

# Grave

*The gates to the underworld hang open.  
Hungry creatures wander a ruined land.  
Demons hoard the treasure they value most—souls.  
The heroes of old are all corrupted or dead.  
But in this place, the dead do not occupy graves for long.*

GRAVE (v1.1) is a **toolkit for soulslike adventures** with old school rules, adapted by Jason Tocci from Ben Milton's KNAVE. Its features include:

**Exploration begins right away.** Every character is newly awakened from death, with no memories of themselves or the world. Games get started fast, with both random character generation rules and non-binding archetypes with starting stat arrays and gear packages. No time needed to come up with personal histories; players and their characters learn about the world and themselves through play.

**Complete rules, plus new options.** Grave leverages Knave's streamlined rule set, featuring PCs defined by ability scores and equipment rather than classes, simple inventory management and item degradation, and the option to use player-facing rolls on both offense and defense (for those who want to roleplay their character's frantic, somersaulting dodge technique). It introduces new rules for death and resurrection, a "stamina" currency for spells and maneuvers, 50 magic items, and 60 level-less spells across 3 traditions, but it remains compatible with old school renaissance (OSR) adventures, bestiaries, and spell lists.

**Designer commentary.** Grave includes designer comments on how and why some rules are changed from Knave.

**Thanks:** Ben Milton (for *Knave*, generously shared under a [CC BY 4.0 license](#)); David Perry (for *Knave Souls*); Levi Kornelsen (for *Mechanisms for Tabletop Roleplaying, Set 2*); The Gauntlet Slack and Knave Discord communities (for feedback and support); and playtesters Kaitlynn Hegarty, Casey Schlender, Lia Rothschild, Kerry McElhaney, Carmen Scaringe, Craig Herndon, Curtis Heberle, Patrick Eschenfeldt, Olivia Martin, Aaron Benner, Mackenzie Hayes, Michael Bridges, and Korey Mendes.

## Backgrounds

To create a player character (PC), you may choose one of the following backgrounds with pre-determined abilities and equipment, or you may create a vagabond with randomly rolled abilities and equipment.

<b>Knight</b>	<b>+4 STR</b>	<b>+1 DEX</b>	<b>+3 CON</b>
	+1 INT	+1 WIS	<b>+2 CHA</b>
Cross-hilt sword	<i>d8 damage, 1-handed</i>		
Jousting shield	<i>+1 ARMOR</i>		
Mail and surcoat	<i>+4 ARMOR</i>		

<b>Wizard</b>	<b>+1 STR</b>	<b>+2 DEX</b>	<b>+1 CON</b>
	<b>+4 INT</b>	<b>+3 WIS</b>	<b>+1 CHA</b>
Academy robe	<i>+1 ARMOR</i>		
Crystal-tipped cane	<i>d6 damage, 1-handed</i>		
Astral Arrow spell	<i>Ranged attack; up to d6 damage/level</i>		
Hedge Magic spell	<i>Harmless, obvious parlor tricks</i>		

<b>Cleric</b>	<b>+2 STR</b>	<b>+1 DEX</b>	<b>+1 CON</b>
	<b>+2 INT</b>	<b>+4 WIS</b>	<b>+2 CHA</b>
Horsehair robe	<i>+1 ARMOR</i>		
Quarterstaff	<i>d8 damage, 2-handed</i>		
Lay on Hands spell	<i>Heal up to d6 HP/stamina spent</i>		

<b>Witch</b>	<b>+1 STR</b>	<b>+1 DEX</b>	<b>+2 CON</b>
	<b>+3 INT</b>	<b>+1 WIS</b>	<b>+4 CHA</b>
Tattered robe	<i>+1 ARMOR</i>		
Ritual knife	<i>d6 damage, 1-handed</i>		
Spirit salt (3 uses)	<i>restore d4 stamina, up to max</i>		
Witch Fire spell	<i>hold or throw fire; d6 area damage</i>		

<b>Thief</b>	<b>+1 STR</b>	<b>+4 DEX</b>	<b>+1 CON</b>
	<b>+1 INT</b>	<b>+3 WIS</b>	<b>+2 CHA</b>
Daggers (2)	<i>d6 damage, 1-handed</i>		
Hooded leathers	<i>+2 ARMOR</i>		
Poison (3 uses)	<i>save vs. d6 ongoing damage</i>		
Locksmith tools	<i>Pick small mechanical locks</i>		

<b>Hunter</b>	<b>+2 STR</b>	<b>+4 DEX</b>	<b>+2 CON</b>
	<b>+1 INT</b>	<b>+2 WIS</b>	<b>+1 CHA</b>
Hunting bow	<i>d6 damage</i>		
Quiver	<i>Includes 20 arrows</i>		
Leather armor	<i>+2 ARMOR</i>		
Bear trap	<i>d6 damage</i>		

<b>Marauder</b>	<b>+4 STR</b>	<b>+3 DEX</b>	<b>+2 CON</b>
	<b>+1 INT</b>	<b>+1 WIS</b>	<b>+1 CHA</b>
Battle axe	<i>d10 damage, 2-handed</i>		
Fur-trimmed hides	<i>+2 ARMOR</i>		
Torches (5)	<i>Includes tinderbox</i>		
Grappling hook	<i>Includes 20ft rope</i>		

<b>Noble</b>	<b>+2 STR</b>	<b>+2 DEX</b>	<b>+1 CON</b>
	<b>+2 INT</b>	<b>+2 WIS</b>	<b>+3 CHA</b>
Ornate rapier	<i>d8 damage, 1-handed</i>		
Parrying dagger	<i>d4 damage, 1-handed</i>		
Fine clothes	<i>+1 ARMOR</i>		
Signet ring	<i>worth 500+ souls to the right buyer</i>		

<b>Outcast</b>	<b>+2 STR</b>	<b>+2 DEX</b>	<b>+2 CON</b>
	<b>+2 INT</b>	<b>+2 WIS</b>	<b>+2 CHA</b>
Makeshift club	<i>d8 damage, 2-handed</i>		
Filthy rags	<i>+0 ARMOR</i>		
Memento	<i>A trinket—describe it</i>		

<b>Vagabond</b>	? STR	? DEX	? CON
	? INT	? WIS	? CHA

Roll 3d6 in order for each of the six **abilities**, recording only the lowest die for each. You may swap any two abilities. To determine starting equipment, consult the *Items* page, rolling d20 on **Weapons**, d20 on **Tools & Supplies**, and d8 on **Clothing & Armor**. Alternatively, you may roll d4 on **Weapons** and/or on **Clothing & Armor** in order to roll d12 on **Alchemy & Spellcasting** once for each. Finally, take either a shield, helmet, or an item required to use something else you got (e.g., arrows for bow).

## Other Characteristics

The abilities and armor total listed above represent their **bonus** (or "active" score), added to your d20 rolls; add 10 to each to determine their **defense** (or "passive" score), the target opponents roll over to act against you. **Hit points** (HP) start at their maximum, d6 (or 3) + CON bonus. **Item slots** equal your CON defense. **Stamina** equals your unused item slots. **Prepare spells** (if you have any) up to your INT bonus. **Level** and **deaths** begin at 1; **souls** begin at 0. Optionally, invent or roll for **traits** on the following page.

**Designer's Note:** I use d6s for HD, instead of Knave's d8s, for faster combat. I also offer the option of a flat 3 HP per level to mimic the predictable progression of soulslike games.

# Traits

## Physique

- |              |            |               |              |
|--------------|------------|---------------|--------------|
| 1. Athletic  | 4. Gaunt   | 7. Slender    | 10. Stout    |
| 2. Corpulent | 5. Hulking | 8. Flabby     | 11. Towering |
| 3. Delicate  | 6. Lanky   | 9. Statuesque | 12. Wiry     |

## Face

- |             |              |             |             |
|-------------|--------------|-------------|-------------|
| 1. Angular  | 6. Elongated | 11. Impish  | 16. Sharp   |
| 2. Blunt    | 7. Patrician | 12. Narrow  | 17. Soft    |
| 3. Bony     | 8. Pinched   | 13. Ratlike | 18. Square  |
| 4. Chiseled | 9. Hawkish   | 14. Round   | 19. Wide    |
| 5. Delicate | 10. Broken   | 15. Sunken  | 20. Wolfish |

## Eyes

- |               |              |                 |             |
|---------------|--------------|-----------------|-------------|
| 1. Appraising | 6. Darting   | 11. Kind        | 16. Soft    |
| 2. Bewitching | 7. Earnest   | 12. Knowing     | 17. Smiling |
| 3. Bright     | 8. Fierce    | 13. Narrow      | 18. Vacant  |
| 4. Brooding   | 9. Hungry    | 14. Piercing    | 19. Wide    |
| 5. Cold       | 10. Innocent | 15. Questioning | 20. Weary   |

## Hair

- |            |               |                  |             |
|------------|---------------|------------------|-------------|
| 1. Bald    | 6. Curly      | 11. Limp         | 16. Spiky   |
| 2. Braided | 7. Curtained  | 12. Long         | 17. Tonsure |
| 3. Bun     | 8. Disheveled | 13. Sides shaved | 18. Topknot |
| 4. Coarse  | 9. Dreadlocks | 14. Pageboy      | 19. Wavy    |
| 5. Cropped | 10. Frizzy    | 15. Ponytail     | 20. Wispy   |

## Complexion

- |          |           |          |            |
|----------|-----------|----------|------------|
| 1. Black | 4. Russet | 7. Fawn  | 10. Pale   |
| 2. Umber | 5. Gold   | 8. Sandy | 11. Ashen  |
| 3. Sepia | 6. Tawny  | 9. Pink  | 12. Bluish |

## Marks

- |                 |                 |                   |                  |
|-----------------|-----------------|-------------------|------------------|
| 1. Eerily, none | 6. Curved spine | 11. Penance scar  | 16. Lost teeth   |
| 2. Leathery     | 7. Bent nose    | 12. Noose scar    | 17. Lost fingers |
| 3. Craggy       | 8. Limping      | 13. Shackle scars | 18. Lost ear     |
| 4. Pockmarks    | 9. Milky eyes   | 14. Whip scars    | 19. Lost eye     |
| 5. Firemark     | 10. Nervous tic | 15. Surgery scar  | 20. Branded      |

## Speech

- |               |            |              |                |
|---------------|------------|--------------|----------------|
| 1. Blunt      | 6. Droning | 11. Gentle   | 16. Slow       |
| 2. Booming    | 7. Dry     | 12. Gravelly | 17. Squeaky    |
| 3. Breathless | 8. Erudite | 13. Hurried  | 18. Stuttering |
| 4. Dramatic   | 9. Florid  | 14. Mumbling | 19. Terse      |
| 5. Drawling   | 10. Formal | 15. Rambling | 20. Whispery   |

## Adornment

- |                              |                              |
|------------------------------|------------------------------|
| 1. None                      | 11. Geometric tattoo         |
| 2. Earring(s)                | 12. Botanical tattoo         |
| 3. Face ring(s)              | 13. Animal tattoo            |
| 4. Several piercings, chain  | 14. Dragon tattoo            |
| 5. Ritual scarification      | 15. Prison tattoo(s)         |
| 6. Dark, sharp makeup        | 16. Church symbol tattoo     |
| 7. Colorful, striking makeup | 17. Hidden, heretical tattoo |
| 8. Soft, subtle makeup       | 18. Extensive occult tattoos |
| 9. War paint                 | 19. Unfamiliar name tattoo   |
| 10. Dyes in bold colors      | 20. Cryptic tattooed message |

## Memory

- |                              |                                 |
|------------------------------|---------------------------------|
| 1. Nothing, not even a name  | 11. A tale of the Rulers of Old |
| 2. Your enemy's name         | 12. The treasure you sought     |
| 3. The face of one you loved | 13. The king's resting place    |
| 4. The tune of a lullaby     | 14. A way into The Castle       |
| 5. Where you called home     | 15. The Prophecy of Hope        |
| 6. How you died              | 16. A secret order's passphrase |
| 7. The nature of your crimes | 17. A secret of the Church      |
| 8. Your dying wish           | 18. The Academy's location      |
| 9. How you got your weapon   | 19. A forbidden rite            |
| 10. The oath you swore       | 20. The ferryman's advice       |

## Decay

- |                           |                                |
|---------------------------|--------------------------------|
| 1. Solid black eye(s)     | 11. Flayed skin                |
| 2. Rattling shiver        | 12. Withering, papery skin     |
| 3. Shedding gray dust     | 13. Black, crisscrossing veins |
| 4. Translucent skin       | 14. Reassembled unevenly       |
| 5. Loudly snapping joints | 15. Huge, gaping wound         |
| 6. Cadaverous, or bloated | 16. Shedding tears of blood    |
| 7. Gangrenous flesh       | 17. Riddled with maggots       |
| 8. Putrid stench          | 18. Rimed with hoarfrost       |
| 9. Rigor mortis           | 19. Beetles scuttling on skin  |
| 10. Pulsating muscles     | 20. Coughing grave dirt        |

## Name

- |             |            |                |             |            |
|-------------|------------|----------------|-------------|------------|
| 1. Ainsley  | 11. Grey   | 21. Kiran      | 31. Pickle  | 41. Spider |
| 2. Ash      | 12. Harper | 22. Lennox     | 32. Quinn   | 42. Storm  |
| 3. Brogan   | 13. Ikram  | 23. Lindsey    | 33. Reese   | 43. Teagan |
| 4. Callan   | 14. Iseul  | 24. Lyons      | 34. Robin   | 44. Temple |
| 5. Charlie  | 15. Ivory  | 25. Mackenzie  | 35. Rowan   | 45. Urias  |
| 6. Devlyn   | 16. Joshi  | 26. Maze       | 36. Ryley   | 46. Val    |
| 7. Duck     | 17. Joyce  | 27. Morgan     | 37. Scabs   | 47. Vanja  |
| 8. Ejiro    | 18. Jin    | 28. Nikora     | 38. Shay    | 48. Wallis |
| 9. Eventide | 19. Keever | 29. Parker     | 39. Shahnaz | 49. Wynne  |
| 10. Fox     | 20. Kelsey | 30. Pigwhistle | 40. Slaine  | 50. Zola   |

## Nickname

- |                              |                      |
|------------------------------|----------------------|
| 1. ... of the Floating Peak  | 26. Lucky ...        |
| 2. ... of the Great Manse    | 27. Proud ...        |
| 3. ... of the Porcelain City | 28. Peculiar ...     |
| 4. ... of Titan's Back       | 29. Penitent ...     |
| 5. ... of Candlerock         | 30. Baleful ...      |
| 6. ... of Keldon             | 31. Unflappable ...  |
| 7. ... of Surasha            | 32. Beautiful ...    |
| 8. ... of Yurai              | 33. Slippery ...     |
| 9. ... of Riuvensieg         | 34. Jovial ...       |
| 10. ... of Arandel           | 35. Credulous ...    |
| 11. ... the Left Hand        | 36. Cursed ...       |
| 12. ... the Redeemed         | 37. Magnanimous ...  |
| 13. ... the Tainted          | 38. Matchmaker ...   |
| 14. ... the Faithful         | 39. Confessor ...    |
| 15. ... the Bold             | 40. Sentinel ...     |
| 16. ... the Empty-handed     | 41. Inheritor ...    |
| 17. ... the Gambler          | 42. Mankiller ...    |
| 18. ... the Prophesied       | 43. Claviger ...     |
| 19. ... the Unforgiven       | 44. Royal Taster ... |
| 20. ... the Mercenary        | 45. Inquisitor ...   |
| 21. ... Twice-forgotten      | 46. Kinslayer ...    |
| 22. ... Dusk-clad            | 47. Lightkeeper ...  |
| 23. ... Tear-drinker         | 48. Jester ...       |
| 24. ... Cloud-watcher        | 49. Graverobber ...  |
| 25. ... Coal-walker          | 50. Demongate ...    |

## Pronoun

- |             |            |               |
|-------------|------------|---------------|
| 1. She, her | 2. He, him | 3. They, them |
|-------------|------------|---------------|

# Items

The items on this page are common enough that merchants might have some in stock, with a **cost** in souls (s). Merchants tend to only have a limited selection of items—typically d4 categories, 2d4 items in a category.

PCs' carrying capacity is measured in **item slots**, with as many item slots as their CON defense. Unless otherwise specified, an item takes up a *1 slot*, fitting up to about 5 pounds. This includes most things too big to fit in your mouth, but small enough to hold in one hand, including spell texts, clothing, light weapons, tools, and so on. Heavy or bulky items, like thicker armor and longer weapons, take up more slots. Groups of small, identical items, like arrows or herbs, occupy "< 1 slot"; many can be bundled into 1 slot at the referee's discretion. **Souls** are weightless motes of light, and take up no slots.

**Designer's Note:** For simplicity's sake, the referee may track a supply of bundled items (like arrows and healing herbs) by rolling d6 at a dramatic moment, or after an encounter in which it was used. On a 1, surprise, it's out! On a 2, only one use left.

Weapons and armor also have a **quality** score. When an item reaches 0 quality, it is rendered unusable. Items have a default 3 quality unless otherwise noted. Each point of quality costs 10% of the item's cost to repair.

Most weapons can be categorized as **light melee** (d6 damage, 1 slot, 1 handed), **medium melee** (d8 damage, 2 slots, 1–2 handed), **heavy melee** (d10 damage, 3 slots, 2 handed), light ranged (d4 damage, 1 slot, 1 quality, 1 handed) **bow** (d6 damage, 2 slots, 2 handed), and **crossbow** (d8 damage, 3 slots, 2 handed). **Unarmed** attacks do d4 damage on unarmored targets. **Improvised** weapons, like a heavy branch or a wand meant for spellcasting, deal damage as a comparably sized weapon, but may impose a disadvantage to attack, take more slots, or have 1 quality.

**Designer's Note:** Quality is standardized at "3 unless noted," and many items are changed or removed, both for simplicity and to fit the implied setting. Arms are old and worn; lodging is a campfire in the ruins; food is unnecessary for those sustained by souls; few folk dress to impress anymore; and there is no real economy to govern extravagant purchases.

## Weapons

1. Cudgel	d6 damage	50s
2. Dagger	d6 damage	50s
3. Rapier	d6 damage	50s
4. Whip	d6 damage	50s
5. Battle axe	d8 damage, 2 slots	100s
6. Broadsword	d8 damage, 2 slots	100s
7. Flail	d8 damage, 2 slots	100s
8. Mace	d8 damage, 2 slots	100s
9. Quarterstaff	d8 damage, 2 slots	100s
10. Saber	d8 damage, 2 slots	100s
11. Spear	d8 damage, 2 slots	100s
12. Great sword	d10 damage, 3 slots	200s
13. Halberd	d10 damage, 3 slots	200s
14. Lucerne hammer	d10 damage, 3 slots	200s
15. Maul	d10 damage, 3 slots	200s
16. Sling	d4 damage	20s
17. Throwing knives ×10	d4 damage	20s
18. Bow	d6 damage, 2 slots	150s
19. Crossbow	d8 damage, 3 slots	300s
20. Noble weapon	any weapon above, but with a bonus to damage, durability, or slots	×100s

## Clothing & Armor

1. Rags, effectively naked	+0 ARMOR	Free
2. Robes, scholar or clergy	+1 ARMOR	5s
3. Work attire, rough tunic	+1 ARMOR	5s
4. Winter clothes, furs	+1 ARMOR	5s
5. Travel garb, cloak, boots	+1 ARMOR	5s
6. Leather armor	+2 ARMOR, 2 slots	60s
7. Brigandine	+3 ARMOR, 3 slots	500s
8. Chainmail	+4 ARMOR, 4 slots	1200s
9. Half plate armor	+5 ARMOR, 5 slots	4000s
10. Full plate armor	+6 ARMOR, 6 slots	8000s
11. Helmet	+1 ARMOR	40s
12. Shield	+1 ARMOR	40s

## Tools & Supplies

1. Ammunition ×20	arrows, bolts	20s
2. Animal trap	d6 damage, snares	50s
3. Bottle, flask, or vial	with watertight stopper	5s
4. Chain	10ft	10s
5. Crowbar		10s
6. Grappling hook	requires rope	10s
7. Hammer		10s
8. Locksmith tools		100s
9. Lantern	requires oil; see: Alchemy	30s
10. Mirror	handheld, polished metal	200s
11. Net		10s
12. Pickaxe		10s
13. Rope	20ft	10s
14. Saw		10s
15. Shovel		10s
16. Spikes ×12	also stakes, nails	5s
17. Spyglass		1000s
18. Tinderbox		10s
19. Torches ×5	1 hour each	1s
20. Twine	300 ft	5s

## Alchemy & Spellcasting

1. Acid	−d4 quality or HP	100s
2. Adamantine dust	repair 1 quality; < 1 slot	50s
3. Blast powder	d8 area damage	100s
4. Cockatrice wishbone	cure all toxins, curses, etc.	50s
5. Healing herbs	heal d6 HP; < 1 slot	10s
6. Holy water	d12 damage vs. unholy	100s
7. Magic ring*	roll d10 on "50 Magic Items"	1000s
8. Oil	fuel, or d6 ongoing damage	10s
9. Poison	save vs. d6 ongoing damage	100s
10. Primordial clay	rearrange ability points	1000s
11. Spell text*	teaches 1 spell	1000s
12. Spirit salt	regain d4 stamina; < 1 slot	100s

\* See **Treasure** at end of this document for spells & magic items.

# Playing the Game

## Abilities

Each of the six abilities is used in different circumstances.

- **Strength (STR):** Used for melee attacks and saves requiring physical power, like bending bars, lifting gates, etc.
- **Dexterity (DEX):** Used for ranged attacks and saves requiring reflexes and coordination, like acrobatics, climbing, sneaking, balancing, etc.
- **Constitution (CON):** Used for saves to resist poison, sickness, cold, etc. A PC has as many item slots as their CON defense, as much stamina as their unused item slots, and as many HP as their CON bonus + d6 (or 3) per level.
- **Intelligence (INT):** Used for saves requiring precision and concentration, such as resisting magical effects, recalling lore, crafting objects, tinkering with machinery, etc. PCs can prepare as many spells as their INT bonus.
- **Wisdom (WIS):** Used for saves requiring perception, intuition, and patience, such as tracking, navigating, standing watch, detecting illusions, etc. Wisdom is also used to determine initiative order in combat.
- **Charisma (CHA):** Used for saves requiring confidence and social skills, such as persuasion, deception, interrogation, intimidation, provocation, etc. PCs can return from death as many times as their CHA defense, and a slain PC can add their CHA bonus to one roll by an ally each round until they resurrect.

In addition, PCs have an ARMOR score indicating defensive capabilities in armed combat. It acts like an ability score, but is determined by clothing, armor, and/or shields.

***Designer's Note:** Dexterity governs ranged and light weapon attacks due to common associations from soulslike games and beyond. Intelligence governs spell preparation separately from item slots in a nod to soulslike games, and to encourage specialization over time. Wisdom and Charisma are often ignored as "dump stats" in favor of abilities with more combat utility, but now feature uses that should help keep PCs alive.*

## Saving Throws

If a character attempts something where the outcome is uncertain and failure has consequences, they make a **saving throw**, or "**save**." To make a save, add the relevant ability bonus to a d20 roll. If the total is **greater than 15**, the character succeeds. If not, they fail.

If the save is opposed by another character, then instead of aiming to exceed 15, the side doing the rolling must get a total greater than the opposing character's relevant ability defense in order to succeed. If they fail, the opposing side succeeds. This type of save is called an **opposed save**. Note that it doesn't matter which side does the rolling, since the odds of success remain the same.

***Example:** Namora casts an attack spell at a thief. This is resolved as an opposed save using Namora's INT versus the thief's DEX. The thief may roll and add their DEX bonus, hoping to exceed Namora's INT defense, or Namora may roll and add her INT bonus, hoping to exceed the thief's DEX defense.*

If situational factors make any roll significantly easier or harder, the referee may grant the roll **advantage** or **disadvantage**. With advantage, roll an extra die and disregard the worst result. With disadvantage, roll an extra die and disregard the best. Having both cancels out both.

## Reactions

When the PCs encounter an NPC whose initial disposition to the party is not obvious, the referee may roll 2d6 and consult the following table.

2	3-5	6-8	9-11	12
Hostile	Unfriendly	Unsure	Talkative	Helpful

## Combat

In combat, characters take **turns** declaring their actions. Determine **initiative** order by having players attempt a WIS save. Those who succeed act before all enemies; those who fail act after all enemies. When every character has taken a turn, a new **round** begins; reroll initiative.

On their turn, a character **move** a short distance based on their speed (usually 40ft), and take a **combat action**—e.g., attacking, casting a spell, moving again, attempting a stunt,

or whatever else the referee agrees makes sense. If the PCs have the initiative, the referee may telegraph enemies' intended actions so PCs can anticipate and act accordingly.

***Designer's Note:** Unlike in Knave, I put initiative in PCs' hands, mostly to give Wisdom an important use. If you prefer all PCs to act at once, choose a leader to roll each round, or require half to pass their save for all to act first, or just use Knave rules.*

**Attacking** and **defending** are handled like an opposed save (as in the example above) between the defender's ARMOR and either the attacker's STR (with a melee weapon up close) or the attacker's DEX (with a ranged weapon out of arm's reach, or with a 1-slot melee weapon that relies on speed or precision more than force, like a rapier or whip).

***Designer's Note:** Dexterity-based melee weapons are common in soulslike games. The weapons with the highest damage potential should still tend to be Strength-based.*

On a hit, the attacker rolls their weapon's **damage** die and deducts the damage roll from the target's **hit points** (HP). They may add a bonus damage die if they exploited the target's **weakness** (such as a blunt weapon vs. a skeleton). In addition, if the attacker rolls a natural 20 (a **critical hit**) or the defender rolls a natural 1, the defender's armor loses 1 point of quality and they take an additional die of damage of the weapon's type. If the attacker rolls a natural 1 (a **critical miss**) or the defender rolls a natural 20, the attacker's weapon loses 1 point of quality.

## Morale

When monsters and NPCs face more danger than they were expecting, the referee may make a **morale roll** by rolling 2d6 and comparing the result to the NPC's morale rating (usually between 5 and 9). If the roll is higher than the rating, the NPC will attempt to flee, retreat, or parley. Morale rolls can be triggered by defeating half of an enemy group, defeating its leader, reducing a lone enemy to half HP, or other effects at the referee's discretion.

NPC companions also make morale rolls when they face extraordinary danger or strongly disapprove of the PCs' actions, such as holding out on promised rewards or displaying mismatched ethical principles. Morale may also be improved by treating companions well and rewarding them more generously.

## Stunts

Stunts are combat maneuvers such as stunning, shoving, disarming, tripping, sundering armor, and so on. They are resolved with an opposed save. They may not cause damage directly, but may do so indirectly (for example, pushing an enemy off of a ledge). The referee is the final arbiter as to what stunts can be attempted in a given situation.

**Designer's Note:** *Knave allows players to forego the bonus die from advantage to take an extra stunt action on their turn; you may wish to use this if you don't use stamina for "extra effort," but I removed the rule to avoid too many rules exceptions.*

## Stamina

PCs start with as much **stamina** as the number of item slots they leave empty. Stamina has two uses: **casting spells** (1+ stamina, up to your level), and augmenting ordinary actions with **extra effort** (1 stamina per effect).

What constitutes "extra effort" is open to players' creativity and the referee's discretion. Players describe what they want to do, noting equipment or environmental features if relevant, and when that exceeds what they could normally accomplish in a single turn or roll, the referee may indicate that this costs stamina. Example effects include:

- **Gain advantage:** Dive in light armor or raise a shield to avoid an attack; throw sand into a foe's face so they're distracted as you attack.
- **Bonus stunt:** Strike so hard with heavy weapon that it damages *and* pushes the target; disarm while parrying.
- **Extra damage die:** Wind up and deliver a forceful blow with a weapon held in both hands; slash with both main-hand and off-hand weapons at once.
- **Extra targets:** Swing a great sword to hit multiple foes; fling a handful of throwing knives.
- **Extra move:** Use hit-and-run tactics with light weapons and armor; just as the axe falls, shove your ally out of the way with your shield, defending in their place.

Typically, only 1 stamina can be spent on a given effect each turn; a PC could attack at an advantage *and* apply an extra damage die, but not apply two extra damage dice.

PCs regain all stamina by resting awhile in a safe haven. Dropping an item does not immediately restore stamina.

**Designer's Note:** *Stamina is meant to emulate soulslike games' tactical, colorful combat, and offer a tradeoff for carrying light-weight gear. Reduce a PC's maximum stamina only when they pick up an item long enough to add it to their character sheet. Note that these rules intentionally omit using stamina to reroll, attack repeatedly, or modify spells—these uses slow play and obviate other stamina uses and spells—but tweak as you like.*

## Death

When a character reaches 0 HP, they die. If it's a PC, increase their death count by 1. If a killed PC's allies are still in immediate danger, their **spirit** can inspire them for a short time: Once per round, the killed PC's player adds their CHA bonus (or a d10, their call) to any roll made by another player, before or after the roll.

Once a killed PC's allies are out of immediate danger, compare the PC's deaths to their CHA defense. If their deaths are higher, their soul is lost. Have the player make a new character to be introduced as soon as possible.

If a killed PC's deaths do *not* exceed their CHA defense, they are **resurrected** as soon as the group is out of immediate danger, either rising bodily where they fell, or mysteriously reappearing at their side. They return with all their equipment, and full HP and stamina, but their souls are left behind if their allies abandoned their body. The player also rolls for **decay** on the *Traits* page, or describes a mark fitting the cause of death (such as *Charred* by dragon breath). Decay is permanent and cumulative, and might have mechanical relevance at the referee's discretion (e.g., a *Skeletal* PC might resist poison, but be weak to blunt attacks).

**Designer's Note:** *Due to more frequent combat and lower penalties for death, Grave removes Knave's unconsciousness rules and adds a "spirit" rule to help keep all players involved. (It's up to you whether the "spirit" is literal or figurative.) Feel free to tweak how death works to meet the needs of your game; killed PCs might reappear at the last safe haven where the group rested, or might sit bolt upright with a dramatic gasp for air after only a round of lying dead.*

When PCs slay an enemy, any souls the enemy carried fall to the ground, or spread out evenly between all members of the group, including those felled in battle. This may or may not yield *their* soul, however—only those most faded

by deaths, or those most weighed down with corruption, are guaranteed forfeit. As such, killing an enemy may not dispatch them permanently.

**Designer's Note:** *In blunt soulslike terms, some NPCs might come back to haunt you, but you get to keep "boss souls."*

## Advancement & Souls

While in a safe haven, a PC can gain a **level** by subsuming 1000 × their current level in souls, deducting these from the total carried indicated on their character sheet. Upon gaining a level, a PC gains these benefits:

- **Ability increase:** Raise the defense and bonus of 3 different abilities of the player's choice.
- **HP increase:** Roll as many d6 as their level (or just multiply their level by 3) and add their CON bonus for their new HP. Gain 1 HP if the total is not higher than before.
- **Recall:** The PC regains a memory—one of their own, or perhaps someone else's. The player can make one up, roll for a memory prompt on the *Traits* page, ask the referee for one, or declare what it is at some later point to gain an advantage on a single roll.

The faded souls traded as coin pale in comparison with the **legendary souls** of the corrupted demigods and colossal demons who rule the lands. Consuming such a soul grants 1 level instantly, but demands a **corruption roll** (d100): If the result is below the PC's *level* or *highest ability* (whichever is higher), the referee takes control of the character to reintroduce later as a monster. (Legendary souls are thus often bound into powerful artifacts, preventing their resurrection and eliminating temptation to devour them.) Likewise, anytime a PC **ascends** above level 10 or +10 in an ability, the PC visibly grows in stature, and the player makes a corruption roll as above. Such PCs' souls are heavy enough for enemies to seize them should they die.

**Designer's Note:** *Souls as both coin and experience offers an in-game explanation for the classic "XP for gold" advancement mechanism. Increasingly higher XP requirements (compared to Knave) encourage hunting increasingly powerful foes. You could cap PC level and abilities at 10 as Knave does, but "ascension" means to evoke themes of the corrupting influence of power, and offers a possible explanation for why the fallen heroes of yore encountered in soulslike games tend to be so darn big.*

# Spellcasting

PCs might find **spell texts** in their travels. One PC can learn a text instantly by absorbing it (much as they would absorb a soul), but this destroys the text. Alternatively, a text can be entrusted to an NPC mentor, allowing multiple PCs to learn any spell(s) in the text.

A PC can learn any number of spells, but can only **prepare** as many spells at once as their INT bonus. Prepared spells can be **cast** as an action (or quicker, if noted), as often as desired, by spending 1 or more **stamina** while the caster has an open hand or a spellcasting implement in hand. Preparation demands deep concentration and lengthy rituals only possible in a safe haven.

***Designer's Note:** Limiting how many spells a PC can have prepared, in combination with spells only learnable by one PC, should encourage specialization and variety, and cut down on time lost to shuffling inventory between PCs.*

When a spell negatively affects another creature, the caster makes an **opposed save** with their spellcasting ability against the defender's relevant ability—usually DEX for ranged attacks, CON for life-draining, INT for mind-altering, or WIS for illusions. If the defender succeeds, it reduces or negates the spell's effects.

Spells belong to three traditions, each using a different **spellcasting ability** for opposed saves: The **wizardry** of the Academy requires Intelligence to make sense of arcane formulae; divine **theurgy** requires Wisdom to apply the teachings of Church scriptures; and the ancient rites of disparate cultures branded **witchcraft** by the Church use Charisma to invoke natural and otherworldly spirits. See *Treasure* for a list of spells under each tradition.

***Designer's Note:** Dividing spells into three traditions gives mental abilities additional uses, and encourages specialization so it's clearer who gets first dibs on which spells. If you prefer a unified spell list, consider *Knave's "100 Level-less Spells,"* using Intelligence for all casting; that ability doesn't have other critical uses.*

In the spells listed in this document, "**S**" is how much stamina is used in casting a spell—at least 1, up to a maximum equal to the PC's level. An "**item**" is anything one could lift with one hand, and an "**object**" is anything (or anyone) up to human size. Having an ongoing effect "**disrupted**"

means the target of the spell makes a roll or takes damage. Unless otherwise noted, spells have a range up to 40 feet, and ongoing effects last up to  $S \times 10$  minutes or until voluntarily canceled. Note that certain spells may be largely resisted by legendary creatures; see *Monsters*, below.

***Designer's Note:** This document, like *Knave*, includes only "level 1" spells. If you want to include spells above level 1 from other games' spell lists, PCs should only be able to cast spells of their own level or lower, and a spell's level is also its stamina cost.*

## Rest

Resting awhile in a **safe haven** restores all lost hit points and stamina, and offers an opportunity to prepare new spells and advance in level. Brief breaks in risky places offer an opportunity to consume curatives, but don't permit enough time or tranquility for other recuperation.

***Designer's Note:** The risen dead are presumed to not necessarily benefit from food or sleep, and combat is intended to be deadlier with less frequent healing and lower stakes for death. What counts as a "safe haven" is up to the referee, but might include an isolated village, a shrine on sacred ground, or the lair of a legendary enemy felled by the PCs (at least until other locals realize the former inhabitant is no longer in residence).*

## Monsters

All monsters from OSR bestiaries should work as-is with no major conversion needed. Here are some guidelines.

**Hit Dice/Hit Points:** Use d6s for monster hit dice to avoid tedious HP attrition, or multiply HD by 3 for HP.

**Armor/Defense:** Monster AC (if ascending) can be used as defense. If the AC is descending, subtract it from 19 (if it is from Original D&D or Basic/Expert D&D) or from 20 (if it is from Advanced D&D) to find its ascending equivalent.

**Attack Bonus:** Any attack bonus given is unchanged. If an attack bonus is not given, use the monster's hit dice, up to a maximum of +15 bonus/25 defense. If THAC0 is given, subtract from 19 or 20, as above with AC.

**Damage:** Damage remains the same. For improvised monsters, aim for average damage to be HD + 1.

**Morale:** Morale rating remains the same.

**Saves:** Assume that monsters have ability bonuses equal to their HD, with the corresponding ability defenses, again up to +15 bonus/25 defense.

**Resistances:** Creatures with legendary souls are resistant to spells and effects that transform, control, or paralyze them, or bypass their HP to instantly destroy them. Even on a failed save, they may be only momentarily affected.

**XP:** If a monster includes an XP reward, it indicates how many souls *each* player could seize from it. In the absence of other guidance, grant  $d20 \times \text{HD}$  souls for 1–5 HD monsters (+100 for each special ability), and  $d100 \times \text{HD}$  souls for higher HD monsters (+500 for each special ability.)

## Refereeing

**Encourage player problem-solving** over PC abilities. Rather than asking to "roll Wisdom to search the room," ask them how they search—tapping walls, feeling for drafts. Only roll when there's something to lose, like finding the secret door *before* an enemy patrol shows up.

**Share more information** than strangers in a strange land could know: the names of legendary enemies and ancient sites, the powers of magical items, the images from well-drawn dungeon maps (potentially with redactions or "inaccuracies"). You may be surprised by how much you "just know" with the memories of a thousand dead lining your pockets. But don't get carried away: If something wouldn't fit on a video game loading screen, it's too much.

**Seed rumors** for PCs to look into, encouraging exploration, facing legendary monsters, gathering souls, and perhaps even changing the world. Examples:

- The gates of the underworld can be closed once more by whoever possesses the souls of the Rulers of Old.
- Whoever sits on the Blackened Throne of the Damned can command the dead and remake this world.
- The smithy will reward whoever rescues her brother, but only upon his return. ("If I gave free gear to every would-be hero who promised to save him, I'd be out of business *and* out of brothers.")
- The rest of the world isn't like this. Travel further, and you can escape this nightmare.

# Treasure

## Thurgy Spells

1. **Abjure.** *S* creatures must move away from you on their turn and cannot attack you.
2. **Commandment.** Target must obey a command of up to *S* words that harms neither target nor innocents.
3. **Confessional.** Sense (or compel, vs. save) truthfulness for *S* statements a target makes.
4. **Divine Emissary.** Increase a reaction roll by *S* steps.
5. **Fortitude.** Touch to grant +*S* ARMOR.
6. **Guidance.** Once a day, ask a question to receive a vision in *S* words.
7. **Holy Light.** Glow with pure sunlight. Spend 2 *S* to temporarily blind those who look at you directly.
8. **Last Rites.** Cast in reaction to a deathblow on an ally; they survive up to *S* rounds, or after losing *S* HP, whichever comes first.
9. **Lay on Hands.** Touch to restore *S* d6 HP.
10. **Levitation.** Float *S* ft off the ground, and slowly glide instead of falling.
11. **Might.** Touch a creature to grant +*S* d6 to their next Strength roll (and if a melee attack, damage roll).
12. **Oath.** Make a promise to or agreement with a willing party. Specify a penalty for breaking it. The penalty befalls upon whoever breaks the oath first, if ever.
13. **Purify.** Gesture to clear a person or object of all toxins and diseases. Cast with 4 *S* to remove curses.
14. **Regeneration.** Touch to heal 1 permanent injury, such as restoring a lost limb or organ.
15. **Sanctuary.** Teleport *S* nearby allies to a safe haven where you have rested. Casting takes 2 rounds.
16. **Smite.** Arrow-range lightning attack, d8 damage. Targets cannot benefit from metal armor.
17. **Sun Rays.** Deal d6 damage to *S* enemies.
18. **Thunderclap.** All others in earshot save WIS or are deafened and can't take actions until your next turn.
19. **Tranquility.** No one can cause harm while within (or to any within) 40ft of you for *S* rounds.
20. **Weather Prayer.** Alter general weather conditions nearby, but without more precise control.

## Wizardry Spells

1. **Assemblage.** Instantly dismantle (or repair, given replacement materials) an *item*.
2. **Astral Arrow.** Arrow-range attack, *S* d6 damage.
3. **Astral Body.** Step out of your body as a luminous spirit that can float with speed  $S \times 10\text{ft}$ . Ignore physical attacks; other incoming attacks can *disrupt* spell.
4. **Cosmic Binding.** Freeze an *object* in time and space. It cannot be affected in any way for the spell's duration.
5. **Disguise.** Resemble any comparably sized *object* for the spell duration. Cancel if *disrupted*.
6. **Dying Star.** Creatures in line of sight take *S* d10 damage, +1d10 for each 10 rolled. Targets who take cover (save DEX) take half damage; *you* take *double* damage.
7. **Figment.** Conjure an illusory *object* with *S* details.
8. **Hedge Magic.** Create a momentary, harmless, obviously supernatural effect (e.g., make voices echo; cause a brief gust of air; change an *object's* pigment).
9. **Illumination.** Move a floating light as you command.
10. **Invisibility.** Make a target invisible for *S* rounds, or *S* –3 minutes. Cancel if *disrupted*.
11. **Locate.** Know the path to a person or object you can name and picture for up to *S* minutes.
12. **Precognition.** Roll up to *S* d20. Spend these anytime until you rest to replace any roll any character makes.
13. **Psychic Force.** Move *S* *items* with your mind as an action on this turn. Double the cost to move *objects*. Only damages indirectly, like pushing as a stunt.
14. **Read Mind.** Hear or transmit thoughts with someone nearby for up to  $S \times 10$  minutes.
15. **Refract Self.** Split into *S* bodies sharing thoughts, HP, and stamina. Each can move on your turn, but only one acts. When one is hurt, all are hurt. When you cancel the effect, decide which body is now you.
16. **Second Sight.** Sense magic, including illusions.
17. **Sharpened Starlight.** Conjure a melee weapon of pale light (*d8 damage, 0 slots*) that only you can wield.
18. **Transmute.** Convert *S* cubic feet of inanimate material into a similar material (e.g., lead to gold).
19. **Void Step.** Cast as a move to teleport  $S \times 10\text{ft}$ , or cast at with 6 *S* as an action to teleport anywhere you've ever been. Anyone can follow within 3 seconds.
20. **Warding.** Draw a line that prevents any creature or effect from crossing. Effect ends early if you cross it.

## Witchcraft Spells

1. **Animate.** Make an inanimate *object* move and obey commands (e.g., rope slithers, wicker effigies walk).
2. **Charm.** *S* creatures believe you to be a friend. Afterward, they realize what you did.
3. **Darkness.** Shape inky shadow, blotting out light.
4. **Deprive.** Deprive a creature of *S* senses (e.g., sight, sound, smell). Multiply stamina spent to cast on multiple targets at once, spending same amount for each.
5. **Earthquake.** Shakes ground violently for *S* rounds.
6. **Frenzy.** Make a creature attack indiscriminately at an advantage, defending at a disadvantage.
7. **Icy Grip.** Touch to freeze an object brittle, or to paralyze a target until you let go or they save on their turn.
8. **Jinx.** Cast in reaction to an action that requires a roll; the target rolls a d4 instead of whatever they would have rolled. If it's an attack, 1 is still a critical failure.
9. **Overgrowth.** Issue a command to living plants (e.g., *bind them; take shape of...*).
10. **Malediction.** Strike *S* creatures with a minor curse (e.g., boils, fleas, sneezing).
11. **Miasma.** Conjure a dark cloud that causes coughing and forces ongoing saves vs. d6 damage while inhaled.
12. **Mist Veil.** Conjure fog or mist to obscure visibility, or pull close around yourself to block *S* fire damage.
13. **Petrification.** Turn a creature to stone for  $S \times 10$  minutes. Cast with 6 *S* to make permanent.
14. **Possession.** Control a target up to level *S* that meets your gaze until it saves on its turn. Take actions for it on both your turns. Meanwhile, your body sleeps.
15. **Scry.** Look into a reflection to observe a person or place you can name.
16. **Sleep.** Put *S* creatures into a light sleep.
17. **Swarm.** Locusts, rats, bats, or other tiny creatures pour from your clothes or mouth.
18. **Summon.** Summon a named demon; d4 names are included with the text, each with abilities and spells determined by the GM. It follows your commands literally, and will turn on you if possible. Make an opposed CHA save to banish without freeing it.
19. **Water Shaping.** Control the flow of liquid water (e.g., parting a river) for *S* rounds.
20. **Witch Fire.** Conjure fire in an open hand, or throw to attack for d6 damage to clustered targets.

## 50 Magic Items

1. **Ring of the Archmage.** Stamp melted wax with this ring to store a spell you can cast, targeting anyone who breaks the seal. Includes 5 candles (1 slot).
2. **Ring of the Breakable Bond.** A gold ring. When killed in battle, your tangible spirit emerges, fully equipped and with full HP. Give in to resurrection or heal your body to reenter it. If you *ever* willingly abandon an ally in need, the ring breaks irreparably.
3. **Ring of the Eagle Eye.** See as far as if you were using a spyglass. Add a d6 to long-range attack rolls.
4. **Ring of the Ghostcatcher.** Appear translucent.
5. **Ring of the Loyal.** Wearer disappears, summoned to fulfill an oath, when their player leaves the room to bring others food or drink. 2 in 3 chance of returning with another *Treasure* until 3 have been collected.
6. **Ring of Rejuvenation.** When you have a moment to catch a breath, if you have 0 stamina, gain 1 stamina.
7. **Ring of Ruin.** Subtract 1 quality from your weapon to deal an extra d12 damage on an attack.
8. **Ring of the Stranger.** Appear unrecognizable as yourself (though not as anybody else in particular).
9. **Ring of the Vicious Mongoose.** On a successful hand-to-hand attack, you may grapple automatically.
10. **Ring of the Wily Serpent.** While you carry only 1-slot items or lighter, you can defend using DEX.
11. **Ash Wand.** When you cast wizardry spells, add S spent in casting to your save roll. You may spend up to INT bonus in stamina, instead of up to your level.
12. **Basilisk Tooth.** Carved into an enchanted dagger (d6 damage). Petrifies on a critical hit or max damage.
13. **Cryptic Prophecy.** When an ally rolls a critical hit or maximum damage against a named enemy, you may utter, "*Look! Just as was foretold!*" The target dies. 1 use.
14. **Dark River Water.** Drink to erase memories. 1 use.
15. **Death's Head Buckle.** Given a clear shot, enemies will attack you over allies. (Remind referee as needed.)
16. **Diabolist's Vestments.** Improve reaction rolls with demons by 1 step, or grant such a roll at all.
17. **Dragon Idol.** Command word etched on bottom covers your body in scales and contorts your features to become more draconic (+1 ARMOR; spend 1 stamina for d6 area fire damage) until you die or idol breaks. Prevents wearing armor or speaking very clearly.
18. **Demon Magistrate's Gavel.** A massive hammer (d12 damage, 4 slots). Knocks down a target on a hit.
19. **Golden Fruit.** Eat to clear decay and reset deaths to 0.
20. **Gravestone Chip.** When you or an ally dies, you may choose to resurrect wherever you leave this behind.
21. **Hands of Saint Regulus.** Replace your hands with these to make your unarmed attacks deal d8 damage, with advantage against unholy targets.
22. **Iron Locket.** Store carried souls inside to resurrect with them. Must repair to reuse after resurrection.
23. **Jade Pig.** Figurine that fits in the palm of your hand. Toss at ground to transform it into a real, ornery pig (1 HD, d4 damage), with no particular attachment to you. Transforms back to jade if lowered to 0 HP.
24. **Jesiah's Hammer and Tongs.** Tongs get +d6 to grapple by the tongue. Hammer deals d6 damage, or d20 to a target who tells a lie while grappled by tongs.
25. **Kingfisher Brooch.** Spend 1 stamina to snatch a visible item, even to catch a projectile; no roll needed.
26. **Lodestone Bracelet.** Pull an unattended ferrous item to you as an action; save with DEX to catch safely.
27. **Lost Soul.** Separated from its owner somehow, but a bright glow suggests some awareness. It tugs gently in the direction of its remains; can be returned to a grateful owner, or subsumed for +1 to any ability.
28. **Many-notched Bow.** Can fire up to as many arrows at once as your level, spread out over an area.
29. **Marble Sepulcher.** Contains 41,343 souls; siphoning any makes mortal enemies of a holy order dedicated to preserving souls from being traded or subsumed.
30. **Mourner's Bell.** Forces incorporeal beings to solidify.
31. **Murderer's Glass Eye.** Replace one of your own eyes with it. Squint at someone as they speak to sense whether they mean to kill you or innocents.
32. **Papery Armor.** Oddly thin plate suit, with a helmet that sits like a paper hat (+7 ARMOR, 1 slot, 1 quality).
33. **Pendant.** Effect unknown, but rumored to possess great powers.
34. **Phantasm Larva.** Hold with tongue on roof of mouth to hear nearby thoughts as ongoing murmuring. Make a WIS save to make out one "voice," or to not swallow when you take damage.
35. **Pilgrim's Walking Stick.** Use WIS to attack (d8 damage, 2 slots). May also use WIS to defend in an encounter if neither you nor allies provoked hostilities.
36. **Rod of Office.** Save CHA vs. INT to command human-like target to kneel, lay down arms, or flee.
37. **Iron Key.** Permanently lock or unlock a door. 1 use.
38. **Sacrificial Dagger.** A black, wavy blade (d6 damage). With a free hand, you may spend HP in place of stamina to cast witchcraft spells, up to as much stamina or HP as your CHA bonus (instead of up to your level).
39. **Saint's Ashes.** Each pinch used counts as 1 stamina toward casting a theurgy spell (up to 3 pinches), *or* throw all 3 pinches on a fire while repairing an ordinary broken weapon to make it glow brightly, blinding unholy enemies while they look toward it.
40. **Sacred Medallion.** Add your WIS bonus to HP you restore with theurgy. You may spend up to your WIS bonus in stamina (instead of your level) when casting.
41. **Septifocals.** Seven-lensed spectacles with gold wire frames. Spend 1 stamina to sense a target's name, HD, HP, ARMOR, stamina, souls held, and prepared spells.
42. **Silver Wings.** Worn on back; they move on their own to deflect attacks (+2 ARMOR, 2 slots, 1 quality).
43. **Spacious Satchel.** Can stow an impossible number of 1-slot or smaller items. Requires rooting around for several minutes with decent lighting to retrieve items.
44. **Starmetal.** Graft into an ordinary weapon to increase damage 1 die size; count its damage as magical. 1 use.
45. **Summoning Stone.** Once per hour, scratch a circle for a 50/50 chance to summon a spirit (d10 HD) of a random *Background*. Spirits under 5 HD are helpful; over 5 HD are evil; 5 HD spirits are unpredictable.
46. **Tiny Steeds.** Quartet of wooden figurines (1 slot). Command to grow into a mount (2 HD) or turn back.
47. **Titan's Key.** Giant brass key, usable as a two-handed blunt weapon (d12 damage, 4 slots). Said to fit a lock securing an even greater treasure.
48. **Trisagonist Skull.** Six-eye-socketed and pearlescent. Hold aloft to make it thrum with song, bathing area in white light as all carried souls nearby spiral upward. Souls may be intercepted within 1 round before they fly skyward, after which skull crumbles to dust.
49. **Waxen Hand.** Can cast and be taught spells. (Rub its fingers over the pages.) When you roll a 1 with it (or whenever you choose), it casts a spell at random. Fingers move when not in use, making arcane signs.
50. **Xeno's Grimoire.** Contains d4 + 1 random spells. One can be learned instantly; others require a mentor.