Transform into a creature with your face that has either (a) a fly speed of twice 2x Movement, (b) 3x Movement (c) swim speed of 2x Movement, (d) burrow speed of Movement, (e) the ability to squeeze through gaps smaller than a human head. Choose one option at character creation. The transformation lasts for 1hr per Animist wizard template per day.
2. Dim or extinguish all non-magical light sources within 10'.
3. Touch someone to learn if they have killed another sentient creature in the last 24hrs.

Mishaps

1. MD only return to your pool on a 1-2 for 24 hours
2. Take 1d6 damage
3. Random mutation for 1d6 rounds, then Save. Permanent if you fail. Resembles your transformation.
4. Blind for 1d6 rounds
5. Deafened for 1d6 rounds
6. Spell targets you (if harmful) or enemy (if beneficial) or fizzles (if neutral).

Doom of the Animist

1. Some aspect of your transformation manifests for 1 day.
2. Some aspect of your transformation becomes permanent. You become crueler and greedier.
3. Your transformation becomes permanent. You become bestial and monstrous. You become a dangerous NPC.

Animist Spell List

1. Powerful Presence
2. Telekinetic Shove
3. Shrive!l
4. Control Water
5. Sleep
6. Charm Person
7. Dream Eater
8. Scorching Ray
9. Scry
10. Alter Self

Emblem Spells:

11. Doom
12. Curse

1. Powerful Presence

R: 0 T: self D: [dice] hours

The caster seems to grow in magnificence and poise, and gains +2x[dice] bonus to Save vs Domination, Charm, or Fear effects. Easily frightened creatures (horses, mice, guilt-ridden murderers) must test Morale or flee before the caster. You temporarily grow 2" taller and much more sinister.

2. Telekinetic Shove

R: 50' T: creature or object D: 0

An object or creature within range is hurled through the air. Save to negate. A human-sized creature travels 10' per [dice], and takes 1d6 damage for every 10' traveled. A creature thrown at another creature requires an Attack roll to hit and inflicts 1d6 damage for every 10' traveled. This spell will also blow open all the closed but unlocked doors in a room, shatter all the windows in a building, or knock the thatched roof off a peasant's shack.

3. Shrive!l

R: 50' T: [dice] creatures D: 1d6 rounds / permanent

Save negates. Target loses half of its current HP and loses 6 Strength (affecting the damage it deals). When the spell ends, the lost HP and Strength returns. If you cast this spell with 3 or more [dice] against a single target, the lost HP does not return, and the Strength damage is permanent. The apparent age of the target increases considerably for the spell's duration.

4. Control Water

R: 50' T: a bucket's worth of water D: concentration

Control a small amount of water within 50'. At one [die]: (a) propel a small boat, (b) carry a small item through the water, (c) allow someone to swim at 2x speed, (d) force someone to swim at half speed, (e) splash something no more than 5' away, (f) dry something that is wet, (g) freeze a small amount of water, (h) cool a hot cup of tea. Each [dice] you invest increases the effects.

5. Sleep

R: 50' T: [sum] HD of creatures D: 10 min / permanent

Target falls into a magical slumber, and can't be awoken by anything less vigorous than a slap (a standard action). Non-alert, unaware targets are not allowed a Save. If [sum] is at least 4 times the creature's HD, the duration becomes permanent (until slapped) and the creature no longer needs to eat or drink while sleeping. If you also invested 3 [dice] or more into this spell, the duration becomes permanent, and you can set the only condition that will cause the creature to awake (the sunrise before the apocalypse, true love's kiss, etc.)

6. Charm Person

R: 50' T: person D: [dice] hours

The person regards you as a good friend and ignores the obvious spell you just cast on them. If you invest 4 [dice] or more into this spell, the duration becomes permanent.

7. Dream Eater

R: 50' T: creature D: 0

A sleeping creature within 50' takes [sum] damage. The caster heals for the same amount. No save. When you gain this spell, if you don't know Sleep already, you learn it the next time you would roll to gain a spell. It replaces one of the spells you'd roll for.

8. Scorching Ray

R: 100' T: creatures or objects D: 0

Fire a ray at a target, dealing 1d10 fire damage with a successful attack roll. Each dice you invest in this spell allow you to fire an additional ray at the same target or at a new target. Creatures are not set on fire, but very flammable objects such as candles, dry straw, or paper will catch fire 1 round after being struck. Instead of using this spell to deal damage, you can instead use it to light all the candles in a single room.

9. Scry

R: [dice]x100' T: point in space D: concentration

You conjure an invisible, intangible, floating eyeball to a point in space that you designate. Unlike most spells, you do not have to have line of sight to cast it. As long as you maintain concentration, you can see through this sensor with your normal senses. This spell requires something to scry on, usually a mirror, quiet pool, clouds, or bonfire. If you invest 2 or more [dice], you can also hear through the sensor (it grows an ear). If you invest at 3 or more [dice], you can also speak through the sensor (it grows a dribbly little mouth). If you use an actual crystal ball when casting this spell, the range is instead [dice] miles. Crystal balls are rare enough that they are never offered for sale, but are worth upwards of 3,000gp. Most are ancestral relics.

10. Alter Self

R: 0 T: self D: [dice]x10 minutes

Alter your form to resemble that of another creature of your type (usually humanoid). You do not gain any special abilities from this transformation.

Emblem Spells**11. Doom**

R: 50' T: creature D: concentration

Target feels cold. If you invest 3 [dice] or more, and you loudly pronounce doom on them for the next 2 turns (without being interrupted or breaking line of sight), target dies on the 3rd turn. You need to truly hate the target for this spell to work, or convince yourself that you hate the target. Even a sliver of pity cancels the spell. You might need to test Wisdom or Charisma to prove you really hate a target.

12. Curse

R: 50' T: mortal creature D: permanent

You inflict a Minor or Major curse on the target. For a minor curse, you must invest 2 [dice]. For a major curse, you must invest 4 [dice]. Dice used to cast this spell are automatically exhausted. You cannot dispel your own curses.

Biomancy is a forbidden art. The Authority's law is clear; mortals were meant to live for a time, then die and send their souls to an allotted afterlife. Life is temporary, fleeting, and inconsequential. Over and over, the Church calls on people to renounce the flesh and all worldly things in preparation for eternal life.

Some people chose a different path. Necromancers and Biomancers both seek immortality, but Biomancers are not content with merely living forever. They wish to become elevated creatures, leaving disease and frailty behind. They meddle with Creation's order, creating new creatures, driving others to extinction, and developing new potions, surgeries, and procedures. Some Biomancers disguise themselves as traveling doctors. Some impersonate wizards from other schools or hide in the wilderness. They attract many apprentices, but hoard their knowledge carefully. For every one apprentice who survives to learn a few spells, dozens are rendered into potions, slaughtered for ingredients, or accidentally killed. Biomancy spells are more "alive" than most spells; they have a tendency to vigorously mutate their casters.

Perk: When you drink a potion, you have a 50% chance to recycle it via whatever orifice you prefer. You have 10 minutes to excrete the potion. You start with two black thumb rings (the secret mark of your profession) and a random potion.

Drawback: Whenever you receive magical healing, Save or gain a mutation. The regeneration spell does not trigger this.

Cantrips

1. Transfer a blemish or cosmetic feature from one creature to another. You could swap eye colours with an elf or pull warts off a toad and put them on a princess. You cannot transfer significant effects (poison glands, wings, etc.).
2. Taste blood to tell what kind of creature it came from.
3. If you wish, your appearance will no longer age. Once you activate this, you will always look the same age. This may fail in times of dire stress.

Mishaps

1. MD only return to your pool on a 1-2 for 24 hours
2. Take 1d6 damage
3. Random mutation for 1d6 rounds, then Save with a -4 penalty. Permanent if you fail.
4. Agony for 1d6 rounds.
5. Ravenously hungry. Cannot cast spells until you eat 1 ration.
6. Slough skin. Takes 1d6 rounds to remove. Is disgusting.

Doom of the Biomancer

1. Your appearance shifts and randomizes for one day
2. Save at the start of each day or gain a mutation. Save at the end of each day or that mutation becomes permanent.
3. You become a Chaotic Psychoplasm.

This doom can be avoided by eating the hearts of 100 species, or by falling in love with the same doppelganger three times, or by tattooing rare fixative runes all over your body.

Biomancer Spell List

1. Acid Arrow
2. Alter Self
3. Animate Potion
4. Extract Venom
5. Shrive
6. Hand of the Hound
7. Infertilize
8. Monsterize
9. Regeneration
10. Blood Jelly
- Emblem Spells**
11. Wave of Mutilation
12. Mutate

1. Acid Arrow

R: 50' T: creature D: 0

Target takes [sum] damage, and [sum-4] damage over the next 2 turns unless washed.

2. Alter Self

R: 0 T: self D: [dice]x10 minutes

Alter your form to resemble that of another creature of your type (usually humanoid). You do not gain any special abilities from this transformation.

3. Animate Potion

R: touch T: potion or liquid D: [sum] hours

You turn a potion into an obedient homunculus (HD 0). It is tiny (1' tall) and feeble (Str 1), but it can go where you direct and even bring you small items (like a single coin). The potion can be delivered by touch or by "drinking" the homunculus. Aware targets can swat the homunculus away to avoid the potion's effects. Works on any liquid except water.

4. Extract Venom

R: touch T: creature D: 0

You pierce a creature with a sharp object and draw all of the venom out, which then pools in your hand or a vial. If you use this to remove the poison from a poisoned creature, that creature gets a new Save with a +4 bonus. You can also use this to draw all of the poison out of a venomous creature. Unwilling venomous creatures may Save to negate this effect. Most biomancers keep one of their fingernails razor sharp for this purpose.

5. Shrive

R: 50' T: [dice] creatures D: 1d6 rounds / permanent

Save negates. Target loses half of its current HP and loses 6 Strength (affecting the damage it deals). When the spell ends, the lost HP and Strength returns. If you cast this spell with 3 or more [dice] against a single target, the lost HP does not return, and the Strength damage is permanent. The apparent age of the target increases for the spell's duration.

6. Hand of the Hound

R: self T: one or both hands D: 10 minutes

Your hand falls off and grows into a monstrous version of itself:

HD: [dice]

Attack [dice]+d10

Defense 14

Strength 16

You continue to control it, but if it dies, you don't have a hand anymore.

Alternatively, you can have this affect both hands, but you'll look quite foolish.

7. Infantilize

R: touch T: creature of [dice]x2 HD or less D: [sum] minutes

Target Saves or becomes an adorable, if slightly eerie, child version of itself. Creatures lose 1 HD (-6 max HP, -1 to hit, -1 to Save). The target's Strength is reduced by 5. The target is now so adorable that all who see it must Save the first time they try to harm it or hesitate. If they fail this Save, they can act normally the next round.

8. Monsterize

R: touch T: creature with 0 HD (vermin) D: [sum] minutes

Target vermin (rat, scorpion, termite, etc) becomes huge and aggressive.

HD: [dice]x2

Attack: [dice]+d10

Defense: 12

Monstrified vermin attack the nearest foe, and casters usually throw the vermin as they cast this spell. Works on goblins and other low HD monsters. There is a 1-in-10 chance that this spell will be permanent. If you invest 4 [dice], the creature also mutates.

9. Regeneration

R: touch T: creature D: [dice] hours

Target regenerates 1 HP every 10 minutes. If a sufficiently magical object (a troll heart, a unicorn horn, an aboleth eye, etc.) is used in the casting, target also regrows missing limbs or damaged organs.

10. Blood Jelly

R: touch T: meat (1 ration's worth) with some of your blood on it and the blood of up to [dice] other people D: permanent

You touch dead meat or a pool of blood and create a tiny blood jelly. It starts as the size of a thimble. It's is transparent with a red spidery nucleus. It won't harm anyone who contributed blood to its creation.

The blood jelly will react the same way you do to any potions or items fed to it. It's a great guinea pig. If it stays small and you feed it an entire potion, you can consume it to also gain the potion's effect.

The more you feed a blood jelly, the larger it grows. They lose 10% of their weight each day, and gain 10% of whatever they eat in weight, and it takes an hour to eat something as big as they are. They have 1HD per doubling past 100 pounds and their default attack is sucking 1d4 points of blood per HD they have. Given 1000 pounds of meat, a fist-sized jelly takes about a day and a night to reach 100 pounds and 1HD. The more magical and unusual things you feed to it, the stranger it will become.

Emblem Spells**11. Wave of Mutilation**

R: 30' T: objects D: 0

Everything in a 30' cone takes [sum] slashing damage. This spell leaves dozens of deep cuts. It shreds clothing, paper, and other fragile items.

12. Mutate

R: touch T: creature D: permanent

Save negates. Save once per mutation. Target gains [dice] random mutations. If the creature chooses to fail its Save, roll double the number of mutations, and the caster chooses which half are gained.

In your father's time, or perhaps in his father's time, the city of Anostos was swallowed by the sea. For all their power, wealth, and learning the mage-citizens of Anostos could not avoid their fate, and so drowned along with their libraries and towers. It happened so far away and so long ago that it might as well be a myth to most people, but it really did happen, although the true story is slightly more complicated than the moralizing myth. Anostos was a city of wizards, ruled by magic, with charms and enchantments for every occasion. Its citizens lived in peace and health. Protected on all sides by the sea, its ancient towers contained books from the dawn of creation and treasures from the forgotten past. They claim to have invented the sail, the rudder, the waterwheel, iron, and coins.

No one is entirely sure what happened, or why, but two facts are perfectly clear to the survivors. First, the ocean fell in love with the city. This is a literal and very real love. The sea is fickle and vast and getting it to do anything is nearly impossible, but it did love Anostos, and it claimed it for its own. Second, the mages of Anostos were dragged immediately to Hell. This is why they are called drowned wizards by the irreverent masses. The ocean loves them and wants to drown them, and if they drown, they will go to Hell.

Some mages were away from their city when disaster struck. In secret monasteries and towers they try to keep their traditions alive, but they are a shattered school, bent and warped by schemes of world domination and secret power. The wealth of Anostos is gone, and with it, the legions of mercenaries, collectors, secret societies, and spies that once bowed to its throne. You practice secret rituals to hide yourself from the ocean.

Perk: You can cast spells silently. You inherit a decrepit and badly maintained spy network. If you are broke, 1d10 cp will appear in your mouth once per day.

Drawback: Cannot drink water. Other water-based liquids, such as beer or tea, are fine. This is a fairly significant drawback. You start with 1d6 days worth of tea leaves or one bottle of wine. Tea leaves cost 2cp per day but can only be purchased in a city.

Cantrips:

1. Convince another creature that anyone who dies by drowning will instantly go to Hell. This is what Drowned Wizards believe. Lasts 1 hour.
2. Cause a loud bell to ring from somewhere due north. Only you can hear the bell.
3. Meditate for 1 hour to gain a new Save against any ongoing mental effect.

Mishaps

1. MD only return to your pool on a 1-2 for 24 hours
2. Take 1d6 damage
3. Random mutation for 1d6 rounds, then Save. Permanent if you fail.
4. Blind for 1d6 rounds
5. Deafened for 1d6 rounds
6. Vomit 1d100 litres of seawater.

Doom of the Drowned Wizards

1. You can no longer swim. You cannot cast spells if you are touching free-flowing water (not damp socks, but a puddle).
2. Save vs Fear whenever you encounter a body of water larger than a teacup.
3. The tide will rise to your current location, and then drag you down. Expect 3d20 merfolk or drowned corpses and one 1d10+8 HD sea monster or dragon. It will be the storm of the century. Anyone drowned along the way will join them. This doom can be avoided by discovering a secret unknown to anyone, including the ocean, or by visiting Hell and leaving a decoy behind, or by somehow disguising your soul forever.

Drowned Wizard Spell List

1. Command Coins
 2. Detect Gold
 3. Magic Missile
 4. Dessicate
 5. Grease
 6. Slam Portal
 7. Light
 8. Metal Chime
 9. Spite
 10. Fog
- Emblem Spells:
11. Mighty Lungs
 12. Magic Cramp

1. Command Coins

R: 30' T: [sum]x100 coins D: [dice] hours

Coins will leap up and obey your single-word commands. Affects all unattended coins in 30' of you and lasts 1 hour. Coins can be commanded to follow you, hide in crevices, or serve as rollers for heavy statues, but they are mindless and feeble.

2. Detect Gold

R: 100' T: self D: [sum] minutes The spell name is misleading, as this spell simultaneously allows you to identify all precious metals. You see them through walls and barriers as faint shifting afterimages, but the spell bleeds into your other senses. If you cast this spell with 3 or more [dice], your eyes turn gold and the effects are permanent. You cannot sleep within 100' of any adamantium. The screams keep you awake.

3. Magic Missile

R: 200' T: creature D: 0 Target takes [sum] + [dice] damage, no Save. As a Drowned Wizard, your spell is a coruscating bolt of pure magic, cast with appropriate hand gestures.

4. Desiccate

R: 30' T: creature D: 0

Hydrated target within 30' takes 1d6 + [dice] damage. Can also be used to turn meat into jerky or concentrate water-based liquids (wine, most acids), up to 2 gallons per [dice]. You can make a cup full of very strong brandy from a bottle of wine.

5. Grease

R: 50' T: object, surface D: [dice]x2 rounds

Can be cast directly on a creature or a 10' x 10' x [dice] surface. All creatures affected must Save vs Dex or drop held objects, or, if moving, drop prone.

6. Slam Portal

R: 100' T: door or doors D: 0

Slams a door shut and/or locks it (if it has a lock). Most wooden doors will get stuck shut, and require a Strength check to open. Works on any number of door within 100', but only doors. If you invest 2 or more [dice] and target a single door, it becomes magically locked for [sum] hours. If you invest 3 or more [dice], you may magically lock any number of targeted doors for [sum] hours.

7. Light

R: touch T: object or creature D: [dice]x2 hours

Object illuminates as a torch, with a radius of 20'+[dice]x10'. Alternatively, you can make an Attack roll against a sighted creature. If you succeed, the creature is blinded for [sum] rounds. If [sum] is greater than 12, the creature is permanently blinded. You can chose the colour of the light. If you invest 4 [dice] or more this light has all the qualities of natural sunlight. Alternatively, if you invest 4 [dice] or more the light can be purest octarine, although it will only last for 1 round. Octarine light is extremely dangerous.

8. Metal Chime

R: touch T: metal object D: [dice] days

You touch and enchant a piece of metal to make a terrific noise the next time it strikes a solid surface or is struck. All creatures within 30' (except you) must Save or be deafened for 1 minute. If used as a signal, it can be heard up to a mile away. You can balance coins to make traps. You could also enchant a coin and throw it at someone's head.

9. Spite

R: 50' T: creature D: [sum] varies

Whenever the target creature would roll a critical success, it becomes a critical failure instead. Target will also feel anxious and irritable for the spell's duration. Duration: 1 [dice]: rounds, 2 [dice]: days, 3 [dice]: weeks, 4 [dice] months.

10. Fog

R: 30' T: self D: [dice] hours

You breath out a bunch of fog. Everything up to 30' away from you is obscured. Sunlight, wind, or heat dissipates the fog in 10 minutes. If you cast this spell with 3 or more [dice], other casters lose 1 MD while they remain in the fog. Fog is always nice, even if it doesn't scale well with higher levels.

Emblem Spells

11. Mighty Lungs

R: 0 T: self D: 0

Your next inhalation allows you inhale 10x the normal amount of air. Not only does this allow you to hold your breath for 10x as long, but if you exhale forcefully it will release a blast of air strong enough to knock pigeons out of air and polish your teeth. A human-sized creature travels 10' per [dice], and takes 1d6 damage for every 10' traveled. A creature or object blown at another creature requires an Attack roll to hit and inflicts 1d6 damage for every 10' traveled. This spell will also blow open all the closed but unlocked doors in a room, shatter all the windows in a building, or knock the thatched roof off a peasant's shack. If you cast this spell with 3 or more [dice], Save or your teeth shatter.

12. Magic Cramp

R: 100' T: creature D: 0

Target takes 1d4 damage plus 1 damage per the maximum number of magic dice they possess, or 1 damage per HD for seriously magical creatures (unicorns, dragons, etc.). Additionally, they lose [dice] MD for [dice] rounds. Save for half damage and to negate the caster level penalty. Nonmagical creatures, or creatures that have no spellcasting ability, are unaffected by this spell.

Elementalist Wizards speak to and rely on elemental spirits. They are a wild bunch, disreputable and windblown. They are trained in the Great Tower of Elderstone at great expense. In rural areas, they are beloved as rain-bringers and flood-calmers, but they are also run out of town or hung following forest fires and earthquakes. This is not always ignorant superstition. Attracting the attention of powerful elemental spirits is very dangerous.

The elements are: Water, Ice, Fire, Stone, Acid, and Lightning. You can speak to anything made from any of these objects. All stones are stone elementals.

Perk: +3 to Save or Defense vs Elemental damage. No bonus against non-damaging effects.

Drawback: Cannot cast fire spells if wet. Cannot cast water or ice spells if dehydrated. Cannot cast earth or acid spells if you are not touching the ground. Cannot cast air or lightning spells if you do not have line of sight to the sky.

Cantrips

1. You can sense the potency and disposition of any nearby elemental spirits.
2. Summon a flame the size of a candle's by snapping your fingers. Cannot be used to deal damage.
3. Meditate for 1 hour to gain a Elemental Vision for 1 hour.

Elemental Vision

Your training allows you to anthropomorphize elemental spirits. The ground appears to be made of interlinked stone bodies. A campfire is a jolly spirit devouring logs. Clouds appear as fat naked people rolling through the sky. You can speak to the spirits - you always could, anyone can - but when you are attuned like this, they are more inclined to listen. They won't obey you, and they may be hostile, but they may also offer advice, tell tales, demand offerings, or simply ignore you.

Mishaps

1. MD only return to your pool on a 1-2 for 24 hours
2. Take 1d6 damage
3. Random mutation for 1d6 rounds, then Save. Permanent if you fail.
4. Soaked, or dehydrated, or flung upwards, or buried.
5. Deafened for 1d6 rounds
6. Wild elemental spirits flee your body for 1d6 rounds. Everyone within line of sight must Save each round or be stunned

Doom of the Elementalist

1. Take sufficient elemental damage to reduce you to zero HP.
2. Each time you cast an Elemental spell, Save or the spell flies out of control. If it likes you, the effects might not be too bad.
3. The elements turn against you. Expect 1d4+4 powerful spirits to arrive shortly. In the meantime, fire chases you, stones seek to crush you, the earth trembles, and lightning bolts plunge from the sky.

This doom can be avoided by journeying to a powerful elemental centre and pledging yourself to the spirit within, or by visiting pure vacuum or the deepest shadow.

Animist Spell List

1. Circle of Frost
2. Control [Element]
3. Dissolve
4. [Element] Breath
5. Stoneskin
6. Anklecrusher
7. Protection from [Element]
8. Ignite
9. Breathe [Element]
10. Wind Scythe

Emblem Spells:

11. Wall of [Element]
12. Shocking Grasp

1. Circle of Frost

R: self T: [dice]x10' radius D: 3 rounds

All creatures in area take 1d4 damage, Save vs Reflex for half. Everything that fails its Save is frozen to whatever surface they were touching. Boots are frozen to the ground, keys are frozen in their locks. Creatures are usually immobilized from the boots down unless they were playing in a fountain or something. Attempting to break loose is a free action that can be attempted once per round, and requires a successful opposed Strength test. The ice has a Strength of 10 + [dice]x2.

2. Control [Element]

Pick one of the following elements. Control Rain is a bit of an odd exception, but it was too good not to include in this list. I'd say the effects increase more or less exponentially. At 4 [dice], Control Earth should let you dig a moat or build a hill, like a proper crazy wizard. Control Air at 4 [dice] could push a small fleet of ships, or summon up the North Wind itself to freeze an army.

Control Air

R: 50' T: a gust of wind D: concentration

Control a gust of wind within 50'. At one [die], use wind to (a) clear away fog or gas, (b) extinguish a fire no larger than a torch, (c) blow all the papers off a desk, (d) with concentration, provide enough of a breeze to power a tiny sailboat. Each [dice] you invest increases the effects.

Control Earth

R: 50' T: a bucket's worth of earth D: concentration

Control a small amount of earth within 50'. At one [die]: (a) excavate a bucket's worth of dirt, (b) smooth and fill the same amount, (c) causing the earth to quickly swallow a small item, or quickly swallow a non-resisting person, chest, or signpost, (d) exhume something at the same rate, (e) knock over some hobo's shack with a tiny tremor. Each [dice] you invest increases the effects.

Control Fire

R: 50' T: a torch's worth of fire D: concentration

Control a small fire within 50'. At one [die]: (a) cause a fire to double in size, power, and brightness, (b) create a huge amount of smoke, (c) extinguish a fire no larger than a torch, (d) have a small ember (0 damage) jump 1' off the fire, (e) ignite something that is meant to be burnt, such as a match, cigarette, or fuse, (f) heat up a cup of tea to a pleasant temperature. Each [dice] you invest increases the effects.

Control Rain

R: 1000' T: self D: [dice] hours

If it's raining, you can make it not rain for 1000' around you. If there's not a cloud in the sky, this spell has no effect. If it's cloudy, you can make it rain for 1000' around you. Most days have a 40% chance of being cloudy. Cannot be cast indoors.

Control Water

R: 50' T: a bucket's worth of water D: concentration

Control water within 50'. At one [die]: (a) propel a small boat, (b) carry a small item through the water, (c) allow someone to swim at 2x speed, (d) force someone to swim at half speed, (e) splash something no more than 5' away, (f) dry something that is wet, (g) freeze a small amount of water, (h) cool a hot cup of tea. Each [dice] you invest increases the effects.

3. Dissolve

R: 50' T: object or creature D: concentration

Target you stare at takes 1d4 acid damage per round and begins to dissolve. Save vs Con for half damage. Can bore holes in walls, but it only makes a hole 1' and creates a lot of acidic sludge on the floor. [dice]/10 minutes through stone, [dice]/minute through wood, cannot affect metal. Heals slimes and oozes for 1d4/round.

4. [Element] Breath

R: [dice]x20' cone T: area D: 0

Does 1d4 damage to anything in the cone. Save vs Con for half damage. Wind or Water breath extinguishes all fires smaller than a big bonfire. Fire breath sets very flammable things on fire. Acid breath bleaches the colour from objects and irritates the eyes.

5. Stoneskin

R: touch T: creature D: 10 min

Reduce all physical damage the target takes by [dice]x2. The target cannot swim, jump, or run.

6. Anklecruiser

R: 50' T: [dice]x2 objects or creatures D: 0

Target creature or object is grabbed by the ground itself. Target takes 1d6 damage and is immobilized. Save vs Dex to negate, prone creatures automatically fail. Target is immobilized until it can win an opposed Strength test against the ground. The effective Strength of the ground depends on what it is made out of: Dirt 8, Clay 12, Limestone 16, Basalt 18. This spell has no effect on things that aren't touching the ground.

7. Protection from [Element]

R: touch T: [dice]x[dice] targets D: 10 minutes / 8 hours

Reduce all damage of the chosen type by 4 for the next 10 minutes. Alternatively, the spell protects its targets from the negative effects of the element (desert heat, arctic chill) for the next 8 hours.

8. Ignite

R: 50' T: object or creature D: 0

Target object or object takes [sum] damage and catches on fire. Save negates.

9. Breathe [Element]

R: touch T: [dice] creatures D: 2 hr

Target can breath in the chosen element, in addition to their normal modes of respiration. Clearing your lungs before the spell expires is mandatory. Does not grant you protection from that element, just from drowning in it.

10. Wind Scythe

R: 50' T: object or creature D: 0

Apply a melee attack from a slashing weapon in your hand to a target within 50'. If you are unarmed, counts as a dagger (1d6). Gain +2 to Attack and deal +[sum] damage.

Emblem Spells

11. Wall of [Element]

I'm not sure what a "Wall of Acid" or "Wall of Ice" would look like.

Wall of Earth

R: 20' T: wall D: permanent

You rearrange dirt to form a 10' by 10' panel per [dice]. You can mold the wall, similar to cutting holes and notches in a sheet of paper. The wall has Defense 2 and [dice]x2 HD. If it is horizontal, the wall must be anchored on at least 2 sides.

Wall of Fire

R: 20' T: wall D: 1 minute

You summon fire to form a 10' by 10' panel per [dice]. You can mold the wall, similar to cutting holes and notches in a sheet of paper. The wall does not block line of sight. It deals 1d6 fire damage to anything that passes through it. Save vs Dex or be set on fire.

Wall of Wind

R: 20' T: wall D: 1 minute

You summon wind to form a 10' by 10' panel per [dice]. You can mold the wall, similar to cutting holes and notches in a sheet of paper. The wall does not block line of sight. Powerful winds will knock small projectiles out of the air and prevent vermin (anything smaller than a rat) from crossing. Ranged attacks that pass through the wall get [dice]x-3 to hit.

12. Shocking Grasp

R: 0 T: self D: 10 min

You enchant your hand so that it discharges [sum]+[dice]x2 damage worth of lightning into the next thing you touch. Touching an unwilling opponent requires an Attack roll against their unarmored Defense. You cannot wear any metal on the hand you enchant. If you deal more than 12 damage, you and your target must both Save or be flung apart, knocked prone, and deafened for 1d6 rounds.

Frogling scholars insist that humans are, by rights, "Hu-lings". The hu was a small, pink, extremely ugly creature that resembled a naked mole with hideous teeth and patches of greasy fur. Just as froglings resemble frogs, so did humans resemble the hu. They also insist that humans exterminated the hu out of a sense of shame. According to various satirical poets, the hu was a greedy, wasteful, promiscuous, puritanical, and stupid creature.

Elves are to humans what humans are to the (possibly mythological) hu. Being an Elf is the best. Being an Elf Wizard is even better.

Perk: Gain 1 extra MD while touching a tree at least 50' high. Roots count. You start with a bow.

Drawback: If you are scarred, disfigured, or filthy you must Save each morning or be unable to cast spells that day.

Cantrips

1. Create a pleasant musical ringing sound.
2. Any target you hit with an arrow counts as being at range "Touch" for the purposes of your spells.
3. Touch a wound to prevent it from bleeding. You do not negate any damage or remove fatal wounds, but it does keep things neat and prevent anyone from tracking you based on blood stains. Faint white scars will still form.

Mishaps

1. MD only return to your pool on a 1-2 for 24 hours
2. Take 1d6 damage
3. Random mutation for 1d6 rounds, then Save. Permanent if you fail.
4. Agony 1d6 rounds
5. Blind for 1d6 rounds
6. Lose one MD for 24 hours.

Doom of the Elf Wizard

1. Lose the ability to cast spells for 1 day,
2. Lose the ability to cast spells for 3 days. Lose the ability to fire a bow or draw a blade for 3 days.
3. Lose the ability to cast spells permanently. You can wield only your nails and teeth. You can only speak in monosyllables.

This doom can be averted by winning the trust and patronage of a powerful High Elf, or by building a tower near some site of astounding natural beauty.

Elf Wizard Spell List

1. Clarity
2. Speak with Birds
3. Blossom
4. Illusion of Youth
5. Locate Animal
6. Unseen Orchestra
7. Floral Salvage
8. Beautify
9. Magic Missile
10. Serpents of the Earth

Emblem Spells:

11. Elegant Judgement
12. Rain of Arrows

1. Clarity

R: 30' T: [dice] creatures D: 0

Target makes another Save against a emotion-affecting effect (fear, anger, sadness, pleasure, pain). You can target yourself.

2. Speak with Birds

R: 200' T: birds D: 20 minutes

You can talk to a bird, and it can talk back. If there is a party of 3-6 adventurer's moving through the forest nearby, a random songbird has a [sum]x10% chance of knowing where they are and if they're doing anything extra weird. Birds of prey are rarer, but more observant. It's "speak with birds" not "make friends with birds".

3. Blossom

R: touch T: plant D: permanent

Touched plant flourishes. Seeds germinate, flowerbuds swell and bloom, and a sickly plant regains vigor. Heals [sum] HP to a plant creature. If cast on a fruit, the fruit will grow up to the maximum normal size or 2x as big (whichever is smaller).

4. Illusion of Youth

R: touch T: creature D: [dice] days, or, if [sum] > 12, permanent (until death)

Touched creature is cloaked with an illusion that makes them appear to be in their physical prime. Elves age slowly, but their last few decades condense a lifetime of ugliness.

5. Locate Animal

R: [dice] miles T: creature D: [dice] hours

Name a common animal. You now know where the nearest example of the animal is. If the areas is infested with manticores, they count as common creatures.

6. Unseen Orchestra

R: 0 T: self D: [sum] minutes

You are surrounded by the harmonious sounds of a five-piece band for the duration of the spell. The exact instruments vary caster to caster, and the unseen band can play any song you've heard before. It cannot duplicate speech. You can also opt to center the effect on an adjacent location, rather than on yourself.

7. Floral Salvage

R: touch T: creature D: 0

Flowers (caster chooses the type) erupt from the target's wounds. Target takes 1 damage for every point of damage it has already taken, not exceeding $[\text{sum}] \times 2$. Save for half. If this damage kills the target, their corpse is entirely consumed by plant growth, and turns into a beautiful tree covered in flowers. Height is $2d4 \times$ creature's HD in feet.

8. Beautify

R: touch T: creature or object D: $[\text{sum}]$ hours >6 permanent

Target made more beautiful. Dirt falls away, pimples disappears, teeth whiten, lice vanish, gouges fill in, and varnish looks new again. Will also restore 1d4 points of Charisma if damaged, to former max.

9. Magic Missile

R: 200' T: creature D: 0

Target takes $[\text{sum}] + [\text{dice}]$ damage, no save. As an Elf Wizard, you have to fire this spell using a bow. The spell is the arrow.

10. Serpents of the Earth

R: touch T: section of natural soil or stone D: concentration

$[\text{Sum}]$ enormous serpents of HD 1d4 crawl up from the dirt. They have Attack 13, Defense, 13 and deal $1d6 + \text{HD}$ damage, except for the 1 HD serpents, which are small and bite for 1 damage + deadly poison. Serpents are not controlled by the caster. They're just pissed off snakes.

Emblem Spells**11. Elegant Judgement**

R: 200' T: 20' diameter D: 0

Does $[\text{sum}]$ damage, Save vs. Charisma for half. Like a fireball, but the flames are purple and gold. Creatures with 17 or more Charisma, non-sentient creatures, beautiful objects, the dead, or other Elves are immune to this spell.

12. Rain of Arrows

R: 200' T: 20' diameter D: 0

Does $[\text{sum}]$ damage. As fireball except that the caster fires an arrow into the air (which turns into a multitude) and the damage is all piercing damage. Doesn't work in places with low ceilings (less than 100').

Everyone's favorite kind of wizard. If you live in a feudal society where crop failure can result in total existence failure, having someone around who can talk to plants, move trees, and get crops to grow is incredibly valuable. Nobles sponsor them; up-and-coming merchants and landowners want to marry them. Peasants leave them gifts and come to them with all sorts of problems. Alone, among wizards, they are beloved.

Except by druids. The garden is the antithesis of the forest. Gardens are shrines to domesticated plants. A big wheat field is impressive, but a garden is a tiny segment of the wilderness made perfect and smooth. Dogs are tamed wolves. Gardens are tamed forests. We tell stories about how real life ought to be, and we build gardens to make nature the way it ought to be.

Perk: You gain +1 Attack stat and +1 Defense while wielding a quarterstaff. You start with a quarterstaff, a spade, and a good pair of boots.

Drawback: You must meditate each morning within sight of natural beauty. Even some mold growing on a rock counts. You must describe this to other players. Druids hate you.

A "good pair of boots" takes up one inventory slot, but provides bonuses to climbing slippery surfaces and kicking monsters in the goolies. The meditation portion is very entertaining, especially if the Garden Wizard is played by an actual biologist who is just delighted to tell everyone about the mysteries of lichen and the thirty identical varieties of wintergreen.

Cantrips

1. Permanently change the colour or form of a small plant.
2. Plants grow just a little bit better in a [level] mile radius around you. It takes at least a season to be noticeable.
3. You can sleep anywhere, in any position, with a few moments notice. You can set environmental conditions that will wake you, such as "sunrise" or "rain."

Mishaps

1. MD only return to your pool on a 1-2 for 24 hours
2. Take 1d6 damage
3. Random mutation for 1d6 rounds, then Save. Permanent if you fail.
4. Plants wither for 5x20 feet around you.
5. Save vs Fear against fire for the next 24 hours.
6. Plants erupt from your fingers and toes. Everyone within 50' must Save vs Dex or be entangled and slowed.

Doom of the Gardener

1. Take sufficient fire damage to reduce you to zero HP.
2. You can no longer read maps or symbolic representations of places, or non-magical languages.
3. Your memory fades. You cannot memorize spells. Save every hour or forget every detail of the previous few hours.

This doom can be averted by planting 10,000 trees by hand, and tending them as they grow to maturity. You may also journey to the Heart of the Forest, and battle the wild spirits within.

Garden Wizard Spell List

1. Clarity
2. Woodbend
3. Dendrigraphy
4. Whirling Staff
5. Locate Animals
6. Magic Missile
7. Obedient Stone
8. Control Earth
9. Light
10. Sleep
- Emblem Spells
11. Wall of Earth
12. Uproot

1. Clarity

R: 30' T: [dice] creatures D: 0

Target makes another Save against a emotion-affecting effect (fear, anger, sadness, pleasure, pain). You can target yourself.

2. Woodbend

R: touch T: staff D: [dice] hours

A bit of wood bends or unbends. Straight doors can be warped and stuck. Warped doors can be straightened and unstuck. Wooden-hafted weapons may become unusable or impose significant penalties. Trees can likewise be molded.

3. Dendrigraphy

R: touch T: tree D: 10 minutes

Allows you to ask a [dice] questions of a plant that you touch. Answer appears in letters on the trunk. Trees are fairly intelligent. They know about weather and have a great sense of time, but they have a hard time differentiating between animals, except by size. They also gossip among themselves, and may have gossip from distant lands. This spell also works on Dryads.

4. Whirling Staff

R: touch T: staff D: [dice] rounds

You can cast this spell as a free action. You get +1 Defense while you whirl your staff around with both hands. The next attack you make with the staff does an additional 1d6+[dice] damage and counts as magical. This spell lasts for [sum] rounds or until you attack. You can also throw a whirling staff 60' with a standard attack, dealing 1d6+[dice] damage. It does not return.

5. Locate Animal

R: [dice] miles T: creature D: [dice] hours

Name a common animal. You now know where the nearest example of the animal is. If the area is infested with manticores, they count as common creatures.

6. Magic Missile

R: 200' T: creature D: 0 Target takes [sum] + [dice] damage, no Save. As a Garden Wizard, your spell is an invisible blast of force or a green-white bolt of lightning, cast with appropriate hand gestures.

7. Obedient Stone

R: touch T: stone D: [dice] hours

Cast this spell on a stone small enough to fit in your palm and then give it a command. It will attempt to follow your commands to the best of its ability. If thrown at a target, it will get +10 to hit (and deals 1d6 damage). It can also be asked to trip targets when they run past, jump off a shelf when a certain person enters the room, etc. Limited to [sum] small hops or actions. Lasts [dice] hours or until the stone runs out of actions.

8. Control Earth

R: 50' T: a bucket's worth of earth D: concentration

Control a small amount of earth within 50'. At one [die]: (a) excavate a bucket's worth of dirt, (b) smooth and fill the same amount, (c) causing the earth to quickly swallow a small item, or quickly swallow a non-resisting person, chest, or signpost, (d) exhume something at the same rate, (e) knock over some hobo's shack with a tiny tremor. Each [dice] you invest increases the effects.

9. Light

R: touch T: object or creature D: [dice]x2 hours

Object illuminates as a torch, with a radius of 20'+[dice]x10'. Alternatively, you can make an Attack roll against a sighted creature. If you succeed, the creature is blinded for [sum] rounds. If [sum] is greater than 12, the creature is permanently blinded. You can choose the colour of the light. If you invest 4 [dice] or more this light has all the qualities of natural sunlight. Alternatively, if you invest 4 [dice] or more the light can be purest octarine, although it will only last for 1 round. Octarine light is extremely dangerous.

10. Sleep

R: 50' T: creature D: 10 min

Target falls into a magical slumber, and can't be awoken by anything less vigorous than a slap (a standard action). Non-alert, unaware targets are not allowed a Save. Can affect creatures up to [sum] HD. If [sum] is at least 4 times the creature's HD, the duration becomes permanent (until slapped) and the creature no longer needs to eat or drink while sleeping. If you also invested 3 [dice] or more into this spell, the duration becomes permanent, and you can set the only condition that will cause the creature to awake (the sunrise before the apocalypse, true love's kiss, etc.)

Emblem Spells**11. Wall of Earth**

R: 20' T: wall D: permanent

You rearrange dirt to form a 10' by 10' panel per [dice]. You can mold the wall, similar to cutting holes and notches in a sheet of paper. The wall has Defense 2 and [dice]x2 HD. If it is horizontal, the wall must be anchored on at least 2 sides.

12. Uproot

R: touch T: tree D: [sum] rounds

You touch a tree or [sum] of smaller plants, and they uproot and march to a new location. If you invest 3 or more dice, they march until you tell them to stop. Otherwise, they root themselves when the spell's duration ends. Trees move 6'/round, smaller plants move 12'/round.

Illusionist Wizards study light, mirrors, and the nature of truth. Their school is a dangerous one; the Mirror Realms are perilous. Illusionists are light-magicians. They are a recently revived school. Their theories on light and optics are considered radical by most and utter nonsense by the peasantry. Lacking an ancient and well-established tradition, Illusionists have invented many speculative and outright false theories to explain their magic. For every gaudy showman travelling between villages to earn a living, there is an obsessive wizard living in a mirror-lined tower, probing the secrets of Creation.

There are 8 colours: red, orange, yellow, green, blue, indigo, violet, and octarine, the colour of magic. Octarine light is very dangerous but it can allow you to pass into the Mirror Realms.

Perk: Your illusion spells have a duration of "Concentration + 1 minute". You start with rainbow-coloured gloves.

Drawback: You cannot cast spells unless you can see all 7 primary colours. Your magic supplies the 8th: octarine.

Cantrips

1. Create a shower of illusory sparks or a puff of illusory smoke from your hands.
2. Touch another caster's illusion and make an Opposed Intelligence check. If you succeed, you gain control of the illusion.
3. You always know the position of the sun in the sky.

If you control an illusion and it is within line of sight, you can change its nature or form once per round. You could use illusion to create a goblin and then, when pursued, transform it into a tiger. Illusions will still work outside of your line of sight, and will exhibit reasonably correct behaviors. A guard-illusion will march if told to march. A fire-illusion will burn (but not spread). The spells that create illusions are about as intelligent as a dog.

Mishaps

1. MD only return to your pool on a 1-2 for 24 hours
2. Take 1d6 damage
3. Random mutation for 1d6 rounds, then Save. Permanent if you fail.
4. Blind for 1d6 rounds
5. All sighted creatures are invisible to you for 24hrs.
6. Eruption of random illusions from your hands. Everyone in line of sight must make a Wisdom check to do anything relying on sight for 1d6 rounds.

Doom of the Illusionist

1. A 10' square mirror appears and you are compelled to enter. You lose a random item, gain a random item of approximately equal value, and have 0 HP. You return the next morning, shivering.
2. You turn into an illusion for a day.
3. Turn into an illusion permanently. As an illusion, you have no smell or taste. You cannot be felt. Solid impacts cause you to pop. Lose 1d6 Con that cannot be recovered while you are an illusion, and reform the next morning nearby. Illusions are real to you.

Illusionist Spell List

1. Illusion
2. Disguise
3. Prismatic Ray
4. Mirror Image
5. Mirror Object
6. Light
7. Hypnotic Orb
8. Colour Spray
9. Wizard Vision
10. Wall of Light
- Emblem Spells:
11. Mirror Self
12. Fade

1. Illusion

R: 50' T: [dice]x5' diameter D: concentration / concentration+1 minute
You create an illusion of whatever object or creature you want. It can move at your will, but cannot make any sound or smell. Illusions can only add, not subtract. They can cover up a hole, but not create the illusion of a hole. Note the area restriction. At 1 dice you can't create a 6' tall illusory human.

2. Disguise

R: touch T: object D: [dice] hours / concentration+1 minute
You cloak the object in illusion, making it appear as another object of the same type. An apple could be disguised as any other type of fruit; a table could be disguised as any other type of furniture. A humanoid can be disguised as any other humanoid of comparable size. This only extends to visual properties. The maximum size of the object depends on how many dice are invested in the spell: 1 [dice]: human-sized, 2 [dice]: ogre- or wagon-sized, 3 [dice]: dragon- or tavern-sized, [dice]: ship- or bridge-sized.

3. Prismatic Ray

R: 200' T: [dice] creatures or objects D: 0
Target suffers a different effect depending on which color strikes the target. Roll a d10: 1. Red. Target takes [sum] fire damage, Save for half. 2. Orange. Target takes [sum] bludgeoning damage and is knocked prone. Save negates. 3. Yellow. Target takes [sum] lightning damage, Save for half. 4. Green. Target takes [sum] acid damage, Save for half. 5. Blue. Target takes [sum] ice damage, Save for half. 6. Purple. Target takes [sum] necrotic damage and is blinded for [sum] rounds. Save negates. 7, 8, 9. Struck twice. Roll a d6 twice. Add effects; make one save. 10. Struck thrice. Roll a d6 three times.

4. Mirror Image

R: 0 T: self D: 10 minutes / concentration+1 minute

You create 1d4+[dice] illusory images of yourself, which move as you move and always stay within 5' of you. They are constantly stepping through each other, so that it is impossible to tell which is which. When an enemy attacks you, roll to see if they hit you or an image. An image vanishes as soon as it suffers a solid impact. Area effects such as a dragon's breath will cause all images to vanish.

5. Mirror Object

R: touch T: mirror D: [dice] hours / concentration+1 minute

You reach into a mirror-like surface and pull out a copy of an object adjacent to the mirror. The object that you pull out must be within reach of the mirror (as if it were a window), small enough to fit through the mirror (as if it were a window) and light enough for you to pull through with one hand. The mirror object looks and feels exactly like the object it copied. It doesn't copy any magical properties of the object. You cannot duplicate living things in this way. The mirror object pops like a bubble if it suffers a solid blow. If you invest at least 4 [dice] into this spell, it can copy the magical properties of an item, but those magical properties will only function once. For items with continuous properties, such as a flying carpet, the magic properties will last no longer than 10 minutes.

6. Light

R: touch T: object or creature D: [dice]x2 hours

Object illuminates as a torch, with a radius of 20'+[dice]x10'. Alternatively, you can make an Attack roll against a sighted creature. If you succeed, the creature is blinded for [sum] rounds. If [sum] is greater than 12, the creature is permanently blinded. You can choose the colour of the light. If you invest 4 [dice] or more this light has all the qualities of natural sunlight. Alternatively, if you invest 4 [dice] or more the light can be purest octarine, although it will only last for 1 round. Octarine light is extremely dangerous.

7. Hypnotic Orb

R: touch T: object D: [sum] minutes / concentration+1 minute

You enchant a mostly-spherical object so that its surface is covered with a captivating, shimmering pattern. Any creature who sees the enchanted object must Save or be compelled to sit still and observe it for the spell's duration. Flying creatures will land or circle it. The caster is not immune to this effect. The effect is broken if line of sight is broken, if something startles a target (a loud adjacent shout), or if the target sees signs of obvious danger (such as someone killing their friends). Groups of statistically identical NPCs should make their Saves as a group.

8. Colour Spray

R: [dice]x10' cone T: sighted creatures D: 0 / varies

If [sum] is equal or greater to the creature's HD, it is befuddled for 1d6 rounds. If [sum] is three times the creature's HD or more, it is stunned for a round, then befuddled for 1d6 rounds. If [sum] is five times the creature's HD, it is stunned for 1d6 rounds, then befuddled for 1d6 rounds.

9. Wizard Vision

R: touch T: sighted creature D: 10 min / permanent

If you invest one [die]: Target can see invisible things. Target can see through illusions. Non-magical disguises are not penetrated.

If you invest two or more [dice]: This can only be cast on yourself. As above, except you can also see through magical darkness, and see the true forms of shapeshifters. There are also some permanent effects: (a) You can forever see invisible things as a slight warping or lensing of light. You know "there's something over there" and what size it roughly is, but nothing else. (b) You can tell if someone else is a spellcaster by looking them in the eyes.

The price for this gift is your mind. You suffer a permanent loss of 1d6 Wisdom (as you reject the true nature of Creation and go slightly mad) or 1d6 Charisma (as you accept the true nature of Creation and alienate yourself from your peers).

10. Wall of Light

R: 50' T: wall or sphere D: 10 min / concentration+1 minute

You conjure either (a) a hemisphere [dice]x5' in diameter, or (b) a 10' by 10' panel per [dice], which can be arranged in any contiguous formation joined by their edges. The wall is intangible, but you can control what each side shows. It can be either (a) inky darkness, (b) light out to 30', (c) mirror, (d) transparency, or (e) a simple texture, such as stone, brick, or carpet. Both sides do not have to show the same thing. You can change these surfaces with a thought. If you invest 4 [dice] or more into this spell, you may make the duration permanent.

Emblem Spells**11. Mirror Self**

R: touch T: mirror D: concentration / concentration+1 minute

You reach into a mirror-like surface and pull out [dice] copies of yourself. The mirror must be large enough for you to pass through. Your mirror clones behave as you wish. They can walk and talk, but it cannot pick anything up. You can see through their eyes and hear through its ears. You can cast spells through them. You can switch places with your mirror twin as a free action. A mirror twin pops like a bubble if it suffers a solid blow.

12. Fade

R: 50' T: creature or object D: [sum] rounds

Target phases out and becomes unable to affect the world in any way except visually. It stands or floats like an illusion until the spell concludes. Not even magic can affect the target. If they would be in a solid object when the spell expires, they are harmlessly shunted into the nearest open space. The maximum size of the object depends on how many dice are invested in the spell: 1 [dice]: human-sized, 2 [dice]: ogre- or wagon-sized, 3 [dice]: dragon- or tavern-sized, [dice]: ship- or bridge-sized.

Necromancers are outlawed and outcast wizards. Their profession is a curse; their very name a byword for unholy acts and blasphemous deeds. Yet the necromancers persist on the fringes of society. They provide a relatively safe channel between the living and the dead, and someone will always pay - one way or another - for information only the dead can provide. In Foreign Parts, the necromancer's art is celebrated and sometimes even revered. One of the standard list of charges brought against foreign kings and corrupt leaders is "consulting with necromancers."

Perk: You can cause creatures you touch to reroll any Fatal Wounds they are trying to remove in a round. You can allow them to reroll failed tests or force them to reroll successful tests. If a creature successfully removes a Fatal Wound because of the reroll you provided, it permanently loses 1 HP.

Drawback: You require a ritual ingredient to cast your spells. The ingredient has a negligible cost (2cp) and is not consumed, but water, fire, or isolation could render you unable to cast spells. Roll on the Ritual Ingredient List.

Cantrips

1. You can call on the spirit of a recently dead creature by interrogating its body. Provided the creature died before dawn, and it wasn't particularly pious or exceptionally blasphemous, it will answer 3 of your questions. At dawn, the spirit departs. The dead are rarely coherent or helpful. Answers may be cryptic. If the creature had 3 or more HD, everyone present can see and hear the spirit. Otherwise, only you can see it.
2. You can ritually protect a corpse against possession by unwelcome spirits. Alternatively, you can deliberately invite spirits to possess a corpse. The ritual takes 10 minutes. The most dangerous time is between death and dawn; after that, the corpse becomes less appealing to wandering spirits.
3. You can permanently lose 1 HP to add 1 MD to a spell you are casting. You can only lose 1 HP per spell.

Mishaps

1. MD only return to your pool on a 1-2 for 24 hours
2. Take 1d6 damage
3. Random mutation for 1d6 rounds, then Save. Permanent if you fail.
4. Save vs Fear against the target of your spell. 1d6 rounds. Target is fully healed if undead.
5. 1d6 nearby corpses raise as zombies and attack you for 1d6 rounds.
6. You die. Save vs Intelligence every hour to find your way back to your body.

Doom of the Necromancer

1. You die and spend the next 1d6 days wandering Creation as a disembodied, feeble spirit. Your body will rot after 2 days unless it is preserved in some way: pickling, embalming, freezing, or desiccation. If you inhabit a rotting body, you become undead.
2. You become undead, permanently. If you were already undead, you instead lose 6 HP permanently.
3. By direct decree of the Authority, all corpses in 20 miles rise as zombies and skeletons and attempt to kill you. If you have been particularly notorious, they will be accompanied by 2 Bell Exorcists and a demon. Average: 3d20 skeletons, with 1d6 lieutenants, monsters, and commanders as appropriate. Anyone they kill joins them. They will pursue you to the ends of the earth.

This doom can be avoided by eating the heart of an immortal creature, or journeying into hell and make a bargain to serve the Authority, or becoming a Lich.

Necromancer Spell List

1. Raise Spirit
2. Explode Corpse
3. Death Mask
4. Fear
5. Rot
6. Raise Undead
7. Innocent Revenant
8. Command Undead
9. Fog
10. Death Scythe
- Emblem Spells:**
11. Finger of Death
12. Fatal Doom

1. Raise Spirit

You automatically gain this spell at first level. Roll for your other spell normally.

R: touch T: spirit D: [sum] minutes After a ritual that takes 10 minutes, you call out to the spirit of a dead person. The spirit can be anyone, from long-dead kings to newly-murdered party members. You do not need the creature's body. This spell can only be cast between sunset and dawn. Roll 1d6 on the table below, modified by the following:

Bonuses

- +1 for each [die] invested in this spell
- +1 if the spirit died within a week
- +1 if the spirit has unfinished business in Creation
- +1 if you know the spirit's true name
- +4 if you personally knew the creature before it died

Penalties

- 1 for each of the creature's original HD
 - 1 if the spirit was a wizard
 - 1 if the spirit is angry or irritated with you
 - 2 if you have only a vague name or description
 - 4 if the spirit was a necromancer or had significant magical powers in life
- Other bonuses and penalties at the GM's discretion. The stronger the soul, the more dangerous the summon.

Raise Spirit Result

0 or negative: The spirit is raised, but lashes out in anger and annoyance. You take 2d6 damage. If this damage reduces you to zero HP, you are dragged straight to the afterlife (no Save). Alternatively, the spirit casts *Fatal Doom* (see below) on you.

1. The spirit is raised, but it cannot be put down. If there is a corpse nearby the spirit will possess it. Otherwise, it will act as a disembodied undead of appropriate HD.
2. The wrong spirit is raised. It may be more or less useful than the intended spirit.
3. The spirit is raised, but its answers are mocking and cruel.
4. The spirit is raised and answers your questions truthfully.
5. The spirit is raised and also provides a useful answer to a question you did not ask.
6. The spirit is raised and remains for 1d6 additional minutes.
- 7 or higher.** The spirit is raised, and can be given one command (as per the *Command Undead* spell below.)

2. Explode Corpse

R: 50' T: corpse D: 0

Target corpse explodes, dealing damage in a [dice]x5' radius, Save vs Dexterity for half. The max. damage dealt is dependent on the creature's size: Rat: 1, Dog: 1d6, Human: 2d6, Cow: 3d6, Elephant: 6d6, Whale: 8d6. This spell cannot target undead creatures unless you control them.

3. Death Mask

R: touch T: humanoid corpse D: varies

You touch a corpse and the face peels off like a mask. The rest of the corpse shrivels up and flakes into dust. When you (and only you) wear the mask, you will look and sound like the person whose face you're wearing, but only to sentient people (no effect on animals, spirits, or elementals). The mask will rot into uselessness after [sum] days. If [dice] is at least 4, the mask is permanent.

4. Fear

R: 50' T: creatures up to [sum] HD D: 0

Target creatures must Save vs Fear or take a morale check, or flee from you. If you cast this spell with 4 [dice], creatures unused to supernatural occurrences (peasants, domesticated dogs, etc.) must also Save or age 2d10 years.

5. Rot

R: touch T: creature or object D: 0

Creatures take 2x[dice] damage, Save for half. Creatures also age 2d10 years (no mechanical effect), and may develop grey hair, shakes, and wrinkles. Objects are aged according to how many [dice] are invested. Books sprout into mold, wood becomes soggy, lamps run out of fuel and grow cold, and stone is entirely unaffected. 1 [die]: [sum] days. 2 [dice]: [sum] months. 3 [dice] or more: [sum] years. Undead are healed for [sum]+[dice] HP, or 1 permanent HP is restored (to the former maximum).

6. Raise Undead

R: 20' T: [dice]x2 HD corpse D: 2 hours

Target is raised as a specific type of undead that is obedient to the caster. The creature is animated by a specially developed spell or an obedient ghost. When the spell's duration ends, the undead may collapse, and cannot be raised again or used for any further spells.

The type of undead raised depends on the target and the [dice] invested.

- 1 [die] : 1-2 HD creature : corpse snake, crawling claw, skeleton, zombie
- 2 [dice] : 1-4 HD creature : wight
- 3 [dice] : 1-6 HD creature : war spirit, mummy
- 4 [dice] : 1-8 HD creature : something impressively terrifying

Undead typically have reduced stats compared to their living form. Undead of 5 HD or less are nearly mindless. If you die while undead are under your control, the spell's duration expires, or you try to end the spell, there is a [HD]-in-10 chance the undead remains active. Otherwise, it collapses.

Instead of letting the spell expire, you can keep the [dice] you spent on the spell invested. The spell's duration becomes permanent as long as those [dice] remain invested. Alternatively, if you spend 4 [dice] to raise a 1 or 2 HD creature, the spell's duration becomes permanent and no [dice] need to be invested. Creatures may retain some special abilities they had in life.

7. Innocent Revenant

R: Touch T: corpse D: 0

A creature of [dice] HD or less that died in the last 3 turns immediately returns as an undead version of itself with full HP. The HD requirement is ignored if the target is well known to you (a fellow PC, for example). This revenant can never gain HP, and loses 1 HP, and 1 point of Int and Wisdom to a minimum of 5, every hour until it reaches 0 HP and disintegrates. This HP loss can be healed by the Rot spell or other effects that heal undead creatures. The revenant is unaware that it ever died, even ignoring obvious signs of death (no heartbeat, cold flesh, gaping wounds). However, if someone else insists on confronting them with evidence of their own death, they fly into a rage, becoming a mindless undead.

8. Command Undead

R: 50' T: person D: [dice] hours

Target: 1 undead creature that can hear and understand you.

You shout a single-word command to your target, who must Save or obey. If the command lasts more than a single round, intelligent undead, or undead under the control of another necromancer, get a new Save at the beginning of each of their rounds. You can spend additional [dice] to increase the effects.

+1 MD: Affect +2 targets.

+1 MD: You may increase then length of your command by +2 words.

+1 MD: You may increase the duration between checks by +2 rounds.

9. Fog

R: 30' T: self D: [dice] hours

You breath out a bunch of fog, filing an area [dice]x20' in radius. No one can see beyond 10' in the fog. Undead can see through the fog. If you invest 4 [dice], you can instead breath out a layer of thick grey-yellow clouds that block sunlight for the spell's duration, for 3 miles in every direction.

10. Death Scythe

R: touch T: corpse D: [dice]x10 min The corpse disintegrates as you pluck a black scythe from its chest. The scythe deals 1d8+Strength Bonus damage. It deals double damage to creatures of the same type as the corpse used to create the scythe (so a scythe drawn from a troll's body would deal double damage to trolls).

Emblem Spells

11. Finger of Death

R: 50' T: creature D: 0

Target living creature must Save or die. Creatures with a significant magical nature gain a bonus equal to their HD. Frail mortal creatures may not get a Save. This spell requires 2 [dice] to cast against a creature of 5 HD or less, 3 [dice] for a creature between 6 and 8 HD, and 4 [dice] for creatures with more HD.

12. Fatal Doom

R: 10' T: creature D: permanent

You must invest 4 [dice] to cast this spell, and you also drop to 0 HP. You pronounce a Fatal Doom upon a living creature. The creature must have asked you for advice, in a non-casual capacity. They must have asked you what to do, where to go, how to overcome an enemy, or a glimpse into the future. Instead of calling on a spirit, you read the future directly. You may describe (in one or two sentences, clear or cryptic) what will happen to the target, and how they will die. The Doom is inevitable and irreversible. The GM may alter details and circumstances. Nothing else will kill the target until the Fatal Doom has come to pass.

Ritual Ingredient List

1. Salt
2. Ash
3. A clay bottle
4. A round blue stone
5. A piece of carved and polished bone
6. A grey metal bell with no clapper
7. A twig with three forks and one dead leaf
8. The front leg of a cat
9. A dried frog in a pouch
10. Powdered teeth

Orthodox wizards are chartered, historic, and sensible wizards. Their colleges only accept male students, but in small struggling colleges, anyone with a false beard and a sack of gold will do. It's an open and widely mocked secret. Orthodox wizards study all fields of magic, test theories, explore tombs, and fight in wars. Their red robes are famous; to many peasants, a wizard without red robes isn't a wizard at all.

Perk: You start with red robes.

Drawback: None.

Cantrips

1. Change the colour or texture of an object no larger than a horse for 10 minutes.
2. Create a tiny light as bright as a match on your fingertip.
3. Move a light object with a wave of your finger. You could cause a coin to roll along the ground or turn the pages of a book, but you couldn't open a door or lift a stone.

Mishaps

1. MD only return to your pool on a 1-2 for 24 hours
2. Take 1d6 damage
3. Random mutation for 1d6 rounds, then make a save. Permanent if you fail.
4. Lose 1 MD for 24 hours.
5. Agony for 1d6 rounds.
6. Cannot cast spells for 1d6 rounds.

Doom of the Orthodox

1. Lose the ability to cast spells for 1 day.
2. Lose the ability to cast spells for 3 days.
3. Lose the ability to cast spells permanently.

This doom can be prevented by eating the heart of a powerful magical creature, such as a High Elf, or by marrying one. You can also fill your brain with 4 entirely new spells that have never been cast by anyone else.

Orthodox Wizard Spell List

An Orthodox Wizard can roll on the 1d100 Orthodox Spell List instead of rolling on the list below.

1. Lock
2. Knock
3. Grease
4. Force Field
5. Levitate
6. Magic Missile
7. Feather Fall
8. Sleep
9. Light
10. Wizard Vision
- Emblem Spells
11. Prismatic Ray
12. Fireball

1. Lock

R: 50' T: [dice] creatures or objects D: 10 minutes

Non-living object closes and becomes locked. If the object is a door, chest, or similar object, it will slam shut, dealing [sum] damage to any creature passing through it and then trapping them. This spell works on things that aren't technically portals (for example, a sword could be locked in its scabbard). Requires Str 10 + [dice]x4 to open. Alternatively, this spell can be cast on a creature's orifice. The creature gets a Save to resist, and another Save at the end of each of its turns.

2. Knock

R: 50' T: [dice] objects D: 0

Object is opened. Doors are flung wide, locks are broken, shackles are bent open, belts come undone. Treat this as a Strength check made with Str 10 + [dice]x4. If target is an armoured creature, Save or armour falls off. If target is an unarmoured creature, Save or vomit for 1d4 rounds.

3. Grease

R: 50' T: object, surface D: [dice]x2 rounds

Can be cast directly on a creature or [sum]10' x 10' surfaces. Creatures moving across the area must Save vs Dexterity or drop held objects, or, if moving, drop prone.

4. Force Field

R: 10' T: plane or sphere D: concentration

Creates a shimmering force field, 10'x10', centered up to 10' away. Alternatively, create a sphere centered on the caster 5' in diameter (large enough for the caster and +1 person). The force field has [sum] HP. All attacks against it hit.

5. Levitate

R: 50' T: creature object D: concentration

You will an object to raise, lower, or hover. You cannot move the object horizontally, and you cannot move it more than 10' per turn. Maximum weight is [dice]x500 lbs. Lasts as long as you concentrate, but you take 1d6 psychic damage per round after [dice]x3 rounds.

6. Magic Missile

R: 200' T: creature D: 0 Target takes [sum] + [dice] damage, no Save. As an Orthodox Wizard, your spell is unique to you, and can be any colour, shape, or pattern you describe.

7. Feather Fall

R: 10' T: [dice] creatures or objects D: 0

If you would take fall damage, you can cast this spell as a reaction to negate it. You float gently to the ground (possibly alarmingly late).

8. Sleep

R: 50' T: creature D: 10 min

Target falls into a magical slumber, and can't be awoken by anything less vigorous than a slap (a standard action). Non-alert, unaware targets are not allowed a Save. Can affect creatures up to [sum] HD. If [sum] is at least 4 times the creature's HD, the duration becomes permanent (until slapped) and the creature no longer needs to eat or drink while sleeping. If you also invested 3 [dice] or more into this spell, the duration becomes permanent, and you can set the only condition that will cause the creature to awake (the sunrise before the apocalypse, true love's kiss, etc.)

9. Light

R: touch T: object or creature D: [dice]x2 hours

Object illuminates as a torch, with a radius of 20'+[dice]x10'. Alternatively, you can make an Attack roll against a sighted creature. If you succeed, the creature is blinded for [sum] rounds. If [sum] is greater than 12, the creature is permanently blinded. You can chose the colour of the light. If you invest 4 [dice] or more this light has all the qualities of natural sunlight. Alternatively, if you invest 4 [dice] or more the light can be purest octarine, although it will only last for 1 round. Octarine light is extremely dangerous.

10. Wizard Vision

R: touch T: sighted creature D: 10 min / permanent

If you invest one [die]: Target can see invisible things. Target can see through illusions. Non-magical disguises are not penetrated.

If you invest two or more [dice]: This can only be cast on yourself. As above, except you can also see through magical darkness, and see the true forms of shapeshifters. There are also some permanent effects: (a) You can forever see invisible things as a slight warping or lensing of light. You know "there's something over there" and what size it roughly is, but nothing else. (b) You can tell if someone else is a spellcaster by looking them in the eyes.

The price for this gift is your mind. You suffer a permanent loss of 1d6 Wisdom (as you reject the true nature of Creation and go slightly mad) or 1d6 Charisma (as you accept the true nature of Creation and alienate yourself from your peers).

Emblem Spells**11. Prismatic Ray**

R: 200' T: [dice] creatures or objects D: 0

Target suffers a different effect depending on which color strikes the target.

Roll a d10: 1. Red. Target takes [sum] fire damage, Save for half. 2.

Orange. Target takes [sum] bludgeoning damage and is knocked prone.

Save negates. 3. Yellow. Target takes [sum] lightning damage, save for half. 4. Green. Target takes [sum] acid damage, save for half. 5. Blue.

Target takes [sum] ice damage, save for half. 6. Purple. Target takes [sum] necrotic damage and is blinded for [sum] rounds. Save negates. 7, 8, 9.

Struck twice. Roll a d6 twice. Add effects; make one save. 10. Struck thrice. Roll a d6 three times.

12. Fireball

R: 200' T: 20' diameter D: 0

Does [sum] fire damage to all objects.

The White Hand wizards are a chartered order imported from Foreign Parts. Their order is not very numerous, but their feats are widely seen as legendary. They are seen as the kindest of all wizard schools, mostly due to propaganda efforts and the occasional feat in battle. The ant-lings famously produce many White Hand wizards with tattooed white circles on their foreheads.

They are notoriously pious, but in a judgemental and unsympathetic way. You always feel like you're being disrespectful when a Wizard of the White Hand is around. They tend to donate to the Church and avoid obvious temptations. They prefer villages to isolated towers.

Perk: Any spell with a range of Touch can be cast a target you have previously touched, up to 10 miles per Wizard template. You can only have one link at a time.

Drawback: You cannot eat meat. You must wear a white circle on your robes or belt.

Cantrips

1. Press your hands together and count as Str 20 against being pushed, shoved, or moved.
2. Spend 10 minutes running your hands over your clothes to remove any stains or dirt.
3. If an attack would reduce you from full HP to 0 HP or less, you may spend all your remaining MD to survive it with 1 HP. You must spend at least 1 MD.

Mishaps

1. MD only return to your pool on a 1-2 for 24 hours
2. Take 1d6 damage
3. Random mutation for 1d6 rounds, then Save. Permanent if you fail.
4. Blind for 1d6 rounds
5. Deafened for 1d6 rounds
6. Spell targets you (if harmful) or enemy (if beneficial) or fizzles (if neutral).

Doom of the White Hand

1. You fade from existence for a day, leaving only your shadow behind.
2. You fade from existence for 3 days, leaving only your shadow behind. Your shadow roams without you.
3. You permanently fade, leaving a ravenous shadow behind to plague the living.

This doom can be avoided by avoiding total darkness for the rest of your life, or by travelling to the surface of the sun.

Spell List

1. Cure Light Wounds
2. Vigor
3. Protection from [Element]
4. Light
5. Magic Missile
6. Mighty Thews
7. Olfactory Revelation
8. Inflict Pain
9. Necrography
10. Black Hand Emblem Spells
11. White Hand
12. Vivigraphy

1. Cure Light Wounds

R: 0 T: creature D: 0

Target creature heals [sum] HP. It costs 2 HP to remove one negative HP. This spell cannot remove Fatal Wounds, cure diseases, or heal lost limbs.

2. Vigour

R: Touch T: creature D: 6 hours

Touched creature has it's maximum HP increased by 2x[dice].

3. Protection from [Element]

R: touch T: [dice]x[dice] targets D: 10 minutes / 8 hours

Reduce all damage of the chosen type by 4 for the next 10 minutes.

Alternatively, the spell protects its targets from the negative effects of the element (desert heat, arctic chill) for the next 8 hours.

4. Light

R: touch T: object or creature D: [dice]x2 hours

Object illuminates as a torch, with a radius of 20'+[dice]x10'. Alternatively, you can make an Attack roll against a sighted creature. If you succeed, the creature is blinded for [sum] rounds. If [sum] is greater than 12, the creature is permanently blinded. You can chose the colour of the light. If you invest 4 [dice] or more this light has all the qualities of natural sunlight. Alternatively, if you invest 4 [dice] or more the light can be purest octarine, although it will only last for 1 round. Octarine light is extremely dangerous.

5. Magic Missile

R: 200' T: creature D: 0 Target takes [sum] + [dice] damage, no Save. As a Wizard of the White Hand, your spell is a coruscating bolt of white light or a glowing fist, cast with appropriate hand gestures.

6. Mighty Thews

R: touch T: creature D: [dice] hours

Touched target treats their Strength bonus as 1 point higher when calculating weapon damage.

7. Olfactory Revelation

R: 0 T: self D: [dice] minutes

You gain an unbelievable sense of smell. Functions like darkvision up to 60'. Doesn't allow you to identify things you haven't smelled before.

8. Inflict Pain

R: Touch T: creature D: 0

Touched target saves or takes [sum]+[dice] psychic damage. Only works on things that feel pain. Cannot inflict Fatal Wounds or drop a creature below 0 HP.

9. Necrography

R: Touch T: corpse D: 10 minutes

Touched corpse is compelled to answer [dice] questions. This is the flesh body answering, not the mind. The body will answer honestly, but flesh bodies technically see/hear/experience everything the living body does, but they only remember things that involve food, sex, pain, adrenaline responses, and stuff like that. Usually the corpse will talk using it's normal mouth, but it may also communicate the response in other ways. It's always understandable, although sometimes a bit cryptic.

10. Black Hand

R: 0 T: self D: [sum] rounds

One of your arms turns invisible. You get an illusory arm on the same side that you can control freely. Small objects, like a dagger, held in this arm become invisible. The arm can interact with ghosts, pass through walls, etc.

Emblem Spells

11. White Hand

R: 0 T: self D: [sum] rounds

One of your hands becomes as hard and durable as steel. It doesn't become any heavier and deals no extra damage, but it is completely impervious to damage. You can even use it to parry sword blows. It grants +1 to Defense. It can pick up anything, manipulate fire, stir acid, etc.

12. Vivigraphy

R: touch T: creature D: 10 minutes

Touched living creature is compelled to answer [dice] questions. This is the flesh body answering, not the mind. The body will answer honestly, but flesh bodies technically see/hear/experience everything the living body does, but they only remember things that involve food, sex, pain, adrenaline responses, and stuff like that. Usually the body will talk using it's normal mouth, but it may also communicate the response in other ways, like spelling out answers in freckles. It's always understandable, although sometimes a bit cryptic.

Starting Equipment: 2lb Cannon, Cart, Swab+Rod, 3

Shot+Gunpowder Packets

Starting Skill: See below. Also gain the Cannoneer skill.

A: Trained Crew, Bombard's Eye

B: Bomme-Maker

C: Furious Engine

D: Master Cannoneer

You gain a +1 to Save vs Fear for each Cannoneer template you possess. Additionally, you are partially deaf. You can hear normal speech but not whispers or subtle sounds.

Trained Crew

You gain 2 hirelings trained in the use and maintenance of a cannon. All stats are 10 except for Strength, which is 12. You manage their inventory. They are reasonably competent, willing to follow you into combat, and difficult to replace. You need to pay them 2gp per month each. Roll on the Horrible Peasant NPC generator for details.

Bombard's Eye

If you fire a cannon at a stationary or nearly stationary target and miss, your next Attack roll against the target gains a +4 bonus. This bonus does not stack with multiple attempts. If you would hit only on a critical success (400'-600'), you still only hit on a critical success.

Bomme-Maker

You can rapidly craft a crude but controlled gunpowder bomb without any risk or skill check. Crafting requires 1 charge of gunpowder and some added shrapnel. It takes 2 rounds. The bomme deals 2d6 damage in a 20' radius. The fuse can be set to any time, from instant (explodes in your hand) to 10 minutes. It can be thrown (as a dagger). It can also be used to open doors or crack stone.

Furious Engine

If you lead a trained team of 3, you can reload a cannon in 4 rounds rather than 5. If you rush, you can reload the cannon in 3 rounds, but you must roll on the Misfire table. Additionally, anyone who surprises you while you are working on something (an assassin, an unexpected visitor, etc.) must Save vs Fear or make a Morale check when you yell at them.

Master Cannoneer

You can reroll any result on the Misfire table. Additionally, you can select small or unlikely targets with your cannon (someone's hat, a doorknob at 200', an apple on a child's head, someone hiding just around a corner, etc.).

Cannon (2lb)

Range: Roll required to hit a single target

<10': Attack + 8

10' - 200': Attack

200' - 400': Attack - 8

400' - 600': Only on a critical success

Targets of the cannon do not gain an AC/Defense bonus from armour. Large targets may provide a bonus to hit at close range. On a miss, something is still struck by the cannonball. If the cannon is fired at a group of closely packed targets, an Attack roll may not be required (if you're shooting at a horde of goblins, you're going to hit a goblin).

Damage: 4d6. Target must also Save or be stunned. If a 1 or 2 HD creature is killed, creatures immediately behind them in a straight line take any excess damage.

Cannons also make a lot of noise. Roll for wandering monsters (or any other noise/alertness-based effect) every time the cannon is fired. If the cannon is fired in a narrow space (<20'x20'), everyone in the space must Save or be partially deafened for 1d6 hours. Smoke fills a 10' square.

Reloading

An untrained team of three loading or firing a cannon must roll on the Misfire table. An untrained team can load a cannon in 10 rounds (Int checks may be required). If they rush, roll on the Misfire table with a +4 bonus.

1d10 Misfire Effect

| | |
|-------|---|
| 1-3 | No effect. The cannon fires after a brief pause (just long enough to worry). |
| 4-5 | Match Extinguished. Cannon can be fired normally next round. |
| 6-7 | Fizzle. The cannon fires in 1d4 rounds (roll secretly) |
| 8 | Bad Load. The powder half-detonates. The ball flies 30', dealing 2d6 damage. Takes 2 extra rounds to reload. |
| 9 | Dud. The powder does not ignite. Takes 4 extra rounds to reload. |
| 10 | Split. The ball shatters as it leaves the barrel. 30' cone, 1d6 damage. Crew must Save or be hit by shrapnel. |
| 11-12 | Spiked. The cannon partially detonates. 20' radius, 1d6 damage, Save for half. Cannon cannot be fired until repaired. |
| 13+ | Shattered. The cannon detonates spectacularly. 30' radius, 3d6 damage, Save for half. Cannon is gone. |

Ordinarily you'd use a team of 2 mules: one for the cannon and one for the cart and shot. Dungeons are notorious for eating mules.

Since you need a team of 3 to fire the cannon anyway, 2 members of the team carry the cannon and cart (20 inventory slots split over 2 people = 10 each). The third team member carries the Swab+Rod and the powder and shot. Carrying pre-made charges takes up slightly more space but makes loading and firing the cannon much more convenient. One member of the team should probably carry rope and wooden pulleys for difficult climbs.

When fully assembled, the cannon and cart resemble a primitive two-wheeled barrow. It can be pulled or pushed by one person at 1/2 normal pace, or by two people at normal pace. The cart can be pushed up standard stairs without significant difficulty. Rough terrain, gaps larger than 8", or steep slopes cannot be traversed by the cart. It must be disassembled and rebuilt on the other side. It takes 4 rounds for a trained team of 3 to disassemble or reassemble the cart. Untrained teams could take up to 10 minutes.

Cannons are so rare they cannot be purchased. Instead, anyone with the Cannoneer skill, 300gp in raw materials (iron, clay, wax, etc.), and access to a forge can make a cannon in 2 weeks. Limited tools, distractions, or modifications may add 1d4 weeks.

Gunpowder can only be made by someone with the Alchemist or Cannoneer skills. The costs listed below are for the raw ingredients.

| Item | Weight (lbs) | Inventory Slots | Cost (City) | Cost (Rural) |
|-----------------------|--------------|-------------------|-------------|--------------|
| Cannon | 200lbs | 14 | - | - |
| Cart | 60lbs | 6 | 3gp | 3gp |
| Shot | 2lbs | 1/3 rd | 1sp | 2sp |
| Gunpowder (per shot) | 1lb | 1/3 rd | 4sp | - |
| Shot+Gunpowder Packet | 3lbs | 1 | 5sp | - |
| Swab+Rod | 5lbs | 2 | 2sp | 2sp |

Where did you learn this deadly art?

Cannons are rare. For most people, the first cannon they ever see will be yours. There are no gender restrictions on this class. People may scoff but never to your face. You belong to the Third Estate, but your profession brings you a certain degree of respect.

Skill: 1. Soldier, 2: Foreign Parts, 3: Unusual

Soldier

1. You served well and fought bravely but your service was not rewarded. You have gone to seek your fortune elsewhere. You start with no money, but your amazing tales will earn you friends.
2. You served on the losing side of a recent War. You speak an additional language.
3. A former pupil stole your secrets and usurped you. Start with a dagger.
4. You were wounded in an explosion that also killed your employer. Start with an Interesting Scar and 2sp.
5. You participated in a long siege. Start with 3 rations.
6. Your experience in the War changed you. If you fail a Save vs Fear, you will freeze rather than run. If you pass, your hirelings automatically pass.

Foreign Parts

1. You have traveled for most of your life. You never gain fatigue from riding or walking.
2. Start with an appearance and native language so unusual that, to most people, your profession is the second most shocking thing about you. Make up 1d6 ludicrous lies.
3. Your clothing is unusual. Start with robes worth 5sp. You can conceal one apple-sized item inside them.
4. In your country, cannons are as common as rabbits, and wars are prosecuted without mercy. Start with a pair of leather gloves.
5. Your crimes in Foreign Parts were numerous and disreputable. You can evaluate the approximate worth of items (as a Thief).
6. You know the secrets of mathematics. Start with the Mathematics skill and a book.

Unusual

1. You made a pact with a fire elemental. Start with a small lantern (illuminates 10', lasts 24hrs/flask) and 3 flasks of oil. Gain a +4 to Save vs Fire. If the flame in the lantern ever goes out, you permanently lose half your HP.
2. You woke up next to your cannon with no memory of how you got there. Your skills are fresh; your memory is blank before last week. Roll on the Table of Professions and gain the skill listed. You do not consciously know you have this skill.
3. You believe gunpowder can cure many ailments. You can Save to remove a curse, disease, or enchantment if you eat a spoonful of gunpowder. You can only make 1 attempt per condition. This effect only works on you. You don't know this.
4. Your back is strong. You can spend 2 HP to gain +1 inventory slot for 1 hour. You can repeat this process as many times as you would like.
5. You are missing three fingers and one eye. Start with +2 HP. You don't sleep well.
6. Chose a visible profession (Wizards, Priests, Cheesemongers, etc.) A member of that profession wronged you in the past. In combat, you gain a +4 bonus to Attack the first time you fire your cannon at a member of this profession, but you must Save or chose them as your first target.

Starting Equipment: traveling robes, ceremonial robes. Other equipment varies by Role.

Starting Skill: Religion.

- A: Provoke, Fortune's Wheel, Dissolute
- B: A History of Seduction
- C: Heartfelt Sorrow, A Square Meal
- D: Friendly Face, Well-Practiced Seduction

You gain +1 Save vs Fear for each Exorcist template you possess.

Your templates vary by your Role. You can only choose templates from one Role. Effectively, the Exorcist class is three classes in one, similar to how Wizards have schools.

Roles

1. Bell

The Church has chosen you to fight the Embodied Undead.. Graveyards and catacombs are your battleground; gravedust is your incense and your mark. You carry the most powerful tools the Church can forge against such enemies, but every necromancer in Creation also desires your weapons. Some people will mistake you for a heretic, a charlatan, or a necromancer. Speak little of your past and conceal your intentions and abilities.

2. Book

You are most effective against possessive undead. You might be a priest who stumbled into the practice of exorcism by necessity or fate. You might be a holy healer, outside the normal doctrines of the Church. You might be a monk exiled for some grievous sin, seeking redemption, or a callous and grizzled combatant in a hidden spiritual war.

3. Sword

You fight Incorporeal Undead. Your calling is dangerous and, in many ways, disreputable. You are constantly visiting scenes of violence and disorder. You sit outside society's laws and codes, judging, condemning, and assisting people in ways the Church cannot officially sanction. You may need to disguise yourself as a peddler, a beggar, or a madman to complete your task.

Where Are You From?

You are either a member of the First Estate or an Outlaw. In either case, you need to think like a member of the First Estate. You are part of an elite order, a very small group of men and women outside the usual demands of the Church. Your profession is so dangerous and so necessary that dogmatic rules are bent or broken for you. You roam Creation seeking neither fame nor riches nor glory, but only to do your duty, or to perish in the attempt. And if, along the way, you should acquire wealth and help the poor or live comfortably for a time, who could blame you?

Abominations

An abomination is defined as "that which offends the Authority". The Church recognizes three major categories Abomination as particularly dangerous and, over the centuries, has created special orders and rites to combat them. Not all the examples listed below are abominated by the Church; anything listed as "Also Affects" is just incidental stuff that behaves in the same way, effectively, but which the Church has not specifically abominated. These edge cases might lead to some very weird interactions between Exorcist abilities and the things they encounter. This is intentional.

Embodied Undead

Skeletons, zombies, wights, liches, and vampires. Creatures whose bodies died, but whose souls lived on, driving the body. Corpses possessed by a spell or spirit. Also Affects: enchanted weapons, wands, armour, spellbooks, golems and constructs.

Possessive Undead

Demons, powerful ghosts, and some diseases. Creatures whose original bodies died but whose souls live on in the body of other living creatures. Two souls in the same flesh. Also Affects: persistent spells that affect a living target, curses.

Incorporeal Undead

Ghosts, banshees, spectres, and shadows. Creatures whose bodies died, but whose souls lived on and roam freely. Also Affects: spells, angels, summoned demons, summoned entities.

Starting Equipment: The Seven Bells.

Starting Skill: Religion.

A: Bell Casting, 4 Bell Dice

B: Undead Sense, 4 Bell Dice

C: Name Them, 3 Bell Dice

D: Dual Bells, 2 Bell Dice

Bell Casting

You start with 4 Bell Dice (BD), but lose them as you gain templates in this Role. Bell Dice are d6s. Whenever you start using a Bell, or change a Bell's effects, roll all your Bell Dice, plus any extra dice specified by the Bell. Bell Dice always return to your pool. If you roll doubles, roll on the Mishaps table. If you roll triples, roll on the Disasters table.

You can use your Bells any number of times per day. You can use one Bell per combat round. If anyone untrained in the bells uses them, they automatically roll on the Disasters table, and the bell's usual effects do not occur. The entire set of bells is worth 1,000gp if sold in a major city, but the authorities of the Church will arrive within 24hrs and start burning and torturing anyone involved. If you die while carrying the bells, your companions should bring them to the Church.

The range listed on the bells assumed clear air above ground. The range can be reduced if muffled by walls or other sounds. Bells affect the closest targets first, but subsequent uses will affect targets further out. They do not affect the Exorcist. You must stop ringing a Bell for 1 round to change effects, or to change Bells. If an effect lists a Save, targets must Save each round the bell is rung.

Undead Sense

You can sense embodied undead up to 50' away, even in total darkness. You can sense the approximate number and strength, either as a smell, a sense of pressure, or with an inexplicable Second Sight.

Name Them

You automatically know the name of any undead of 7 HD or more. If they are truly ancient and notorious, or if they have returned more than once, you may know their deeds, disposition, and weaknesses. The name may not be their true name; it's the name the Church knows them by. At the at the GM's discretion, you can test Religion to learn details.

Dual Bells

You can use two Bells per round. Roll once, using the largest bell's dice pool + 1 BD. You also lose 1 HP each round you use two Bells.

The Seven Bells

1. Rana, the Sleeper

The size of a thimble. High, but soft, like a lullaby's first notes.

Adds: -1 BD

Range: 50'

Effect: Choose one.

- a) A number of embodied undead up, with total HD = [number of Bell Exorcist templates] x4 or less, must Save or become docile and passive for 1d10 minutes. They will not attack unless attacked. After 10 minutes of ringing Rana, any embodied undead of 1 HD or less are banished.
- b) A number of living creatures, with total HD = [number of Bell Exorcist templates] x4 or less, must Save or fall asleep. They sleep for 8 hours, and cannot be awoken by anything less vigorous than a slap.

2. Mosrael, the Waker

The size of a strawberry. Harsh, tinny, flat.

Adds: 0 BD

Range: 50'

Effect: Choose one.

- a) Cancel the effect of Rana.
- b) Wake up all sleeping living creatures.
- c) Draw the soul of someone who recently died back to their body. The soul is allowed a Save, with a +1 bonus for each day since death, and a penalty (GM's discretion) if the death was particularly gruesome, tragic, or unexpected. The corpse cannot move (without the use of Kibeth) or speak (without the use of Dyrim). It is essentially a paralyzed zombie, capable of moving its eyes but nothing else. This effect persists after Mosrael stops ringing.

3. Kibeth, the Walker

The size of a child's teacup. Many sounds. A merry bell.

Adds: +1 BD

Range: 100'

Effect: Choose one.

- a) A number of embodied undead, with total HD = [number of Bell Exorcist templates] x4 or less, must Save or move 10' in a direction you chose. You can move them into danger, over cliffs, etc. If you raised them using Mosrael, you can cause them to crudely attack living creatures they encounter.
- b) A number of number of living creatures, with total HD = [number of Bell Exorcist templates] x4 or less, must Save or move 10' in a direction you chose. If they would move into danger, they get a new Save to resist the effect and stop just before.
- c) All living creatures with 2 HD or less must Save or move by skipping, hopping, waltzing, etc. They can otherwise move freely, but the unnatural dance imposes a -2 penalty to their Defense.
- d) All embodied undead gain the ability to walk and move their limbs. This effect persists after Kibeth stops ringing.

4. Dyrim, the Speaker

The size of a pear. Clear, sharp ring.

Range: 200'

Adds: 0 BD

Effects: Choose one.

- a) All sound is muffled within the range of the bell, except for the Dyrim's sound. Speech must be shouted beyond 10' and cannot be heard beyond 20'.
- b) A number of noise-making targets = [number of Bell Exorcist templates] are silenced and muted. Unwilling creatures or very noisy targets (bell towers, volcanoes) get a Save. If the target is an embodied undead, it is permanently rendered mute.
- c) Target embodied undead gains the ability to speak. It does not have to answer your questions, but it may volunteer information, scream, rant, or require the aid of Saraneth to bind. You can typically get 1d6 coherent answers out of any given corpse of a 1 or 2 HD creature. This effect persists after Dyrim stops ringing.

5. Belager, the Thinker

The size of a clenched fist. A rattling, leaden bell. The sound is selective, rising and falling differently for each listener.

Range: 200'

Adds: +1 BD

Effects: Choose one.

- a) All living creatures gain +2 Intelligence, but their thoughts will be morbid and clouded with the cold clarity of death. No romantic poetry, no dangerous schemes, but decent accounting, math, and translation.
- b) A number of living creatures, with total HD = [number of Bell Exorcist templates] x4, must Save or forget the details of the last 5 minutes. If you Save vs Intelligence, you can select targets for this spell (instead of selecting the closest targets). Each round you ring Belager, you can choose to affect more targets or erase another 5 minutes from targets who failed their previous Save.
- c) Save vs Intelligence and choose a single target. If you fail, lose 1 HP and take 2 temporary Intelligence damage. If you pass, the target must Save or forget a specific thing or event of your choosing. This can be broad (a child, a crime) or specific (a single poem, a person's face), but not universal (gravity, the need for food). Very intelligent creatures can Save again if confronted with evidence that they have forgotten something to remember it again.
- d) Save vs Intelligence and choose a single corporeal undead target. If you fail, lose 1 HP and take 2 temporary Intelligence damage. If you pass, the undead regains full memories of its life, along with its former Wisdom, Intelligence, and Charisma (for the purposes of Saves, etc.). It may despair at its new condition, it may seek power, it may act as a general or a necromancer. Raise nothing you cannot put down.

6. Saraneth, the Binder

The size of a mug. A deep, low bell. Funereal.

Range: 300'

Adds: +2 BD

Effects: choose one.

- a) When you begin ringing Saraneth, choose an amount of HP. Your maximum HP is reduced by that amount. A number of embodied undead (of any HD) equal to that number are bound to your will, and will obey your commands as loyal servants. Powerful undead may Save to negate. This effect persists after you stop ringing Saraneth. If an embodied undead bound in this way is banished or destroyed, you gain the point of maximum HP back (but do not heal any HP).
- b) Inflict [number of Bell Exorcist templates] x6 damage to embodied undead, starting with the closest undead. You must banish the closest embodied undead before assigning any damage to the next undead.
- c) A number of living creatures, with total HD = [number of Bell Exorcist templates] x4, must Save or obey the single-word command you speak when you stop ringing Saraneth. The command must be an immediate and feasible action ("run" and "drop" work, "explode" and "die" probably won't).
- d) A single target must Save or answer your questions, telling only the truth, for [number of Bell Exorcist templates] questions after you stop ringing Saraneth.

8. Astarael, the Bringer of Sorrows

The size of a skull. So deep it can only be felt, not heard. A bass thump with a cold edge.

Range: 300'

Adds: N/A. Do not roll if you use this bell. The effect automatically occurs.

Effect:

All undead, embodied or not, are banished. All living creatures capable of blocking their ears must Save or Die. The Exorcist automatically dies (no Save, no tricks). All spells are cancelled, all enchantments broken, all magical effects ended. Creatures that cannot hear gain a +10 bonus to their Save but must still Save. This bell is rarely, if ever, used. It is the final desperate measure, the one tool an Exorcist is trained to use but hopes never to wield.

Mishaps (on a double)

1. **Harsh clap.** The Exorcist loses 1 HP.
2. **Sour ring.** All Saves against the Bell's effect are made with a +4 bonus.
3. **Slip.** The Exorcist chooses another effect of the same bell. That effect occurs instead. The Exorcist selects the target or targets.
4. **Slide.** The GM chooses another effect of the same bell. That effect occurs instead. The GM selects the target or targets.
5. **Upswing.** The Exorcist loses control of the bell for a split second and must Save vs Wisdom or stop ringing.
6. **Clatter.** The bell's effects do not occur this round. The Exorcist loses 1 HP.

Disasters (on a triple)

1. **Freedom.** The Exorcist loses control of the bell. The GM may choose to have a secondary effect of the bell occur, or alter the bell's current effect in an unpleasant way (to target allies instead of enemies, or empower enemies, or raise something the Exorcist intended to banish). The Exorcist stops ringing.
2. **Sympathy.** A randomly determined (1d6, for bells 1-6) bell rings as well, with a randomly determined effect. Could be the same bell with the same effect. The Exorcist loses 1 HP.
3. **Dissonance.** The Exorcist takes [number of Bell Exorcist templates] x6 damage and must Save or stop ringing.
4. **Overpowering.** The Exorcist cannot stop ringing. The bell's effect becomes more serious and disconcerting. After 1d6 rounds, they can Save each round to stop ringing with a +1 bonus per HP they choose to spend.
5. **Call to the Dead.** All undead, embodied or not, within 1 mile are aware of the Exorcist, their position, and their goals. The Exorcist also loses 1 HP.
6. **Rejected.** The bell refuses to obey the Exorcist and remains silent. The Exorcist cannot use this bell for 1d6 days. After that, they must Save. If they fail, they can never use the bell again. Rituals of atonement, soul-searching, or desperation can provide a very significant bonus to this Save. The Exorcist also loses 1 HP.

Starting Equipment: holy symbol.

Starting Skill: Law.

A: Rite of Exorcism, Literacy, Keen Eye

B: Doctrinal Skill, Soul of Iron

C: Brandish

D: Doctrinal Mastery

Rite of Exorcism

Through ritual and prayer, you invoke the Authority's power and restore the natural order of Creation. Make an opposed Charisma check against a spirit, demon, or disease inside a living creature. You must be within 10' of the creature to make this check, and the creature must be able to see and hear you. If you pass, the spirit is banished. If you fail, you take the creature's [HD] in damage. You can attempt this test once per hour. Multiple failed attempts may lead you to doubt your own faith or abilities (see below).

Bonuses and Penalties

+1 per Book Exorcist template. Up to two Book Exorcists can work on the same exorcism, adding their templates together. If a regular priest of the Authority or a very devout lay person assists instead, they add +1.

+1 per hour spent in uninterrupted ritual before attempting the test.

-1 per HD of the spirit

-2 if the spirit has possessed the target for more than a day, a week, a month, or a year (so a year = -8)

-some number, determined by the GM, if you doubt your own faith, abilities, or cause, or if you are in poor standing with the Church.

The minimum requirements to begin an exorcism are a holy book and a holy symbol. The spirit may attempt to interrupt the ritual several times, requiring Saves vs Fear, Saves to Dodge, etc. Restraints may be required.

Literacy

You can read and write. A surprising number of people could do both in the middle ages, but you can really write. Your letters can allow for Charisma tests at a distance. You can roll to see the intentions of an author, the delicate themes of a poem, and the inconsistencies in a complex text. To most people this is a kind of sorcery.

Keen Eye

You know the signs of possession well, and can determine if a creature is afflicted or not by a few simple tests. You can also diagnose diseases (as the Medicine skill) but not assign treatments or offer advice. You can separate the mad, the attention-seeking, and the injured from the truly possessed.

Doctrinal Skill

You are an unparalleled expert on the holy books. You can find a passage or an appropriate phrase instantly. If you choose to challenge a point of canon law, you can always find relevant precedents, counterexamples, and devastating flaws. For example, you could challenge the appointment of a bishop, the fitness of a village priest, the validity of a marriage, or the interpretation of a command from the Archpriest. Listeners do not have to believe you, but they will admit there is a possibility you are correct, and either allow a court case or have you silenced by force.

Soul of Iron

You can spend 1 HP to gain a +2 bonus to any Save against Fear, a direct demonic attack (such as hellfire or soul drain), or any soul-altering effect (such as a curse, a compulsion, or any other personal enchantment). You can spend as many HP as you would like, including inflicting Lethal Damage on yourself. Wounds you take appear as stigmata or premature aging. You only gain this ability after performing a successful exorcism. Additionally, if you ever roll a natural 1 (critical success) on a Save vs Fear, all allies who can see you automatically pass their Saves vs Fear (or rally if already fleeing).

Brandish

If you suddenly raise your holy symbol, you can cause any undead (not just possessive undead), spirit, or spell to turn aside. They must Save to approach within 10' of you. Creatures get a bonus to Save equal to their HD. Spells get a bonus equal to the number of magic dice used to cast them. Some spells might be deflected and seek a new target. Very minor undead creatures or spirits (1 HD or less) must Save or be banished.

As long as you keep the symbol raised (Save vs. Constitution every hour as your arm gets tired), the creatures or spells first affected by this spell cannot approach you. If you attempt to use this ability while in doubt over your own faith or abilities, nothing happens.

Doctrinal Mastery

Your expertise has reached nearly supernatural levels. Any issue of canon, secular, or natural law you challenge is likely to be decided in your favour, no matter what the case is, although there may still be arguments (or attempts on your life). You can also argue directly against ancient courts, Angels, Demons, the Adversary, or the Authority and, often, win. If an angel turns up to kill your friends, you can probably convince it to go away.

Starting Equipment: The Sword of Exorcism.

Starting Skill: Law.

A: The Art of the Sword of Exorcism

B: The Warding Marks

C: Zone of Truth, +1 Attack stat

D: Master of the Art

You gain +2 to Save vs Fear for every Sword Exorcist template you possess.

The Art of the Sword of Exorcism

A short sword in a jeweled wooden scabbard, lacquered and bound with silver. A remarkable weapon, but even more remarkable in the hands of a priest. It feels remarkably heavy and seems to draw the eye. The sword cannot be destroyed or damaged by any mundane effects (fire, acid, impact). Spells cast with 4 or more MD can potentially destroy it.

In its scabbard, the sword counts is a magic weapon that deals 1d4+Strength bonus damage. It is wielded as a club.

The sword can only be drawn against a single disembodied undead target. You must name or designate the target, and also meet the following 3 conditions.

1. You must know the target's **Form**. What does it look like? How does it manifest?
2. You must know the target's **Truth**. How did it come to be? What were the circumstances of its death? Who was involved?
3. You must know the target's **Reason**. Why does it remain here, among the living? What does it desire?

These are difficult things to determine. A Sword Exorcist must often act as a detective, searching out the truth, interrogating the guilty, or searching for ancient crimes. Minor ghosts, poltergeists, and spirits can be banished just by brandishing the Sword of Unmaking (and smacking them around a few times). Powerful spirits are not so easily dismissed.

The drawn sword does 4d10 magic damage per round and has a range of 30'. It looks like a roaring flame made from fragments of unreality, an aurora of impossible light and texture. It only affects the targeted disembodied undead, but all undead, even ones normally immune to Fear effects, must Save or flee.

The Warding Marks

You use special coins, pieces of parchment, or ribbons to ward an area. The marks can be used in 2 different ways. You can only safely use the marks once per day. If you use them a second time, you automatically drop to 0 HP.

1. Detection. Any disembodied undead passing within 1' of a mark will cause it to change colour, flicker, or glow. An area up to 20'x[Sword Exorcist Templates] in radius can be warded in this way. Invisibility, intangibility, etc. provide no protection. The Marks cannot be fooled.

2. Barrier. An area up to 10'x[Sword Exorcist Templates] in radius is covered in marks. There must be solid surfaces on all sides; this ability will not work outdoors. All doors and windows are warded. Undead on the outside of the marks cannot enter; undead on the inside of the marks cannot leave. If the Sword Exorcist crosses the boundary for any reason the effect ends. This ability also affects spells, scrying, enchanted items, etc. To any spell, spirit, or angel, the barrier is solid. Each hour the barrier is active, you lose 1 HP.

Zone of Truth

Your soul is clad in ice. You are unsettling and extremely odd. No one can lie to you about murder. They can evade, they can remain silent, but if they go to speak, they cannot lie... and they feel the weight of their guilt on them. Every minute spent in conversation with a Sword Exorcist imposes a -1 penalty to Morale.

Master of the Art

You have practiced using the Sword of Exorcism. While wielding it, you gain a +2 bonus to Defense. Once per day you can deflect an incoming spell that targets you or the area you are standing in. You can make an Attack roll to swat it back at the caster.

Starting Equipment: robes, walking stick (as quarterstaff), 3 wineskins full of cheap wine.

Starting Skill: see below

- A: Provoke, Fortune's Wheel, Dissolute
- B: A History of Seduction
- C: Heartfelt Sorrow, A Square Meal
- D: Friendly Face, Well-Practiced Seduction

Provoke

You can read people and find their weaknesses and insecurities. As a full round action, target creature who can see, hear, and understand you must Save or be provoked by you. In combat, they will attack you. This ability cannot force an opponent to make major tactical errors or leap off cliffs. Out of combat, they must Save or act in anger (violence, shouting, writing poetry to defame you).

Fortune's Wheel

You are resigned to the whims of fate. Before combat begins, on the first round, before Initiative is rolled, you may roll a number of d20s equal to four times [the number of Goliard templates you have]. (4 at level 1, 16 at level 4). Write down the numbers that are rolled. You must then arrange them in a fixed order. Any time you would roll a d20 (for Initiative, Attacks, Saves, etc.) use the top result from the list instead and cross it off. Once you use up all the results you listed, roll normally.

You can also use this ability in a stressful, multi-check situation such as a chase, a prolonged espionage attempt, etc. Ask the GM.

Dissolute

If you ever have more than 50gp on your person and are able to spend it, you must Save or spend it within 24hrs. Save a second time, and if you fail that, half the money you spend is lost and provides no benefit whatsoever. The second Save may not be required if your spending habits are sufficiently profligate already.

A History of Seduction

If left alone with a willing, interested, or corruptible person for 1d4 - [the number of Goliard templates you have] hours, to a minimum of 1 hour, you can seduce them. You need to be able to carry on a conversation without anyone overhearing. A soft horizontal surface also helps but is not required. Roll on the Seduction Side Effects table (not yet published). Targets who have taken vows or whose preferences do not match yours get a Save to have second thoughts. Targets are aware you are trying to seduce them and will act accordingly (including throwing you out, kicking you in the face, etc.). PCs are not affected unless they choose to be affected.

A Square Meal

Lunch heals you for 1d6 + [Level]x2 HP, rather than 1d6 + [Level], provided you have wine, beer, or liquor to go with your food.

Heartfelt Sorrow

If you roll a critical failure, you may reroll the result by dropping to 0 HP. If you were at negative HP, you instead heal to 0 HP.

Friendly Face

Whenever you hire or obtain a hireling or follower, you have a 1-in-6 chance of also getting a Camp Follower. You gain a +4 bonus to rolls made to evaluate hireling quality or obtain hirelings.

Practiced Seduction

Select one entry on the Seduction Side Effect table between 21 and 80. If you would roll on the table, there is a 5-in-6 chance that the listed effect occurs instead. You can always choose to roll.

What Are You Doing Here?

You are a wandering priest, a traveling entertainer, satirist, and protester. You live riotously and remarkably free of social conventions and stifling norms. You move through the world seeking education and adventure. In ordered times you might be suppressed, banned, or excommunicated, but these are disordered times, and you can flourish. Unlike troubadours, you don't sing of courtly love and chivalry ideals. You sing about sex, wine, and rock and roll.

This class has no gender restrictions. If you are female, you might need to put on a beard if you're going to argue with the Bishop, but out in the world nobody really cares. The world is too disordered to investigate the affairs of the goliards and their too closely. You could also be a roving or disgraced nun. If you're sick of the restrictions of medieval characters, this is the class for you. Conventions - from dress to sexuality to piety - are tossed out the window.

You are a member of the First Estate... in theory. You are also an Outlaw. You osculate between these two modes of life regularly. You start as a Deacon or an Initiate. You can read and write.

Starting Skill: 1. Music, 2. Literature, 3. Religion

Music

1. Start with a cheap musical instrument (a lute, a pipe, etc.) worth 5sp. You can play it to seduce targets who don't speak your language.
2. You know hundreds of songs for all occasions. Start with a book of songs, filled with your own notes and rude drawings.
3. You are noted for your volume. Start with a nickname like "the Deep Bell" or "Thunderstorm" and 1d10cp.
4. You believe you are talented; others disagree. Your singing or playing automatically causes the Provoke effect (see above) against any musically inclined targets who can hear you.
5. You have traveled widely. Make up 1d6 ludicrous lies. You gain the "Foreign Parts" skill, but people from Around Here distrust you.
6. You can play any musical instrument provided you are very drunk. Start with a cheap musical instrument (a lute, a pipe, etc.) worth 5sp.

Literature

1. You love to read anything you can get your hands on. Start with 2 books. You must Save or read books you find in the dungeon (even if they've got eyeballs on the cover).
2. You can swear to love someone in 3 languages and just swear in another 10. Your vocabulary is limited but endearing. You can seduce targets who don't speak your language.
3. You have memorized hundreds of poems. You are secretly romantic. Start with a basket of flowers.
4. You read a very controversial piece of courtly literature. You either hate it completely and will denounce it at every opportunity, or you will defend it as a work of unrivaled genius and beauty. Either way, you can make easily find common ground with people who share your view.
5. Start with a forbidden book. Its contents are scandalous. There are illustrations. You won't part with it for love or money.
6. You just robbed someone. Start with 1d10gp (in small change), a goose-down pillow, and a pair of good boots.

Religion

1. Your impressions of authority figures are hilarious (and also felonious). You can mimic almost anyone's voice and mannerism after a few moments of study.
2. You have memorized the entire liturgy, including variants. You can perform a ceremony for any occasion; weddings, funerals, excommunications, etc.
3. Your conduct in your parish, monastery, or convent was scandalous. Start with a dagger and +2 Save vs Fear.
4. You knocked off a bishop's mitre and stole it. It's worth 2gp.
5. You have a specific weakness. You must Save to resist trying to seduce a category of person (priests, nuns, married men, married women, brunettes, men with beards and sturdy biceps, etc.). Start with a spare set of robes and good boots.
6. You can disguise yourself as a different gender. Start with a second set of robes and a small makeup kit worth 5sp.

Starting Equipment: robes, holy book

Starting Skill: see below

A: Unarmed Strike, Literacy, Restrictions of Your Order

B: Stunning Fist

C: Evasion, Obscure Knowledge

D: Pronouncement, Improved Dodge

Unarmed Strike

You are not trained in the use of weapons. Even a cudgel is foreign to you. On a successful Attack roll you deal a maximum of 1 damage.

Literacy

You can read and write. Your letters can allow for Charisma tests at a distance. You can roll to see the intentions of an author, the delicate themes of a poem, and the inconsistencies in a complex text. To most people this is a kind of sorcery.

Restrictions of Your Order

You do not start trained in the use of any weapons (-4 to Attack until you land 8 successful hits in combat). Armour encumbrance is doubled for you. You are also expected to avoid the use of magic, from wands to enchantments to spell cast on you for your own protection. In practice, do what you want, but expect angry letters from your Abbot or Abbess if word gets around that you've broken your vows or publicly disgraced your Order. You also have a -2 to Save vs Fear. Make up at least 3 other restrictions or demands.

Stunning Fist

If you strike someone (even with a weapon) and they weren't expecting it, you deal normal damage (1+Strength Bonus for a punch, 1d6+Strength Bonus for a dagger, etc.) on the first round of combat. If the target *really* wasn't expecting it, and had total trust in your non-violent ways, they must also Save or be stunned for 1 round.

Evasion

You can never be pinned in a corner by difficult theological topics or arguments. You can always retreat to authority, throw up textual obstacles, or deploy dogma. No one can make you admit something in conversation that you did not intend to admit; any accidental disclosures are retroactively fixed, if possible.

Obscure Knowledge

Once per session, you can declare something is to be true because you read it in a book. The base chance of the thing actually being true is 50%. There has to be a plausible way you could know about it from reading books (new discoveries, minor details, and personal secrets are unlikely). You don't know whether or not it is true right away; the GM will roll when it matters. You might only be partially correct, but you will never be catastrophically wrong. If you declare that bugbears fear albino goats, they will either fear albino goats or be indifferent to albino goats. They won't be driven into a murderous rage by them. If you have access to a library of 50 books, the base chance increases to 80%.

Pronouncement

You can speak for up to 3 hours without pause on a given topic. No tests required. Peasants, nobles, and other sensible people will hear you out politely, unless they've got something better to do. Monsters will still devour you, dragons might argue with you, and you don't impose a supernatural charm effect on anyone. Still, your audience might take up a cause or change their ways.

Improved Dodge

Once per session, you can declare that an attack that hit you missed instead. You can do this after damage has been rolled but before anything else happened. This won't save you from falling off a cliff or a collapsing cavern, but spells will turn away, sword thrusts will miss, and traps will mysteriously fail.

Who Are You?

You can be either male or female. You are a member of the First Estate and you *must* think like a member of the First Estate. You start at the rank of Initiate. You answer to an Abbot or Abbess, and they answer to a Bishop or Archbishop. You don't have to be pious or devout to be a monk or a nun. You don't even need much religious knowledge. However, you are expected to retreat from the world to a life of spiritual labour. Prayer, devotion, instruction, and solitude are your only goals. For some reason you have left your holy retreat, perhaps permanently, and now wander the rest of the world. You are not ordained, and cannot sell indulgences, perform services, hear confession, or preach. You can become ordained (if you are male) without too much difficulty, if you are in the good graces of your overlord the Bishop.

Starting Skill: 1. History, 2. Literature, 3. Medicine, 4. Religion

History

1. You have read about fallen empires, lost kingdoms, and ancient cultures long extinct. Things were much better in the past. You are able to speak 2 extra languages, but you also have a sense of nostalgia.
2. You keenly understand the recent history of the local area, as your abbey was persecuted by the current rulers' ancestors. Start with a wildly inaccurate map (draw it yourself) and a distrust of the Second Estate.
3. You read a book from Foreign Parts, translated badly, but with many interesting comments. The desire to travel gnaws at you. Start with a leather bag full of dried peas.
4. You read about an ancient hero of the Church and modeled your life after theirs. Once per session, you can reroll a critical failure if you tell a story about your patron saint, martyr, or theologian, and how they were once in a similar situation. The story can be allegorical.
5. Your study of the history's endless churn has left you melancholy. You know all about famous local defeats, deaths, and tragedies. Start with a stout walking stick (as a quarterstaff).
6. You paid very close attention to the accounts of treasure-hauls and plunder in your book. You can evaluate the approximate value of treasure and loot (as a Thief).

Literature

1. You memorized large chunks of beautiful prose. You are poetic and sentimental. Start with a basket of flowers.
2. You memorized endless passages of invective, abuse, and slander. You are sarcastic and bitter. Start with a wheelbarrow.
3. You memorized large chunks of poetry. Start with 1 Camp Follower. They are a reminder of you embarrassing love (directly or indirectly).
4. You read a very controversial piece of courtly literature. You either hate it completely and will denounce it at every opportunity, or you will defend it as a work of unrivaled genius and beauty. Either way, you can make easily find common ground with people who share your view.
5. You have remarkable handwriting. Your script is used as the model for other initiates in your order. Start with 1sp, a quill, and a small pot of ink.
6. You have aspirations to write a great book, poem, commentary, or letter. You have been practicing. Start with 2d10 unfinished drafts on small parchment scraps, stored in a leather bag.

Medicine

Note: you cannot use this skill to remove Fatal Wounds. This skill is more suited to long-term care and the treatment of disease. You cannot perform surgery, but you might be able to advise a barber-surgeon or a butcher.

1. You tended to the mad. Start with unshakable patience and an iron bell.
2. You were often at the bedside of the dying, ready with words of comfort. You always know the right thing to say to someone in pain or in the last moments of life. Start with a white cloth.
3. You studied herbs, poultices, and infusions. Few of your remedies have any measurable effect by modern standards, but they are (sometimes) better than nothing. You can name most plants.
4. You have read all the books of medicine written by the ancient authorities. Your treatments might be dangerous or impossible under the circumstances, but you will never fail to recommend a treatment or supply a diagnosis (even if you fail a skill test).
5. Your abbey sheltered many wounded soldiers during the last War. You can determine the number of Fatal Wounds and Current Injuries any person has just by looking at them, and triage appropriately.
6. You have read books of unorthodox medicine from Foreign Parts. If you roll an unmodified 20 on your Medicine skill check, your treatment is instantly and profoundly successful. If you roll an unmodified 1, your treatment makes you a laughingstock and possibly a criminal, provided it is publicized.

Religion

1. You have absolutely unshakable faith. You might be a monomaniacal fanatic or a humble and devout teacher. You gain a +10 to Save vs Demons, mind-altering effects, and despair (but not fear). If you ever lose faith or commit an act you cannot reconcile, you instead take a -10 penalty to Save (not just vs. demons, all Saves) until you atone or find peace.
2. You are an expert on doctrine and ritual. Start with a gold icon worth 1gp.
3. You studied the lives of the Saints extensively, and have gained some of their natural fortitude and patience. You start with +2 HP and bare feet.
4. You know where to find the most obscure information or greatest living experts, and have spent years cultivating your contacts. You can write a letter to them asking for guidance and receive an answer in 10+1d6 days, exploding on a 6 (if you roll a 6, add another d6, etc.). The answer may not be accurate, but it will be an answer.
5. You personally experienced a miracle. If you recount the miracle in a serious and moving way, you automatically succeed on your next Charisma test, provided your target would appreciate the story.
6. You either cannot abide luxury and vanity or you are utterly profligate and dissolute. You must Save each day if you have over 10gp or spend all but 10gp on luxuries, alms, etc. Remember, money spent on purely frivolous things nets a +10% XP bonus. If you have no way to spend the money without giving it to another PC, you don't need to Save.

Starting Equipment: chainmail, sword, holy icon

Starting Skill: see below

A: +1 MD, No Voice, The Divine Word, +4 to Save vs. Sound

B: +1 MD

C: +1 MD

D: +1 MD, The Shout

You gain +2 to Save vs Mind Altering Effects (charm, sleep, mind control) for each Paladin template you possess.

No Voice

Your pledge to give up your voice was accepted. Your voice is gone. You cannot speak.

The Divine Word

You have spell-like abilities, but they are not the same as a Wizard's spells. You do not prepare spells, you cannot read scrolls or spellbooks, and you cannot write down any of the "spells" you know. Otherwise, you generate and use Magic Dice (MD) as a Wizard. You do not generate Mishaps or Dooms.

With one Paladin template, you can cast *command*. You can only target people who speak your language.

With two Paladin templates, you can cast *ventriloquism*. Your *command* ability can target creatures who do not share a language with you.

With three Paladin templates, you can cast *shatter*. Your *command* ability can target all things, even inanimate objects. You could command a tree to give you its fruit or a grave to exhume a corpse.

When you use *command*, you speak with the Authority's voice. The words speak directly to the nature of matter. It works on the deaf or in a total vacuum.

Bonuses

If you know the creature's true name, it gets -4 on its Save.

If you have gone at least a full day without using command, your target gets -2 to their Save. A full week, a full month, a full year, a full three years, and a full decade each give the target a cumulative -2 to their Save.

If you have gone at least three days without speaking or using command, you get a free +1 MD to spend on the command that you are currently casting.

The Shout

You begin to proclaim the Word of the Authority. Your lips rip and bleed from the shockwave. You will be partially deaf for two days afterwards. Each round, you deal 2d6 sonic damage in a 50' cone in front of you and take 1d6 damage. If you wish to end the Shout, you can Save at the start of your turn. While shouting, you cannot move or be moved, but can still fall.

Abilities

Command

R: 50' T: person D: [dice] hours

Target: 1 person that can hear and understand you.

You shout a single-word command to your target, who must Save or obey. If the command lasts more than a single round, the target gets a new save at the beginning of each of its rounds. You can spend additional [dice] to increase the effects.
+1 MD: Affect +2 targets.

+1 MD: You may increase then length of your command by +2 words.

+1 MD: You may increase the duration between checks by +2 rounds.

Ventriloquism

R: 50' T: creature or object that could make noise D: [sum] rounds

Target creature or object speaks for you. The target has to be capable of making a noise. You could target a door (hinges), but not a stone wall or an iron ingot. The voice is clearly unnatural or strained, but it's the object speaking, not you. Your voice is gone. If you target a river, the voice will be burbling, noisy, and foamy. If you target a person, the voice will sound strange, distorted, and distant.

Shatter

R: 50' T: creature or object D: 0

Target take [sum] force damage. If the target is made of inflexible material, such as stone or glass, the target takes [sum]x2 damage instead. Save for half damage. This represents any command that deals direct damage (explode, die, split, tear yourself to shreds, etc.)

Instead of adding a MD to the [sum] of this spell, you can instead assign an MD to increase the number of targets by +2. The remaining [sum] damage is split as evenly as possible between them.

What Are You?

Paladins are not members of the First Estate, although they probably think like members of the First Estate. They are Outlaws - outside of the Estates entirely. You pass through the world like a stagehand wandering onto the set of a play. Your chainmail and sword were given to you for protection; the Authority protects, but a good sword is very useful too.

You are expected to obey the Authority's laws and mortal laws as well. You have no use for money, save as a tool to help those in need. Give it away, throw it in the sea, or spend it to help the poor and the oppressed. You are expected to seek Justice, love Kindness, and walk Humbly. There's no set point where you'll lose your powers for acting against the Authority's laws. If you're in doubt, that's probably a warning sign. You cannot lose your faith - it would be like a mechanic losing faith in gasoline.

Starting Skill: 1. History, 2. Wilderness, 3. Unusual

History

1. You were trained in a distant monastery, chosen from birth to take up the Paladin's role. You have no hair, beard, or moustache (although you still have eyebrows if you want them).
2. You read Saints tales until you nearly went mad. You can identify any icon or picture of a Saint instantly.
3. You memorized tales of hubris, lost civilizations, ambition, and folly. You start with a gold ring worth 2gp, shaped like a broken crown.
4. You were trained to recognize the characteristics of leaders. You know the Charisma of any character you talk to (as a vague, yet quantifiable feeling). You also know the numerical result (but not the effect) of any roll on the Hireling Quality Table.
5. You are trained to investigate and uncover the truth, by study as well as by divine intervention. Start with the Investigate skill and the ability to waggle your eyebrows.
6. You illustrated manuscripts. You can produce beautiful and detailed drawings on demand. Start with ink, a pen, and a quill.

Wilderness

1. You were a hermit for many years. Save vs Fear when presented with a crowd or another busy social scene unless you've had time to prepare yourself. You do not require water to survive.
2. Choose one type of weather (desert heat, rain, snow, etc.). You are immune to fatigue from that type of weather. It avoids you completely.
3. You can march indefinitely, without rations or water, provided you do not stop. If and when you stop, even to ask for directions or avoid an obstacle, you gain fatigue to fill up all remaining inventory slots +1.
4. Once per week, you can cast speak with animals. You can't actually speak to them (unless you use ventriloquism,) but they will clearly understand your gestures and intent, and you can understand what they say to you. Pious animals will also obey you.
5. You were struck by lightning. You have a very strange scar and you are slightly deaf in one ear. You are also completely immune to lightning damage.
6. You are a natural wanderer, on the road from the day of your birth. You can walk with bare feet as if you were wearing thick boots. You cannot read, write, or understand complex math.

Unusual

You gain the skill listed, and not the "Unusual" skill.

1. Your appearance is unremarkable in every way. You will be overlooked in a crowd. You aren't any more stealthy than other people. You might be a little old grandmother, a shy urchin, or a vacant-eyed peasant. Roll on the Table of Professions.
2. War is your profession. You can handle any weapon, from swords to crossbows to laser rifles from an alternate dimension.
3. You are from Foreign Parts, and you look like it. Start with the Foreign Parts skill and an outrageous costume.
4. You are so pious that spells and other magical effects turn away from you. Any harmful spell that targets you directly, and that you Save to negate or avoid, has a 1-in-6 chance of rebounding onto the caster. Start with the Religion skill.
5. You have attracted a small group of followers or an accidental assistant. Start with 1d4 Camp Followers and the Warfare skill.
6. You have trained in the art of the use of a subtler kind of voice. You can whisper your command, instead of shouting it, by spending +1 MD. Start with the Poetry skill.

Hirelings: Camp Followers

E-1

d100

1 Infant - noisy. If this is your only camp follower, you may roll again.
2 Urchin - follows you around and assists with minor tasks.
3 Brawler Urchin - will fight and bite anyone and anything, including horses, dogs, and other party members.
4 Wild Urchin - doesn't speak, runs around, finds animals and sticks and puts them in your tent.
5 Cunning Urchin - watches and waits. Has a hoard of 1d10sp, a dagger, and a plan.
6 Militant Urchin - plays at being a soldier. Marches around, guards things, challenges passersby.
7 Your Child - resembles you. 1d10 years old. Might vary by race.
8 Orphan - you knew at least one of the parents. 1d10 years old, thinks of you as an important figure.
9 Blind Man - navigates with a reed, can see ghosts and spells clearly, refuses to admit this. Twitchy.
10 Blind Man - navigates with a stick, swears like a sailor, can hear changes in the weather.
11 Spouse - beautiful, courteous, and kind. Loyal, but constantly (accidentally) gives you reasons to doubt.
12 Spouse - terrified, hides most of the time, but can both read and write.
13 Spouse - moderately attractive, extremely hard-headed. Can throw a dagger as well as anyone.
14 Spouse - quite ugly, complains, but cooks well and will defend your interests.
15 Spouse - drunk most of the time, surly while sober. Not particularly attached to you.
16 Parent - disapproves of your life choices, your clothes, your hair, and your companions. Slightly tipsy.
17 Parent - conspires with you and provides wise council. Crippled in the War.
18 Blood-taker - also barber and dentist. No bonuses to healing, but can set broken bones.
19 Blood-taker - can't shave you or pull teeth but can chop off gangrenous limbs with great success.
20 Deathbed Comfort - has seen a lot of people die and knows the right words. Solemn and quiet.
21 Natural Fool - helpful, cheerful, but truly and profoundly stupid. Really tries though.
22 Natural Fool - helpful, cheerful, and prone to fits of sudden and shocking violence against random targets.
23 Fisherman - depending on location, can bring in 1d10 fish per day. Mostly an excuse to avoid work. Weather-worn.
24 Murderer - killed once, needlessly. Has terrible nightmares. Fears anyone resembling the law or their victim.
25 Cup-Bearer - terrified of any work other than table service. Weeps from time to time for no reason.
26 Old Man - older than your grandfather. Skin like paper. Full of history and details, 50% true.
27 Old Man - bitter and wise. Will offer good but conservative advice. Hates children, singing, fun, priests, and cats.
28 Wounded - hideously scarred but otherwise unharmed. Face is shocking but heart is kind.
29 Wounded - soldier missing a leg and a hand. Can tutor people in basic combat. Drinks heavily.
30 Wounded - seriously mangled by the War. Tries to help, isn't very helpful. No real talents.
31 Priest - performs daily services. Baptisms, weddings, funerals 5sp to 2gp each.
32 Fallen Priest - performs brief daily services. Baptisms, weddings, funerals 5sp or 1 bottle of wine each.
33 Mad Priest - raving sermons at all hours. Undead creatures, demons, etc. will approach with caution.
34 Old Woman - rarely speaks, stares at things. Vanishes just before danger appears. Can run very, very fast.
35 Old Woman - knows which herbs cure common ailments. Demands liquor and better living conditions.
36 Nurse - will take care of infants or children. If none are around, will perform basic tasks or flirt.
37 Nurse - will take care of infants or children. If none are around, will pray endlessly and scowl at people.
38 Mistress - pregnant and annoyed at you.
39 Mistress - moderately attractive. Not particularly attached to you.
40 Mistress - moderately attractive and extremely attached to you. Will grow jealous.
41 Drudge - couldn't develop a personality at knife-point. Performs tasks well but is otherwise silent and dull.
42 Guard - idle, narcoleptic, credulous. Will sit in front of something for days though. Feels bad about failures.
43 Farmer - displaced and lost in the wide world. Full of folk wisdom but critical of anything new or strange.
44 Deserter - unsuited for war or dungeon work and under sentence of death if caught. Unshaven. Shivers at night.
45 Assayer - can accurately determine the value (by weight) of gold, silver, and some gems. Exorbitant rates.
46 Laundress - expert in cleaning, but always distracted by affairs, gossip, spying, or flirting. Causes trouble.
47 Laundress - expert in cleaning. Your clothes and bed will always be clean. Filthy mind, tragically hideous body.
48 Rat-Catcher - long, scarred fingers. 1 enormous but surly cat or 1 small but vicious dog. Insists rats taste lovely.
49 Merchant - lost all he had, too broken to continue. Knows many things about Foreign Parts, currency, trade.
50 Guy who goes "heh" - probably touched in the head. Squints at things, mumbles, carries heavy objects.
51 Squire - extremely young. Holds your horse and run errands. Runs towards danger, danger is always fatal.
52 Provision-Seller - has a small cart full of items. Journeys into town once a week, if feasible.
53 Carpenter - can make decent camp structures, but needs tools and assistance. Incomprehensible accent.
54 Foreigner - sits to the side and listens. Suspicious until you realize he doesn't speak the language.
55 Enforcer - fight in camp and he breaks your fingers. Face like a slab of meat, hands like iron. Kind otherwise.
56 Wizard Apprentice - dead-brained. Any spells cast on the apprentice bounce in a random direction.
57 Wizard Apprentice - cursed. Pick a Curse, apply a Mutation, or otherwise ruin their life.
58 Wizard Apprentice - disgraced. Cannot cast spells but can detect magic occasionally. Can read and write.
59 Prostitute - will sleep with anyone for 5sp a round. Offers discounts for novelty.
60 Prostitute - will sleep with anyone not too offensive for 5sp a round
61 Prostitute - laughably bad at it. Starts off cute, becomes annoying. 3sp a round (brief)
62 Prostitute - highly experienced. Also can keep accounts, lie convincingly, and handle a knife.
63 Prostitute - visibly diseased. Not fatal, but unattractive to most. 5cp a round.
64 Scribe - writes things down for you, can do sums. Power goes to their head immediately.
65 Scribe - writes things down for you, can do sums, but very bad at them. Terrified of being exposed.
66 Falconer - birds died, was exiled. Hates birds but knows their secrets. Can whistle really loudly.
67 Astrologer - can cast a horoscope for 5cp, 5sp, or 5gp. They all do nothing. Chest full of papers and tools.
68 Embarrassing Lover - forbidden by culture or status. All they do is hide, fawn over you, and pose suggestively.
69 Rag Picker - a heap of cloth with feet. Can patch anything. Can convert rags into clothing or clothing into rags.
70 Fletcher - makes 20 arrows per day, 5cp each. Requires feathers, wood, iron tips. Good singing voice.
71 Torch-Maker - makes 10 good torches per day, 1cp each. Requires wood, resin, and fiber. Very slow.
72 Holy Man - extremely eccentric, sings to himself, might become a saint one day if he's not careful.
73 Court Attendant - briefly served a great noble. Tells the same stories over and over. Knows some court rituals.
74 Sharpener - carries small pedal grindstone in a cart. 5cp to sharpen a dagger, 15cp for a sword.
75 Minstrel - moderately talented. Will attempt to seduce nearby women in order of attractiveness.
76 Minstrel - no talent but lots of bawdy songs. Has inappropriate preferences in partners.
77 Crier - extremely loud voice, can read, delights in gossip.
78 Night Owl - stays up all night, sleeps all day. No explanation given. Will keep a decent watch.
79 Chicken Keeper - astonishingly lazy. 1d20+2 chickens, loose and troublesome. Sells eggs, 2cp each.
80 Goatherd - cunning, wizened, and crafty from outwitting goats. 1d6 goats, exploding on a 6.
81 Shepherd - frantic and depressed from dealing with sheep. 1d6 sheep, exploding on a 6. Sheep die regularly.
82 Swineherd - jolly but crude. 1d4 hogs. If 4, one truly enormous hog the size of a horse instead.
83 Blacksmith - unless provided with a forge and equipment, is just a strong guy with burn scars. Mean and bitter.
84 Whittler - whittles things out of wood. Some are amusing. Will carve icons of saints and beasts by request.
85 Escaped Nun - hard worker, terrified of her family and being captured again.
86 Gambler - always cheerful, tells amusing tales. Usually broke, sometimes affluent.
87 Dog Trainer - horrible smell, always exhausted. 1d6 dogs, 1 of which is usefully trained. The rest are mostly wild.
88 Rake - in it for the thrill. Utterly debauched and amoral. Will do something fatal eventually.
89 Cidermaker - has a small cart full of barrels. Smells like apples. Always drunk. 2cp for a cup of cider.
90 Cook - terrible, but reliably produces the same grey slop, even during famine or sieges. 2cp per bowl. Scowling.
91 Cook - has maintained the same pot of stew since the last War. Flavour varies. 2cp per bowl. Rotund and florid.
92 Cook - can roast any animal. Will gleefully regale you with tales of cannibalism, mutilation, and madness. Smiling.
93 Cook - tries new ingredients. 2cp for a bowl of latest creation, 1-in-10 chance of being awful/delicious. Haggard.
94 Cook - legendary. Meals cost 5sp but heal +1 HP. Requires flattery and donations.
95 Butcher - 5cp for a rabbit, 5sp for a deer, 1gp for anything larger. Competent, efficient, and corpulent.
96 Shirtless Man - spends most of the time in the sun. Does menial tasks badly but looks good doing them.
97 Freak - deformed in some amusing way. Quite intelligent and a loyal friend, given time.
98 Scrounger - 50% chance of leaving camp for the day and returning with something useful.
99 Horse Trainer - calms frightened horses, fixes horrible horse ailments. Thin and twitchy.
100 Scholar - knows more than most people about one specific but useless topic. Literate and educated.

Table: Medieval Professions, 1-50

| Roll | Profession | Guild? | Item | Weapon | Weapon Type |
|------|--------------------|--------|-------------------------------|----------------------------|---------------------|
| 1 | Armourer | G | helmet | hammer | light, improvised |
| 2 | Astrologer | | book of star tables | dagger | light |
| 3 | Bag-maker | G | leather bag | club | light |
| 4 | Baker | G | 2 loaves of bread | dough paddle | medium, improvised |
| 5 | Barber-Surgeon | | needle and thread | scalpel | light, improvised |
| 6 | Basket-maker | G | 3 small baskets | dagger | light |
| 7 | Belt-maker | G | 2 sturdy belts | belt with heavy buckle | useless, improvised |
| 8 | Blacksmith | G | iron tongs | hammer | light, improvised |
| 9 | Brasiers | G | brass handle | hammer | light, improvised |
| 10 | Brewer | G | tiny barrel of beer | mash paddle | medium, improvised |
| 11 | Bridle-maker | G | leather bridle and saddle | awl | useless, improvised |
| 12 | Embroiderer | G | needle and thread | club | light |
| 13 | Broom-maker | G | broom | sturdy broom | medium, improvised |
| 14 | Butcher | G | live lamb (0 slots) | cleaver | light, improvised |
| 15 | Carder | G | comb and bundle of raw wool | club | light |
| 16 | Carpenter | G | plumb line, 10 nails | saw | light, improvised |
| 17 | Cartwright | G | handcart (0 slots) | hammer | light, improvised |
| 18 | Chalk cutter | G | chalk, 5 pieces | chisel (as dagger) | light |
| 19 | Chandler | G | 3 candles | dagger | light |
| 20 | Charcoal Burner | G | torch | axe | medium |
| 21 | Cheese-maker | G | Wheel of cheese | bucket | useless, improvised |
| 22 | Clerk | | paper, quill ink | dagger | light |
| 23 | Cobbler | G | bag of tacks | awl | useless, improvised |
| 24 | Cook | | bag of salt | cleaver | light, improvised |
| 25 | Cooper | G | barrel (0 slots) | hammer | light, improvised |
| 26 | Dog breeder | | clever young dog | whip | light |
| 27 | Drunkard | | bottle of strong liquor | broken bottle | useless, improvised |
| 28 | Dyer | G | 3 vials of dye | bag of snails | useless, improvised |
| 29 | Farrier | G | 3 horseshoes | hammer | light, improvised |
| 30 | Felt-maker | G | fine cloak | hammer | light, improvised |
| 31 | Fisherman | G | 10' net | deboning knife (as dagger) | light |
| 32 | Fletcher | G | 20 arrows, feathers | bow | ranged |
| 33 | Furbisher | G | wooden chair | hammer | light, improvised |
| 34 | Gambler | | loaded dice (0 slots) | dagger | light |
| 35 | Glassblower | G | 3 glass bottles | iron pipe | light, improvised |
| 36 | Goatherd | | live goat (0 slots) | whip | light |
| 37 | Gongfarmer | G | sack of nightsoil | shovel | medium, improvised |
| 38 | Gravedigger | | wooden grave marker | shovel | medium, improvised |
| 39 | Hunter | | dead rabbit | bow and 20 arrows | ranged |
| 40 | Jailer | | Manacles | club | light |
| 41 | Jeweler | G | wire scraps, bending tools | hammer | light, improvised |
| 42 | Leatherworker | G | leather helmet | club | light |
| 43 | Link Boy | | torch | club | light |
| 44 | Mason | G | bag of mortar | hammer | light, improvised |
| 45 | Mercer | G | 3 fruits, vegetables, or nuts | club | light |
| 46 | Midwife | | bundle of rags | scalpel | light, improvised |
| 47 | Miller | G | bag of flour | club | light |
| 48 | Miner | G | lantern | mining pick | heavy, improvised |
| 49 | Minstrel | G | lute | rapier | medium |
| 50 | Miracle Play Actor | G | disguise kit | wooden sword (as club) | light |

Table: Medieval Professions, 51-100

| Roll | Profession | Guild? | Item | Weapon | Weapon Type |
|--------------------|--------------------|--------|-------------------------------|----------------------------|---------------------|
| 51 | Needlemaker | G | 10 needles | file | useless, improvised |
| 52 | Pack Handler | G | donkey (0 slots) | whip | light |
| 53 | Painter | G | 3 tubes of paint (R,W,B) | club | light |
| 54 | Parchment maker | G | parchment, 3 pieces | scrapping knife (dagger) | light |
| 55 | Parent | | 3 rations | belt with heavy buckle | useless, improvised |
| 56 | Plasterer | G | bucket and brush | club | light |
| 57 | Porter | G | wheelbarrow (0 slots) | club | light |
| 58 | Potter | G | clay | trowel | useless, improvised |
| 59 | Poultry-keeper | | 2 chickens | bucket | useless, improvised |
| 60 | Prostitute | G | makeup kit (disguise kit) | dagger | light |
| 61 | Rag Man | | bundle of rags | bone dagger | light |
| 62 | Rat Catcher | | small but vicious dog | club | light |
| 63 | Rope-maker | G | 30' rope | dagger | light |
| 64 | Salter | G | bag of salt | rake | useless, improvised |
| 65 | Scullion | | clay jug, iron pot | rolling pin | useless, improvised |
| 66 | Sculptor | G | 3 light chisels (iron spikes) | hammer | light, improvised |
| 67 | Servant (Domestic) | | livery | club | light |
| 68 | Servant (Military) | | livery | dagger | light |
| 69 | Shepherd | | live sheep (0 slots) | crook (as quarterstaff) | medium |
| 70 | Shipwright | G | 10 sturdy nails | hammer | light, improvised |
| 71 | Stonecutter | G | heavy chisel | hammer | light, improvised |
| 72 | Swineherd | | live pig (0 slots) | quarterstaff | medium |
| 73 | Tailor | G | two yards of linen | scissors | useless, improvised |
| 74 | Tanner | G | waterproof bag | skinning knife (as dagger) | light |
| 75 | Thatcher | G | bundle of reeds | dagger | light |
| 76 | Trumpeter | | enormous trumpet | sword | medium |
| 77 | Weaponsmith | G | metal file | sword | medium |
| 78 | Wet Nurse | G | 3 cloth diapers | club | light |
| 79 | Woodcarver | G | devotional statue | chisel (as dagger) | light |
| 80 | Woodcutter | G | bundle of wood | axe | medium |
| 81 | Woolwinder | G | bundle of wound wool | club | light |
| High-Status | | | | | |
| 82 | Alchemist | | flask of glue | dagger | light |
| 83 | Apothecary | G | nightshade (1d6) | pestle | useless, improvised |
| 84 | Architect | G | measuring string (0 slots) | staff (as quarterstaff) | medium |
| 85 | Banker | G | set of scales | dagger | light |
| 86 | Bookbinder | G | defective book | awl | useless, improvised |
| 87 | Bureaucrat | | paper, quill ink | club | light |
| 88 | Chirurgeon | | Needle and thread | bonesaw | light, improvised |
| 89 | Clock-maker | G | screwdriver, file | hammer | light, improvised |
| 90 | Engineer | G | jar of grease | lead pipe | light, improvised |
| 91 | Falconer | | glove, trained hawk | hawk (1d4, but startling) | - |
| 92 | Goldsmith | G | set of scales | dagger | light |
| 93 | Herbalist | | "healing" herbs | dagger | light |
| 94 | Illustrator | | paper, quill ink | club | light |
| 95 | Lead Servant | | livery, club | whip | light |
| 96 | Locksmith | G | lockpick set | dagger | light |
| 97 | Poet | | book of poetry | dagger | light |
| 98 | Sailor | G | 50' rope | club | light |
| 99 | Storyteller | | hand puppets | quarterstaff | medium |
| 100 | Tax Collector | | lockbox (0 slots) | staff (as quarterstaff) | medium |

Guild Professions (marked with a G) require membership in a guild. There are lots of good articles online that discuss guilds, apprenticeships, and status.

High-Status Professions (82-100) earn double Income. You are also treated better, even as an apprentice, than most other professions.

Normally, you start with your Professions as a Skill and the item listed. You don't start with the weapon listed.

Cursed people need to have their curse identified (by a priest, a hermit, a madman, a fairy, etc.). Identification also reveals the way to remove the curse. You can also try all sorts of risky exorcisms and rituals to get rid of the curse instead. Some of the effects seem severe, but remember, they could be "just die" instead. Curses should be appropriate to the target, their sins, and the caster's whims. The ones listed below are just examples.

Minor Curses

1. Dog hatred. They will attack you, if given half a chance. Cured by living as a dog for 1 year, or doing 1 dungeon or equivalent challenge "as a dog".
2. Will never find love. No one wants to sleep with you. Cured by helping 2 other people fall in love.
3. Absurd Speech. Cannot be comprehended by anyone. Spells have a 60% chance of failure and a 10% chance of Mutation. Cured by learning a language you have never heard before.
4. Fragile. Any damage dealt to you may be rerolled, and the higher result is kept. Cured by voluntarily breaking all of your fingers and toes.
5. Twitchy and Freakish. -2 to all Reaction rolls when you are in a party. Can be cured by having a baby within wedlock and treating it well.
6. Foggy eyes. Cannot see more than 30'. Cured by serving a crone for 1 year.
7. Nightmares. Only get restful sleep 60% of the time. Cured by sleeping alone in a dungeon or other very dangerous place.
8. Hiccups. Always fail stealth checks. Never surprise anyone. Cured by suffering a genuine fear effect (doesn't count if cast by friends).
9. Grim hearted. Can never benefit from positive morale or positive emotions. Cured by helping a bunch of children (big donation to an orphanage, saving child slaves, etc.)
10. Dreamlessness. Reduce all XP gained by 5%. Immune to bad dreams. Cured by insanity.
11. Delicious. Monster that enjoy eating people will prioritize attacking you. Can be cured by eating an entire manticore.
12. Hollow Guts. Consume three times the usual rations, and must eat something every three hours or suffer 1d6 damage. Cured by eating deadly poison.
13. Flashing eyes. Your eyes glow in different colours. They cast light like a match. Always fail stealth checks unless you move blindly. Cured by staring at the sun for 1d4 hours. Save each hour or be permanently blinded.
14. Horrible Nickname. Everyone who meets you knows your new horrible title, and they might believe it. Cured by convincing someone to adopt your full name, and taking theirs.
15. Sticky. You attract insects. Each day the swarm grows. Insects eat half your allotted rations each day. Cured by scraping your entire body with a silver spoon.
16. Curse of bad luck. -2 to Save. Can be cured by sacrificing a bull atop a mountain.
17. Beast head. Your head becomes that of a 1) Dog 2) Cat 3) Pig 4) Donkey 5) Crocodile 6) Lion 7) Jackal 8) Parrot 9) Snake 10) Owl. -2d6 to Charisma until cured. Cured by burying all but your head in the sand for a day and a night, unobserved by any friends.
18. Sum of your parts. Head, torso, arms, and legs become detached and can move independently, at half speed. Cured by rubbing zombie dust into your joints.
19. Blighted. Crops and animals do not thrive when sharing a property with you. No fruit, no milk, etc. Cured by planting 1000 trees by hand.
20. Sour Milk. 50% chance that food turns rotten in your mouth (chance of wasting a ration). Cured by fasting for 2 weeks

Major Curses

1. Go with the Flow: All bones are dissolved. You are now a sack of liquid that must be carried in a bucket. Reroll all physical stats using 1d6. 20% spell failure chance. Cured by eating the bones of an ogre.
2. Made of glass. Any noise louder than a conversation requires you to Save vs Fear. Cured by deafening yourself with hot iron needles in the ears.
3. Doomed. Will automatically fail the next Save vs Death. Cured by the touch of a wight.
4. Blinded. Cured by cutting out your tongue.
5. Part Switch. Two of the following parts switch places, but continue to function normally in their new location. 1) Eye 2) Toe Nail 3) Finger 4) Tongue 5) Liver 6) Anus 7) Rib 8) Ear Canal. Cured by eating a doppelganger's heart.
6. Evil Twin. An exact duplicate appears 1d6 miles away, with all the same gear, items, and knowledge, but of opposite alignment. They hate you. Ends only in the death of one or both.
7. Spirit Home. A small creature takes up residence in your skull, carving a tiny hollow for its home. It crawls out from your ears at night to bring home food and small items. Cured by tempting the creature out with a more interesting head.
8. Beloved by the Dead. Anything dead within 20' of you has a 50% chance of coming to life every 2 hours. Radius grows by 5' every day. They love you and seek to make you like them. Cured by immersing yourself in a vat of holy water for 1 full day.
9. Cursed Bloodline. A minor curse is applied to all your blood relatives, or those you consider family.
10. Mute. Cannot cast spells. Can be cured by plucking out an eye and sacrificing it to a god.
11. Ophelia. Save or try to drown yourself in any body of water you encounter. Cured by poisoning someone you love, or someone who loves you.
12. Weightless. Each day, you weigh half as much as you did the previous day. You also halve your melee damage each day. After 6 days, you begin to float. Cured by plucking the wings off one fairy for each day since you were cursed.
13. Bad with money. 20% chance to lose all money when entering a settlement (via thievery, taxes, etc). Cured by sacrificing your most valuable possession.
14. Crippled. Movement is halved. Cured by spending 1 month in a desert without moving more than 5'.
15. Breakage. Treat all your equipment as shoddy quality. Cured by giving all of your possessions to the poor and doing a dungeon or equivalent challenge naked (except 1 item).
16. Screaming Teeth. They stay quiet when your mouth is closed, and they wait for you to finish speaking before screaming. -1d6 Charisma. Cured by removing all teeth with silver pliers.
17. Cursed to die in a fire. Fire does double damage. Cured by killing a dragon, or serving one for a year and a day.
18. Moon curse. Turn into an (NPC) werewolf 1 random night during the week of the full moon. Cured by drinking hemlock (Save vs Poison or die).
19. Endless Thirst. Water and ale provide no hydration. You must drink magic potions. Failure to do so means death by dehydration in Con Bonus - 2 days. Cured by the spinal fluid of an Aboleth.
20. Curse of Unreality: 50% chance to disappear when not observed, and reappear 1d6 hours later. Cured by writing a popular ballad or book about your exploits.

Table: How this Villain Wronged Me

Source: elfmaidsandoctopi.blogspot.com

E-5

d100

- 1 Your family entered into a bad marriage contract that destroyed your clan.
- 2 Your family were murdered when gathering in public. Only you survived.
- 3 When the family head was killed the whole family fell to ruin.
- 4 The family home was burned, killing all inside.
- 5 The family pets, livestock, or servants were all brutally murdered.
- 6 A gang of savaged brutes invaded your family home, killing everyone.
- 7 The villain's family were traditional rivals who finally destroyed your clan.
- 8 Your family were outlawed and robbed by nobility.
- 9 Your family were slandered, shunned, and driven away by their peers.
- 10 Your family was tainted by 1. cult 2. treason 3. monsters 4. crime.
- 11 You had false evidence planted on you and have hidden from the law since.
- 12 The lies told about you in court ruined your reputation.
- 13 You had a promising career a rival sabotaged it with lies an slander.
- 14 You were to be married into a good family. Turns out they were false and wicked.
- 15 You received a promotion or rewards, but evil machinations ruined you.
- 16 A former friend or lover was forced to betray secrets and slander you in public.
- 17 You had a chance at greatness, but your were foiled at the last moment.
- 18 You were granted wealth and land but someone stopped you receiving it.
- 19 You had to kill one person for a chance of great glory but you failed.
- 20 You were sent to prison and torture for several years by the lies of another.
- 21 Your friend, sibling, or sweetheart was taken by criminals as blackmail.
- 22 Your friend, sibling, or sweetheart was deceived by lies and ran to you rival
- 23 Your friend, sibling, or sweetheart was murdered just to make you suffer.
- 24 Your friend, sibling, or sweetheart was driven insane by this madman.
- 25 Your friend, sibling, or sweetheart was driven into a life of vice and wickedness.
- 26 Your friend, sibling, or sweetheart was seduced into your enemies service and died.
- 27 Your friend, sibling, or sweetheart was killed in a callous accident easily avoided.
- 28 Your friend, sibling, or sweetheart was married but suspiciously died soon after.
- 29 Your friend, sibling, or sweetheart was sent to their death by a false documents .
- 30 Your friend, sibling, or sweetheart was killed in a war be enemies led by your foe.
- 31 Soldiers demanding lodging, then killed, abused, and robbed your loved ones.
- 32 Your home was taken by unscrupulous dealings, leaving you destitute.
- 33 Your parents were killed, leaving you to live on the streets in poverty.
- 34 You family were killed and you were left with monks, without a name or title.
- 35 One of your close family betrayed everyone and stole your family home.
- 36 Your family were part of a cult controlled by villain.
- 37 Your family head was in debt and sold some family members to your enemy.
- 38 Your family enjoyed patronage from superiors but foe destroyed the relationship.
- 39 Your family were lynched by a mob roused by your enemy.
- 40 Your home was siezed and your family condemned to a life of backbreaking labour.
- 41 A close friend poisoned you with lies; you acted, and are now condemned.
- 42 A ou were formerly good friends, but they slowly changed.
- 43 You were raised with them as part of our family but they joined an enemy's service.
- 44 You were friends until they stole your sweetheart, who then disappeared.
- 45 They were your teacher and mentor; you were just a pawn in their schemes.
- 46 You trained together but they killed your master and fled with a relic.
- 47 They convinced your friends to join them, and then turned on you.
- 48 Your comrades were massacred at their command by hired killers.
- 49 Your friends were betrayed and poisoned by a former comrade.
- 50 One of your friends picked a fight and died. The killer now hunts you all.
- 51 They were a former student but now seek to destroy all your kind.
- 52 You belonged to a organisation together but they left and betrayed their teachings.
- 53 You managed to escape a mutual obligation, and they hate you for it.
- 54 You worked together, but some outside force tainted and corrupted them.
- 55 You were both sworn to service. You exposed them as a fraud and cheat so they left.
- 56 You were part of a organisation that was destroyed by your heretical foe.
- 57 Their servants killed and robbed a wise leader you respected.
- 58 Your faith had amassed wealth and a temple that was destroyed by your enemy.
- 59 Your creed was shattered. Your leaders were exiled and your buildings demolished.
- 60 Your cause was overshadowed by a new order linked to your foe.
- 61 You crossed the villain on a quest, now you are hunted.
- 62 You have been blocked at every turn from your mission by the villain.
- 63 All your friends and loved ones seem to be killed by them.
- 64 The have taken something you need to uncover a mystery.
- 65 They have made a major obstacle to stop your quest.
- 66 They have hostages to prevent you seeking your desire.
- 67 They have same quest as you and seek to block you.
- 68 You succeeded but now they try and undo your success.
- 69 While you have been working on your quest they threaten your loved ones.
- 70 They destroyed sacred places and killed dozens to thwart you.
- 71 Your family has been struggling against their clan for generations.
- 72 They belong to a organisation your family has battled for generations.
- 73 Your and your kind have been persecuted by them and their kind forever.
- 74 Once your kind and theirs were allies but a schism divided you forever.
- 75 In past wars your clans clashed again and again.
- 76 You were to be married and restore peace but you were betrayed.
- 77 Famous ancestors battled and the grudges remain.
- 78 Court machinations between your clans has reduced you both to ruin.
- 79 Clan competed with them in land grabs for generations.
- 80 Interclan feud went on for generations with one side being exiled.
- 81 They stole your lover, your business, your life and had you sent to prison.
- 82 They were invited to a banquet and used chance to kill everyone.
- 83 They came to talk peace but murdered all the delegates you knew.
- 84 Your rival has always been better than you at everything.
- 85 Befriended the family then killed many and sold rest as slaves.
- 86 Gave your family secrets to other enemies who destroyed your clan.
- 87 They were struck by madness, joined rivals, and betrayed your family.
- 88 You were promised something by their clan head who backed out of deal.
- 89 They had your clan blamed for their despicable deeds.
- 90 They started a blood fued between you and some formerly friendly clan.
- 91 They are secretly your real parent or sibling.
- 92 They have unseemly abilities which ruined you family's fortunes.
- 93 They have mysterious secret allies who may have killed people you loved.
- 94 They have a great patron supplying them with killers and gold.
- 95 The villain used members of your family in a ritual or scheme.
- 96 Your clan tore itself apart under the villain's influence.
- 97 Your parents were murdered but the killer had something you recognise on the villain
- 98 They fled from something horrible crime, leaving you to take the blame.
- 99 They married into your family and used strange influence to ruin and rob your clan.
- 100 They called upon some dark power to destroy those you love most.

Table: Seduction Side Effects

E-6

D100

| | |
|-----|--|
| 1 | Duel. At dawn. To the death, or at least the maiming. Could be fair, could be mob justice. |
| 2 | A Horrible Scheme. You were somehow drawn into a criminal act. You are complicit. There is a conspiracy. |
| 3 | Things Got Out of Hand. Roll again twice on this table with a -20 penalty. |
| 4 | Eternal Shame. The family of your target wants you dead and disgraced. They have surprising resources. |
| 5 | Dire Revelation. You accidentally said something that puts you, your friends, or your target in danger. |
| 6 | Major Lie. You made a promise you can't keep. If you fail it, people might die. |
| 7 | Regret. Save vs. Fear (Shame) if you ever see your target again. |
| 8 | Robbed Blind. Lose all but 1d6 of each type of coin you were carrying, plus any other obvious valuables. |
| 9 | Caught in the Act. By someone embarrassing; your parents, the bishop, the entire village, etc. |
| 10 | Stalker. The person you seduced won't leave you alone. They keep staring at you. |
| 11 | Inconvenienced. You are trapped, tied up, or otherwise stuck somewhere. You might need help. |
| 12 | Deception. Target was not who they seemed to be. They are important, supernatural, married, etc. |
| 13 | Wrung Out. You exhausted yourself and your target. You are both at half HP for 1d4 days. |
| 14 | Traitor! Your target's partner or former lover discovers you. They want revenge on everyone involved. |
| 15 | Embarrassing Revelation. The secret you revealed will hurt your pride and reputation if it gets out. |
| 16 | Lost Something. An important item you own goes missing. It wasn't stolen by your target. |
| 17 | Accidental Injury. Something went wrong. Everyone involved takes 1d4 damage and breaks furniture. |
| 18 | Unfortunate Rash. It will clear up in 1d10 weeks. It itches and keeps you up at night. It is contagious. |
| 19 | Framed. A jealous partner or friend of your target has accused you of a serious crime. |
| 20 | Illegitimate Pregnancy. Either you're pregnant or they're pregnant. You won't find out for months. |
| 21 | Minor Lie. You'll need to maintain an accent or a harmless habit around your target from now on. |
| 22 | Lost Pants. Can't find your underwear or pants/skirt/dress. Armour is not affected but will chafe. |
| 23 | Chain Reaction. You taught the target a new technique; they want to try it out on someone new (not you). |
| 24 | Bruises and Scratches. Nothing serious, but they are obvious and hard to cover up. |
| 25 | Lovelorn. You are expected to pine and sigh. Target is pleased if you do, very offended if you don't. |
| 26 | Emotional Baggage. You and your target fill 1d6 inventory slots with Emotional Baggage. Removed by crying. |
| 27 | A Pleasant Memory. Target will always think of you fondly provided they never see you again. |
| 28 | Perfection. One part of the target's body becomes the new standard by which you judge all others. |
| 29 | I Did The Butler? By a trick of the light, a disguise, or magic you harmlessly seduced the wrong target. |
| 30 | Gird Your Soul. Target refuses to see you again. If they do, they instantly give in to temptation. |
| 31 | Hasty Packing. You accidentally took an item (Unlabeled Package worth 1sp) from your target. |
| 32 | All Is Revealed. Target learns 1 of your shameful secrets; you learn one of the target's. Yours must be worse. |
| 33 | My Dear Friend... You will not remember your target's name unless you write it down. |
| 34 | Mysterious Reputation. In 1d10 days, everyone in the social circle of your target knows your name. |
| 35 | Fluster. Save. Passed: target must Save or be flustered if you make eye contact. Failed: they may target you. |
| 36 | New Thing. You tried something new and liked it: whips, carrots, the smell of butter, etc. |
| 37 | Pillow Talk. Name 1 skill the target probably has. You can roll that skill once. |
| 38 | Next! You may roll again on this table with a +5 bonus if you immediately seduce another target. |
| 39 | Amusing. You can attract and maintain an audience by telling the story. Your target may not like this. |
| 40 | Whirl of Passion. All breakable objects and clothing in the area is destroyed, dented, or knocked around. |
| 41 | Uncertainty. You've never been entirely sure what your preferences are. Go from Straight -> Bi -> Gay ->... |
| 42 | New Venue. Target will try and lead you (and only you, probably) to a new area (an attic, a shed, a lane, etc.) |
| 43 | Food. Your target provides you with a decent meal. |
| 44 | Quick! In the Closet! Your target will conceal you (and only you, probably) if asked. |
| 45 | Cuddly. For the next 24hrs you smile a lot and want to snuggle people. Your hugs last a little too long. |
| 46 | Wardrobe Upgrade. You steal, borrow, or are given a mundane item of clothing that belongs to your target. |
| 47 | Have You Met My Friend? Target's friend will meet with you and ask to be seduced at a future date. |
| 48 | Pleasant Haze. Target forget the details of the 1d6 hours before they were seduced. Save or you do too. |
| 49 | Inspired. You write a poem to your lover. Roll a d100. On a 100, it becomes popular. Otherwise, obscurity. |
| 50 | Bamboozled. Target's family or lover is taken in by whatever lies you tell; they suspect nothing. |
| 51 | Wardrobe Swap. You accidentally put on one of your target's items of clothing; they have one of yours. |
| 52 | Funny Walk. You'll need to sit down very carefully for the next 2 days. |
| 53 | Queasy. For the next 24hrs, Save vs Nausea against disgusting smells/sights, but gain +2 to Save vs Fear. |
| 54 | Changing Tastes. The next target you seduce must be unusual if this target was normal, or vice-versa. |
| 55 | Love Token. Gain a lock of hair, an old shirt, a letter sealed with a kiss, etc. |
| 56 | Oh Madeline... A particular food item will cause you to drift into pleasant memories of your target. |
| 57 | Drink! Somehow, no matter how improbable it might be, you ended up with a full wineskin. |
| 58 | Bed Hair. You just can't get it to comb flat. It sticks out at all angles for 24hrs. |
| 59 | Good Reputation. In 1d10 days, everyone in the intimate social circle of your target knows your name. |
| 60 | Hey There Gorgeous. Target will flatter your appearance at every opportunity. May cause jealousy. |
| 61 | Shouting and Tears. You have an excellent argument afterwards and both, happily, think you've won. |
| 62 | Passion. The next time you see the target, Save or meet them behind the nearest bush, in a closet, etc. |
| 63 | Shivers. If you touch the target they must Save or go all shivery. They can do the same to you. |
| 64 | What A Night. You remember nothing of your time with the target unless you are drunk. |
| 65 | Misdirection. You can frame your target for a minor crime (theft, vandalism, blasphemy). |
| 66 | Effective But Alarming Costume. Either your outfit or your target's outfit will be forever exciting to you. |
| 67 | Pinches. At some point when you least expect it, target will sneak up on you and pinch your bottom/cheek/arm. |
| 68 | Hope and Charity. Target's morals become more strict and more chaste due to your (accidental) influence. |
| 69 | Panic. You think you've caught a rash. Turns out it was just a pimple. It fades in 24hrs. |
| 70 | A Scheme. You and your target have created a risky plan to meet again in 1d6 days, no matter where you end up. |
| 71 | Lavender and Cheese Rind. You can identify your target by just smell and/or touch, at any point in the future. |
| 72 | Cleanliness. You and your target bathed, or if implausible, beat the dust from your clothes and scrubbed. |
| 73 | Foul Language. Target taught you a new word, curse or euphemism. |
| 74 | My Little Cabbage. Target gives you a demeaning yet endearing nickname. They will use it in public. |
| 75 | A Head For Crime. Target's morals become less strict due to your (accidental) influence. |
| 76 | Soiled! One item the target has on their person or could feasibly reach is forever tainted with strange memories. |
| 77 | Our Mutual Friend. Someone else you know gains +4 on their next skill check or roll made to seduce a target. |
| 78 | Careless Whispers. If you tell someone who knows the target the details of your seduction, they must Save vs Fear. |
| 79 | Lie Back And Relax. You and your target heal 1d6 HP. |
| 80 | Heh, Turnips. Pick a word. Whenever you say the chosen word to your target, you both must Save or giggle. |
| 81 | Fixed Your Back. Gain +1d6 temporary HP (it does not return if lost). You stand slightly taller. |
| 82 | Cash In Hand. Target loans you an appropriate amount for their station. Failure to repay will break their heart. |
| 83 | On Top of the World. You feel <i>good</i> ! You feel <i>great</i> ! Gain +2 to Save for 24hrs. |
| 84 | But Didn't You Say... Target gives you a hint regarding a current problem. |
| 85 | Tutoring. Name 1 skill the target probably has. You can roll that skill for the next 24hrs. |
| 86 | Minor Gift. 1d10sp in jewelry, coins, or other trinkets. |
| 87 | With Figs! Target teaches you something new. Gain a +5 bonus the next time you roll on this table. |
| 88 | Eureka! Struck by a sudden insight, you now pass a previously failed notice or discovery test. |
| 89 | Spring in Your Step. It went very well. You gain a +4 bonus to your next Save against anything. |
| 90 | Lie for Me. Target will tell and maintain one useful, complicated lie for you. |
| 91 | Significant Gift. 3d10gp in jewelry, coins, or other trinkets. |
| 92 | Useful Introduction. Your target introduces you to a helpful, learned, or important person. |
| 93 | Lust. Target tries to arrange 1 meeting every day. Target must Save or give up after a week without contact. |
| 94 | Permanent Friendship. Even if you move on you will always have a trusting friend. |
| 95 | Major Favour. Smuggle you out of a city, adopt an orphan, give you a key, etc. |
| 96 | Companion. Target wants to follow you on your adventures. |
| 97 | Marriage. If possible, even if unlikely. You might need to push a few people out of windows first... |
| 98 | Valuable Secret. A treasure map, blackmail material, the location of a vitally important clue. |
| 99 | Improve Yourself. The experience changed you for the better. Gain +1 to a random Stat. |
| 100 | True Love. Oh dear. It's mutual (because it's capital-T-True capital-L-Love). |

Table: Terrible Letters from Home

Source: elfmaidsandoctopi.blogspot.com

E-7

d100

| | | | |
|----|---|-----|---|
| 1 | Older relative has committed murder and run away. | 51 | Family killed due to war related disaster or attack. |
| 2 | Younger relative committed a crime and has run away and joined a gang. | 52 | Family members killed in a bizarre massacre. |
| 3 | Member of family murdered a 1. child 2. youth 3. adult 4. elder. | 53 | Family killed in a 1. flood 2. mudslide 3. cold snap 4. forest fire. |
| 4 | Member of family cheated someone, shaming you all. | 54 | Family member disappeared without explanation. |
| 5 | Member of family was conned and lost a fortune through dirty tricks. | 55 | Family member killed by a runaway cart. |
| 6 | Family member in prison for an accident or a mistake. | 56 | Family home burned down, killing and injuring several members. |
| 7 | Child or youth kidnapped and carried away. | 57 | Family robbed, house looted and smashed. |
| 8 | Blood feud has been ruining your kin and rival families power. | 58 | Family blamed for 1. starting fire 2. poisoning well 3. witchcraft 4. cowardice. |
| 9 | Family member went to prison, released but status lowered. | 59 | Family wealth and leaders lost transporting precious goods, bankrupting all. |
| 10 | Something valuable stolen was from your clan. | 60 | Feud has started with great vindictive family over love gone wrong. |
| 11 | Family member become depraved and addled by drink. | 61 | Someone is having an indiscreet affair that will cause trouble. |
| 12 | Family member in debt due to gambling and has now sold a child as a servant. | 62 | Family member's greed resulted in the death of another family. |
| 13 | Family member is a sex maniac. Has even disguised self as a prostitute. Was caught. | 63 | Family members revealed to be actually married. |
| 14 | Family member died due to debauched and shameful lifestyle. | 64 | Bizarre love triangle between several families. |
| 15 | Kin are involved in grip of petty organised crime. | 65 | Someone married someone foreign or of a different class. The scandal! |
| 16 | Kin member is a serial killer, crimes are growing more obvious. | 66 | Family member's death caused a succession of feuds and legal battles. |
| 17 | Kin member is sadist and abuser tormenting animals and or people. | 67 | Terrible mismatched marriage with a horrible stranger. |
| 18 | Family pervert sexually assaulted a family member and has exiled them. | 68 | A failing marriage is causing a scandal. |
| 19 | Family member has turned sophisticated, spurns others who are less refined. | 69 | Someone has started gossiping about family member and their "very close friend." |
| 20 | Family member been seduced by amoral organisation, secret lodge, or cult. | 70 | Someone in family is vain, rude and thoughtless and starting feuds. |
| 21 | A relative died in their shack of exposure and hunger. | 71 | Plague killed many in your home area. Your family is shunned. |
| 22 | A relative has been locked up in a mad house or is tormented by institution. | 72 | Patriarch or matriarch of family dies suddenly. Power struggle commences. |
| 23 | A relative has gone to debtors' prison where they are constantly ill. | 73 | Someone you love is crippled by a injuries from an attack or accident. |
| 24 | A relative has been sold under contract to pay off debt in a terrible high risk job. | 74 | A family member is accused of witchcraft and child murder. |
| 25 | Several kin have become mercenaries and abandoned their families. | 75 | A childhood friend is deathly ill. |
| 26 | Organized crime killed someone while collecting a loan. | 76 | A childhood friend is terribly injured, is not expected to live much longer. |
| 27 | Moneylenders came and took everything from a relative, ruining them. | 77 | Kin who survived plague driven away by deranged mob. |
| 28 | Several kin have fled homes and departing to frontier or new territories. | 78 | Several children of clan died of common illnesses. |
| 29 | Someone was killed on the job. Their family is left destitute. | 79 | Friend vanishes, body found in bog days later. |
| 30 | Landlord is abusing and tormenting family within the extent of the law. | 80 | Many family members have contracted a lingering illness. |
| 31 | Family involved in border dispute in court. | 81 | A relative has been caught performing an act so shameful it cannot be named. |
| 32 | Family member has trial for murder. Is seeking money to buy freedom if defense fails. | 82 | Kin has used the law to ruin a rival. Their neighbors are unhappy. |
| 33 | Family having fight over a very expensive dead pig. | 83 | Family leader has developed grave religious doubts. |
| 34 | Family being evicted by unscrupulous relatives via a dispute in court. | 84 | Family member been imprisoned for injuring married partner. |
| 35 | Family having dispute with church elders. | 85 | Family member committed a crime and blamed a travelling stranger. |
| 36 | Family fighting over claim of found (very minor) treasure (possibly cursed). | 86 | An ancient theft was exposed. The family's wealth is in danger. |
| 37 | Family engaged in constant petty legal feuds with other family. | 87 | A minor theft has escalated into a blood feud. |
| 38 | Family has members killed and imprisoned fighting rival family. | 88 | Family wasting savings trying to maintain status. |
| 39 | Family has mystery bastard arrive claiming family property. | 89 | Family member donated everything to local church, leaving relatives destitute. |
| 40 | Family legally maneuvered into subordinate role to other clan. | 90 | Family member exiled for crime. Last seen heading for the sea. |
| 41 | The fairest youth in clan ran away with trusted person and both are missing. | 91 | Family member convinced home is haunted. |
| 42 | A widowed parent has found new younger and poorer love. | 92 | Kin tells of a seance by a witch and the amazing secrets they were told by spirits. |
| 43 | Everyone gossiping about affairs and secret romances. | 93 | Family member saw something one night, now lives in crippling fear. |
| 44 | Former lover from home tells you about their marriage to someone else. | 94 | A corrupt priest has formed a strong influence on your loved ones. |
| 45 | Former lover has gone crazy and disappeared. | 95 | Some new fashion or custom worries the family's elders. |
| 46 | Former lover joins some far away military or merchant service. | 96 | Long lost relative returned, but was really a fraud after money. |
| 47 | Former lover wants to see you and get married. | 97 | New house and land may be haunted. Full of strange stones. |
| 48 | Former lover now has a child from somewhere. | 98 | Family member lost in war has been seen among the criminal classes of a city. |
| 49 | Recent lover informing you about terrible disease they have. | 99 | Family member went mad, took up strange practices, odd friends and collections. |
| 50 | Letter from most recent serious lover denouncing you, ending relationship. | 100 | Family member had awesome religious vision on deathbed. |