

KNAVE

is a rules toolkit created by Ben Milton for running old school fantasy RPGs without classes. Adding, subtracting and modifying rules is both expected and encouraged. Knave's features include:

HIGH COMPATIBILITY WITH OSR GAMES

If you have a library of OSR bestiaries, adventure and spell books, little or no conversion is needed to use them with Knave.

FAST TO TEACH, EASY TO RUN.

If you are introducing a group of new players to OSR games, Knave allows them to make characters and understand all the rules in minutes.

NO CLASSES

Every PC is a Knave, a tomb-raiding, adventure-seeking ne'er-do-well who wields a spell book just as easily as a blade. This is an ideal system for players who like to switch up their character's focus from time to time and don't like being pigeonholed.

A PC's role in the party is determined largely by the equipment they carry.

ABILITIES ARE KING

All d20 rolls use the six standard abilities. The way that ability scores and bonuses work has also been cleaned up, rationalized, and made consistent with how other systems like armor work.

OPTIONAL PLAYER-FACING ROLLS

Knave easily accommodates referees who want the players to do all the rolling. Switching between the traditional shared-rolling model and players-only rolling can be done effortlessly on the fly.

COPPER STANDARD

Knave assumes that the common unit of currency is the copper penny. All item prices use this denomination and approximate actual medieval prices.

A LIST OF 100 LEVEL-LESS SPELLS

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DESIGNER COMMENTARY

The rules include designer comments explaining why each rule was written the way it was, to aid in hacking the game.

Character Generation

Abilities

Abilities, p. 7

"Ability Defense" is my term for what is normally called ability scores. I refer to them this way to make it clearer how they work during opposed saves, explained later.

The rolling mechanic will make most abilities start at +1/11. The Bonus and Defense of three abilities will rise by 1 point each time the PC gains a level, up to a maximum of +10/20 by level 10. This puts everything on an intuitive ten point scale, and is intended to mirror the way that attack bonuses, hit dice, and saving throws in most OSR games increase by about one point per level.

Player Characters have six abilities:

Strength Intelligence	Dexterity Wisdom	Constitution Charisma
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Each ability has two related values: a **Bonus** and a **Defense**.

When creating a PC, roll three six-sided dice for each of their abilities, in order. The lowest of the three dice on each roll is that Ability's Bonus. Add 10 to find its Defense.

Example: You roll a 2, 2, and 5 for Strength. The lowest die is a 2, so your PC's Strength has a Bonus of +2 and a Defense of 12. Repeat this process for the rest of the abilities.



Bonus	Defense
1	11
2	12
3	13
4	14
5	15
6	16
7	17
8	18
9	19
10	20

After you've finished rolling, you may optionally swap the scores of two abilities.

Character Sheets, p. 27

Name: Soubirous	Level: 1			XP: 0	Traits	
Ability	Bonus	Defense	Item Slots		Physique	Scrawny
STRength	+1	11	1 Rations, 1 day	11	Face	Elongated
DEXterity	+2	12	2 Rations, 1 day	12	Skin	Rough
CONstitution	+2	12	3 Gambeson, Quality 1	+3	Hair	Bristly
INTelligence	+5	15	4 Saber, 1d8 damage,	+4	Clothing	Stained
WISdom	+1	11	5 2 slots, 1 hand, Quality 3	+5	Virtue	Merciful
CHArisma	+2	12	6 Bear Trap	+6	Vice	Deceitful
Armor	+2	12	7 Lantern	+7	Speech	Cryptic
Hit Points	Max 3	Current 3	8 Chalk, 10	+8	Background	Butcher
Exploration Speed	120		9 Incense	+9	Misfortune	Condemned
Combat Speed	40		10	+10	Alignment	Chaotic



Character Generation

Equipment

2

PCs start with **2 days of rations** and **one weapon** of their player's choice.

Equipment List, p. 6

Roll on the Starting Gear tables below to determine starting armor and equipment.

Starting Gear

Id20	Armor	Id20	Helmets and Shields
1-3	No armor	1-13	None
4-14	Gambeson	14-16	Helmet
15-19	Brigandine	17-19	Shield
20	Chain	20	Helmet and Shield

Rolling for starting equipment dramatically speeds up the character creation process, which is important if you're playing a high-lethality game like Knave. If you want to permit shopping for equipment, however, have players roll 3d6x20 to find their starting copper pieces. Note that spell books are not normally available to new PCs, but you could always add "random spellbook" to the Dungeoneering Gear table, or simply allow new PCs to roll a random spell in exchange for not starting with any armor.

Dungeoneering Gear

Roll twice on this table, and once on the following two.

1	Rope, 50ft	6	Crowbar	11	Lantern	16	Pole, 10ft
2	Pulleys	7	Tinderbox	12	Lamp oil	17	Sack
3	Candles, 5	8	Grappling hook	13	Padlock	18	Tent
4	Chain, 10ft	9	Hammer	14	Manacles	19	Spikes, 5
5	Chalk, 10	10	Waterskin	15	Mirror	20	Torches, 5

General Gear 1

1	Air bladder	6	Saw	11	Fishing rod	16	Net
2	Bear trap	7	Bucket	12	Marbles	17	Tongs
3	Shovel	8	Caltraps	13	Glue	18	Lockpicks
4	Bellows	9	Chisel	14	Pick	19	Metal file
5	Grease	10	Drill	15	Hourglass	20	Nails

General Gear 2

1	Incense	6	Bottle	11	Fake jewels	16	Face paint
2	Sponge	7	Soap	12	Blank book	17	Whistle
3	Musical Instrument	8	Spyglass	13	Card deck	18	Lens
4	Perfume	9	Tar pot	14	Dice set	19	Quill & Ink
5	Horn	10	Twine	15	Cook pots	20	Small bell

Item Slots, p. 7

Item slots make tracking encumbrance very fast and easy, which is important since resource management is an important aspect of the game. They also represent character customization slots, since what a Knave is carrying goes a long way towards determining their playstyle and role in the party.

PCs have a number of item slots equal to their Constitution Defense, and items they carry must fit into available slots. Most items take up one slot, but some take up more. Some small items can be bundled together into a single slot. Ask the referee if you are unsure.

Armor comes with an Armor Defense value. Note that value on your character sheet with its corresponding Armor Bonus (always 10 less than the Defense).

If the PC is not wearing any armor, their Armor Defense is 11 and their Armor Bonus is +1.

"Armor Defense" is essentially the same concept as armor class in most OSR games. It's been renamed to emphasize the connection between the way it and Ability Defenses work. The Armor Bonus exists in order to allow combat to be run entirely player-facing, as explained in the combat section.

Character Generation

Additional Scores

All hit dice are assumed to be d8s in Knave, for PCs, NPCs, and monsters. This simplifies the game and keeps things compatible with the stats in most OSR books.

Note that a PC's Constitution Bonus is not added to their hit point rolls. Referees who don't want starting PCs to be quite as fragile might want to allow starting HP to be rerolled if it is below 5.

Healing, p. 10

Traits, p. 5

Randomizing most of a PC's traits speeds up character creation, but it also has the effect of creating surprising, unique characters that most players wouldn't think to invent or play.

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Roll 1d8 to determine your PC's starting and maximum **hit points**.

A PC's **healing rate** is 1d8+ Constitution Bonus.

Their **exploration speed** is 120ft per exploration turn, and their **combat speed** is 40ft per round.

4

Invent or roll the rest of your PC's traits, such as their physique, face, skin, hair, clothing, virtue, vice, speech, background, and alignment, using the random tables that follow..

Choose a gender and a name for your character, but don't get too attached. It's a dangerous world out there.



Character Generation

Traits

Physique

1	Athletic	6	Hulking	11	Short	16	Stout
2	Brawny	7	Lanky	12	Sinewy	17	Tiny
3	Corpulent	8	Ripped	13	Slender	18	Towering
4	Delicate	9	Rugged	14	Flabby	19	Willowy
5	Gaunt	10	Scrawny	15	Statuesque	20	Wiry

Face

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

Skin

1	Battle Scar	6	Oily	11	Reeking	16	Sunburned
2	Birthmark	7	Pale	12	Tattooed	17	Tanned
3	Burn Scar	8	Perfect	13	Rosy	18	War Paint
4	Dark	9	Pierced	14	Rough	19	Weathered
5	Makeup	10	Pocked	15	Sallow	20	Whip Scar

Hair

1	Bald	6	Disheveled	11	Limp	16	Ponytail
2	Braided	7	Dreadlocks	12	Long	17	Silky
3	Bristly	8	Filthy	13	Luxurious	18	Topknot
4	Cropped	9	Frizzy	14	Mohawk	19	Wavy
5	Curly	10	Greased	15	Oily	20	Wispy

Clothing

1	Antique	6	Elegant	11	Foreign	16	Patched
2	Bloody	7	Fashionable	12	Frayed	17	Perfumed
3	Ceremonial	8	Filthy	13	Frumpy	18	Rancid
4	Decorated	9	Flamboyant	14	Livery	19	Torn
5	Eccentric	10	Stained	15	Oversized	20	Undersized

Virtue

1	Ambitious	6	Disciplined	11	Honorable	16	Merciful
2	Cautious	7	Focused	12	Humble	17	Righteous
3	Courageous	8	Generous	13	Idealistic	18	Serene
4	Courteous	9	Gregarious	14	Just	19	Stoic
5	Curious	10	Honest	15	Loyal	20	Tolerant

Vice

1	Aggressive	6	Deceitful	11	Lazy	16	Suspicious
2	Arrogant	7	Flippant	12	Nervous	17	Vain
3	Bitter	8	Gluttonous	13	Prejudiced	18	Vengeful
4	Cowardly	9	Greedy	14	Reckless	19	Wasteful
5	Cruel	10	Irascible	15	Rude	20	Whiny

Speech

1	Blunt	6	Droning	11	Mumbling	16	Dialect
2	Booming	7	Flowery	12	Precise	17	Slow
3	Breathy	8	Formal	13	Quaint	18	Squeaky
4	Cryptic	9	Gravelly	14	Rambling	19	Stuttering
5	Drawling	10	Hoarse	15	Rapid-fire	20	Whispery

Background

1	Alchemist	6	Cleric	11	Magician	16	Performer
2	Beggar	7	Cook	12	Mariner	17	Pickpocket
3	Butcher	8	Cultist	13	Mercenary	18	Smuggler
4	Burglar	9	Gambler	14	Merchant	19	Student
5	Charlatan	10	Herbalist	15	Outlaw	20	Tracker

Misfortune

1	Abandoned	6	Defrauded	11	Framed	16	Pursued
2	Addicted	7	Demoted	12	Haunted	17	Rejected
3	Blackmailed	8	Discredited	13	Kidnapped	18	Replaced
4	Condemned	9	Disowned	14	Mutilated	19	Robbed
5	Cursed	10	Exiled	15	Poor	20	Suspected

Alignment

1-5 Lawful 6-15 Neutral 16-20 Chaotic

Equipment List

Armor	cp	Tools & Gear	cp				
Shield	40	Air Bladder	5	Sack	1	Hawk	1000
Defense +1 1 slot, 1 quality		Bear Trap	20	Saw	10	Horse, riding	1000
		Bedroll	10	Set of Loaded Dice	5	Horse, war	10,000
Helmet	40	Bellows	10	Shovel	10	Ox	300
Defense +1 1 slot, 1 quality		Black Grease	1	Small Bell	20	Pig	30
		Block and Tackle	30	Soap	1	Sheep	15
Gambeson	60	Book (Blank)	300	Spike (iron)	5	Lodging	cp
Defense I2 1 slot, 3 quality		Book (Reading)	600	Spike (wood)	1	Bed, per night	1
		Bottle/Vial	1	Spiked boots	5	Private room, per night	2
Brigandine	500	Bucket	5	Spyglass	1000	Meal	2
Defense I3 2 slots, 4 quality		Caltrops (bag)	10	Tar (Pot)	10	Hot bath	2
		Cards w/ extra Ace	5	Tent (3 man)	100	Stabling and fodder	2
Chain	I200	Chain (10 ft)	10	Tent (personal)	50	Ships	cp
Defense I4 3 slots, 5 quality		Chalk (10 pieces)	1	Twine (300 ft)	5	Raft	50
		Chisel	5	Waterskin	5	Fishing boat	500
Half Plate	4000	Cookpots	10	Whistle	5	Sloop	5000
Defense I5 4 slots, 6 quality		Crowbar	10	Light	cp	Caravel	25,000
		Drill	10	Candle, 4 hours	1	Galleon	I25,000
Full Plate	8000	Face Paint/Makeup	10	Lantern	30	Transport	cp
Defense I6 5 slots, 7 quality		Fake Jewels	50	Lamp Oil, 4 hours	5	Carriage	320
		Fishing Rod/Tackle	10	Tinderbox	10	Cart	50
Weapons	cp	Glass Marbles (bag)	5	Torch, 1 hour	1	Wagon	I20
Dagger, Cudgel, Sickle, Staff, etc.	5	Glue (bottle)	1	Clothing	cp	Henchmen	cp
Id6 damage 1 slot, 1 hand, 3 quality		Grappling Hook	10	Poor	10	Wages are per day, not including food, supplies, shelter, etc.	
		Hammer	10	Standard	50		
		Holy Water	25	Noble	3000	Laborer	1
Spear, Sword, Mace, Axe, Flail, etc.	10	Horn	10	Furs	5000	Scribe	2
Id8 damage 2 slots, 1 hand, 3 quality		Hourglass	300	Winter	100	Archer	3
		Incense (packet)	10	Food	cp	Mason	4
		Iron Tongs	10	Travel rations (1 day)	5	Man-at-arms, on foot	6
Halberd, War Hammer, Long Sword, Battle Axe, etc.	20	Ladder (10 ft)	10	Animal Feed (1 day)	2	Blacksmith	8
Id10 damage 3 slots, 2 hands, 3 quality		Large Sponge	5	Bread, 1 loaf	1	Man-at-arms, mounted	I2
		Lens	100	Cheese, 1 lb	2	Master Builder	I5
		Lockpicks	100	Eggs, 24	1	Barber-Surgeon	25
		Manacles	10	Garlic, bunch	1	Knight	25
Sling	5	Metal File	5	Herbs, 1 bunch	1	Buildings	cp
Id4 damage 1 slot, 1 hand, 3 quality		Mirror (small, silver)	200	Lard, 5 lbs	1	Hovel	I20
		Nails (12)	5	Salt, 1 bushel	3	Row House	I200
Bow	15	Net	10	Spices, 1 lb	100	Craftsman's House	2400
Id6 damage 2 slots, 2 hands, 3 quality		Oilskin Bag	5	Wine/ale, bottle	1	Merchant's House	7200
		Oilskin Trousers	10	Animals	cp	House w/ Courtyard	21,600
Crossbow	60	Padlock and Key	20	Chicken	1	Guildhall	32,600
Id8 damage 3 slots, 2 hands, 3 quality		Perfume	50	Cow	100	Stone Tower	48,000
		Pick	10	Dog, hunting	50	Temple	75,000
Arrows (20)	5	Pole (10ft)	5	Dog, small but vicious	20	Stronghold	100,000
Quiver capacity: 20 arrows	10	Quill and Ink	1	Donkey/Pack Horse	300	Cathedral	500,000
		Rope (50ft)	10	Goat	10	Imperial Palace	2,500,000



How To Play

Abilities, Item Slots

ABILITIES

Each of the six abilities is used in different circumstances.

Strength: Used for melee attacks and saves requiring physical power, like lifting gates, bending bars, etc.

Dexterity: Used for saves requiring poise, speed, and reflexes, like dodging, climbing, sneaking, balancing, etc.

Constitution: Used for saves to resist poison, sickness, cold, etc. The Constitution Bonus is added to healing rolls. A PC's number of item slots is always equal to their Constitution Defense.

Intelligence: Used for saves requiring concentration and precision, such as wielding magic, resisting magical effects, recalling lore, crafting objects, tinkering with machinery, picking pockets, etc.

Wisdom: Used for ranged attacks and saves requiring perception and intuition, such as tracking, navigating, searching for secret doors, detecting illusions, etc.

Charisma: Used for saves to persuade, deceive, interrogate, intimidate, charm, provoke, etc. PCs may employ a number of henchmen equal to their Charisma Bonus.

In a system that relies so heavily on the six abilities, it's important for each of them to play an important role, to discourage dump stats. Non-magical characters tend to dump the mental abilities, for example, so I increased their usefulness.

ITEM SLOTS

PCs have a number of item slots equal to their Constitution Defense. Most items, including spellbooks, potions, a day's rations, light weapons, tools and so on take up 1 slot, but particularly heavy or bulky items like armor or medium to heavy weapons may take up more slots. Groups of small, identical items may be bundled into the same slot, at the referee's discretion. 100 coins can fit in a slot. As a general guideline, a slot holds around 5 pounds of weight.

Using item slots makes encumbrance simple enough that players will be willing to track it. Slots are also the key to character customization, as a PC's gear helps determine who they are. Raising Constitution, therefore, will probably be a priority for most characters.

How To Play

Saving Throws, Reactions

Requiring saves to exceed 15 means that new PCs have around a 25% chance of success, while level 10 characters have around a 75% chance of success, since ability Bonuses can get up to +10 by level 10. This reflects the general pattern found in the save mechanics of early D&D.

An ability's Defense score is essentially its average roll. Requiring the rolling side to beat the opposing Defense allows contests to be settled more quickly, eliminates the possibility of ties, and allows the game to be run with players doing all of the rolling if they so choose, since the odds of success are the same no matter which side rolls.

The referee is of course free to impose positive or negative modifiers rather than use the advantage system, but most players seem to enjoy it and it simplifies the math.

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 Bonus of the relevant ability to a d20 roll. If the total is greater than 15, the character succeeds. If not, they fail.



+ Ability Bonus > 15

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 Defense score 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: A wizard casts a fireball spell at a goblin, who gets a saving throw to avoid. This is resolved as an opposed save using the wizard's Intelligence versus the goblin's Dexterity. The goblin may roll plus their Dexterity Bonus, hoping to exceed the wizard's Intelligence Defense or the wizard may roll plus their Intelligence Bonus, hoping to exceed the goblin's Dexterity Defense.

If there are situational factors that make a save significantly easier or harder, the referee may grant the roll advantage or disadvantage. If a roll has advantage, roll 2d20 and use the better of the two dice. If it has disadvantage, roll 2d20 and use the worse of the two dice.

REACTIONS

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

2d6	Reaction
2	Hostile
3-5	Unfriendly
6-8	Unsure
9-11	Talkative
12	Helpful



How To Play

Combat

COMBAT

At the start of each combat round, determine initiative by rolling a d6. Reroll initiative each round.

On their turn, a character may move their speed (usually 40 ft) and take up to one combat action. This action may be casting a spell, making a second move, making an attack, attempting a stunt, or any other action deemed reasonable by the referee.

Melee weapons can strike adjacent foes, but ranged weapons cannot be used if the shooting character is engaged in melee combat. To make an attack, roll a d20 and add the character's Strength or Wisdom Bonus, depending on whether they are using a melee or ranged weapon, respectively. If the attack total is greater than the defender's Armor Defense, the attack hits. If not, the attack misses.

Id6 Initiative

1-3	Opponent's act first
4-6	PCs act first

Using simple group initiative speeds up combat, keeps all of the players engaged, and avoids bookkeeping. Rerolling initiative every round makes combat more dangerous, since it's possible for one side to go twice in a row.



Alternatively, an attack roll can also be resolved by the defender rolling a d20 and adding their Armor Bonus, hoping to roll a total greater than the Defense of the ability the attacker is using. If they succeed, the attack misses. If they fail, the attack hits.

In other words, attacks are resolved the same way as opposed saves, just using Armor in place of an ability.



On a hit, the attacker rolls their weapon's damage die to determine how many Hit Points (HP) the defender loses. A bonus damage die of the weapon's type may be added to the roll if the ideal weapon was used against an enemy type (for example, using a blunt weapon vs. a skeleton).

When a character reaches 0 HP, they are unconscious. When they reach -1 HP or less, they are dead. Players should roll up a new level 1 PC when their old one dies, and should rejoin the party as soon as possible.

How To Play

Combat

STUNTS

Stunts are combat maneuvers such as stunning, shoving, disarming, tripping, sundering armor, and so on. They are resolved with a versus 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.

ADVANTAGE IN COMBAT

Characters can gain advantage in combat by attacking a target that is unaware, on lower ground, off balance, disarmed, distracted, or tactically disadvantaged in any significant way. The referee, as usual, has the final say.

When a character has advantage against an opponent on their combat turn, they may either:

- A. Apply advantage to their attack roll or stunt against that opponent or
- B. Make an attack and a stunt attempt in the same round against that opponent, without advantage.

CRITICAL HITS AND QUALITY

The slow degradation of their gear is another resource clock ticking down during long dungeon raids alongside hit points, spells, torches, and so on.

During an attack roll, if the attacker rolls a natural 20 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 or the defender rolls a natural 20, the attacker's weapon loses 1 point of quality. At 0 quality, the item is destroyed. Each point of quality costs 10% of the item's cost to repair.

MORALE

Monsters and NPCs all have a morale rating, usually between 5 and 9. When they face more danger than they were expecting, the referee will make a morale roll by rolling 2d6 and comparing the result to the NPC's morale rating. 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 a group's leader, or reducing a lone enemy to half HP. Other effects may trigger a morale roll at the referee's discretion.

Hirelings also make morale rolls when they aren't paid, their employer dies, or they face extraordinary danger. Morale may also be improved by paying hirelings more and treating them well.

HEALING

Constitution Bonuses do not affect maximum hit points like in most OSR games, but it is a big help when it comes to healing.

After a meal and a full night's rest, PCs regain lost hit points equal to a d8 plus their Constitution Bonus. Resting at a safe haven restores all lost HP.



How To Play

Monsters

MONSTERS

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

Hit Dice/Hit Points: All monster hit dice can be assumed to be d8s unless otherwise specified. To get the monster's hit points, just multiply the number of hit dice they have by 4 (or 5 if you're feeling mean.)

Attack Bonus: Any Attack Bonus given is unchanged, and can be added to both melee and ranged attacks. If an Attack Bonus is not given, assume that it is the same as the monster's number of hit dice.

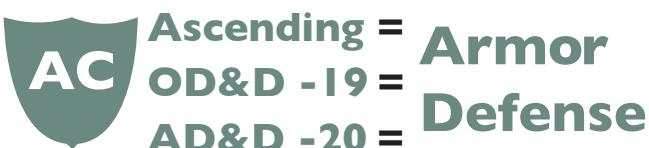
Saves: Since OSR monsters usually don't come with ability scores, assume that monsters have ability Bonuses equal to their level, with the corresponding ability Defenses.

*Maze Rats Monster, pp. 24-25
Sample Monsters, p. 26*

Due to the unified 1-to-10 scale of Knave, monsters and NPCs essentially add their hit dice or level to any attacks or saves they make. Obviously this should be adjusted by the referee when it doesn't make sense.



Armor: Monster AC (if ascending) is identical to Armor Defense. If the AC is descending, subtract it from 19 (if it is from OD&D or B/X D&D) or from 20 (if it is from AD&D) to find its ascending equivalent.



Damage: Damage remains the same.

Morale: Morale rating remains the same.

Example: A typical 4 HD monster would have a Bonus of +4 and a Defense of 14 in all of its abilities by default, unless modified by the referee.

How To Play

Advancement, Magic

This is the way I run advancement because it's simple and easy to understand. Of course, swapping in milestone advancement, session advancement, or an XP-for-coin system works perfectly well. If using XP-for-gold or silver, note that a gold piece is 100 copper, and a silver piece is 10 copper.

You can also raise abilities randomly if you want. My preferred method is to roll a d20 for each ability, in any order, raising that ability by 1 if the roll is less than that ability's Defense. Keep cycling through the abilities, stopping when three abilities have advanced, and skipping any abilities that have maxed out. In this method, natural talents will tend to advance faster than weaknesses, which makes PCs more varied and specialized.

It's always seemed odd to me that spell levels don't correspond to PC level in most OSR games. Well, now they do. I also took the abstract notion of spell slots and turned them into something concrete; PCs can cast as many spells as they can physically carry. Boost Constitution if you want your PC to carry around that mobile library.

Note that spell books can be easily re-skinneed as rune stones, clay tablets, potions, scrolls, or whatever else fits your campaign. If you wanted a more dangerous, low-magic setting for example, you could make spell books potions or scrolls that are only used once and then lost forever. The random spell generator found in my other game, Maze Rats, can be useful for generating ideas for new spells.

100 Spells, pp. 13-15
Maze Rats Magic, p. 23

ADVANCEMENT

Whenever a PC accumulates 1000 XP, they gain a level. As a guideline, PCs receive 50 XP for low-risk accomplishments, 100 XP for moderate-risk accomplishments, and 200 XP for high-risk accomplishments. The referee should freely notify the PCs of how much XP different objectives are worth when asked.

Accomplishment	XP
Low-risk	50
Moderate-risk	100
High-risk	200

When a PC gains a level, they roll a number of d8s equal to their new level to find their new HP maximum. If the result is less than their previous maximum, their maximum HP increases by 1. They also raise the Defense and Bonus scores of 3 different abilities of their choice by 1 point. Abilities may never be raised higher than 20/+10.

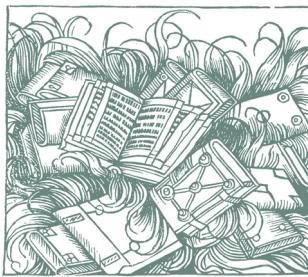
MAGIC

The spell lists from any old-school RPG will work perfectly well in Knave, provided that they go up to 9th level. There are many free lists of classic spells available online.

In Knave, PCs may only cast spells of their level or less, so a level 3 PC could only cast spells of level 0 to 3. Spells are cast out of spell books, which must be held in both hands and read aloud. Each spell book can only be used once per day. Importantly, each spell book only holds a single spell, and each spell book takes up an item slot, so if a PC wants to be able to cast a wide variety of spells, they'll have to fill most of their inventory with spell books.

PCs are unable to create, copy or transcribe spell books. In order to gain new spell books, PCs must adventure for them, by either recovering them from dungeons or looting them from other magicians. The higher the level of the spell book, the rarer and more valuable it is. PCs openly carrying high level spell books are likely to be hounded by bandits and wizards looking to "acquire" them.

When a spell allows for a save, make an opposed Intelligence save against the defender's relevant ability, usually Dexterity for ranged attack spells, Constitution for life-draining spells, Intelligence for mind-altering spells, or Wisdom for Illusions.



100 Spells

Adhere-Disassemble

LEVEL-LESS SPELLS

If you prefer spells that are level-less and scale up as the caster becomes more powerful, use this list.

In the following spells, “L” is a number equal to the caster’s level, an *item* is an object able to be lifted with one hand, and an *object* is anything up to human size.

Unless otherwise noted, all spells with ongoing effects last up to $L \times 10$ minutes, and have a range of up to 40 feet. If a spell directly affects another creature, the creature may make a save to avoid it (as described previously). Success reduces or negates the spell’s effects.

1. **Adhere:** Object is covered in extremely sticky slime.
2. **Animate Object:** Object obeys your commands as best it can. It can walk 15ft per round.
3. **Anthropomorphize:** A touched animal either gains human intelligence or human appearance for L days.
4. **Arcane Eye:** You can see through a magical floating eyeball that flies around at your command.
5. **Astral Prison:** An object is frozen in time and space within an invulnerable crystal shell.
6. **Attract:** L+1 objects are strongly magnetically attracted to each other if they come within 10 feet.
7. **Auditory Illusion:** You create illusory sounds that seem to come from a direction of your choice.
8. **Babble:** A creature must loudly and clearly repeat everything you think. It is otherwise mute.
9. **Beast Form:** You and your possessions transform into a mundane animal.
10. **Befuddle:** L creatures of your choice are unable to form new short-term memories for the duration of the spell.
11. **Bend Fate:** Roll L+1 d20s. Whenever you must roll a d20 after casting the spell, you must choose and then discard one of the rolled results until they are all gone.
12. **Bird Person:** Your arms turn into huge bird wings.
13. **Body Swap:** You switch bodies with a creature you touch. If one body dies, the other dies as well.
14. **Catherine:** A woman wearing a blue dress appears until end of spell. She will obey polite, safe requests.
15. **Charm:** L creatures treat you like a friend.
16. **Command:** A creature obeys a single, three-word command that does not harm it.
17. **Comprehend:** You become fluent in all languages.
18. **Control Plants:** Nearby plants and trees obey you and gain the ability to move at 5 feet per round.
19. **Control Weather:** You may alter the type of weather at will, but you do not otherwise control it.
20. **Counterspell:** Make an opposed Intelligence save against the Intelligence of the caster of a nearby spell. You may do this out of turn as a reaction, or against an ongoing magical effect. On a success, you may cancel the spell.
21. **Deafen:** All nearby creatures are deafened.
22. **Detect Magic:** You hear nearby magical auras singing. Volume and harmony signify the aura’s power and refinement.
23. **Disassemble:** Any of your body parts may be detached and reattached at will, without causing pain or damage. You can still control them.

100 Spells

Disguise-Pull

24. Disguise: You may alter the appearance of L characters at will as long as they remain humanoid. Attempts to duplicate other characters will seem uncanny.

25. Displace: An object appears to be up to $L \times 10$ ft from its actual position.

26. Earthquake: The ground begins shaking violently. Structures may be damaged or collapse.

27. Elasticity: Your body can stretch up to $L \times 10$ ft.

28. Elemental Wall: A straight wall of ice or fire $L \times 40$ ft long and 10ft high rises from the ground.

29. Filch: L visible items teleport to your hands.

30. Fog Cloud: Dense fog spreads out from you.

31. Frenzy: L creatures erupt in a frenzy of violence.

32. Gate: A portal to a random plane opens.

33. Gravity Shift: You can change the direction of gravity (for yourself only) up to once per round.

34. Greed: L creatures develop an overwhelming urge to possess a visible item of your choice.

35. Haste: Your movement speed is tripled.

36. Hatred: L creatures develop a deep hatred of another creature or group of creatures and wish to destroy it.

37. Hear Whispers: You can hear faint sounds clearly.

38. Hover: An object hovers, frictionless, 2ft above the ground. It can hold up to L humanoids.

39. Hypnotize: A creature enters a trance and will truthfully answer L yes or no questions you ask it.

40. Icy Touch: A thick ice layer spreads across a touched surface, up to $L \times 10$ ft in radius.

41. Illuminate: A floating light moves as you command.

42. Increase Gravity: The gravity in an area triples.

43. Invisible Tether: Two objects within 10ft of each other cannot be moved more than 10ft apart.

44. Knock: L nearby mundane or magical locks unlock.

45. Leap: You can jump up to $L \times 10$ ft in the air.

46. Liquid Air: The air around you becomes swimmable.

47. Magic Dampener: All nearby magical effects have their effectiveness halved.

48. Manse: A sturdy, furnished cottage appears for $L \times 12$ hours. You can permit and forbid entry to it at will.

49. Marble Madness: Your pockets are full of marbles, and will refill every round.

50. Masquerade: L characters' appearances and voices become identical to a touched character.

51. Miniaturize: You and L other touched creatures are reduced to the size of a mouse.

52. Mirror Image: L illusory duplicates of yourself appear under your control.

53. Mirrorwalk: A mirror becomes a gateway to another mirror that you looked into today.

54. Multiarm: You gain L extra arms.

55. Night Sphere: An $L \times 40$ ft wide sphere of darkness displaying the night sky appears.

56. Objectify: You become any inanimate object between the size of a grand piano and an apple.

57. Ooze Form: You become a living jelly.

58. Pacify: L creatures have an aversion to violence.

59. Phantom Coach: A ghostly coach appears until end of spell. It moves unnaturally fast over any terrain, including water.

60. Phobia: L creatures become terrified of an object of your choice.

61. Pit: A pit 10ft wide and $L \times 5$ ft deep opens in the ground.

62. Primeval Surge: An object grows to the size of an elephant. If it is an animal, it is enraged.

63. Psychometry: The referee answers L yes or no questions about a touched object.

64. Pull: An object of any size is pulled directly towards you with the strength of L men for one round.

100 Spells

Push-X-Ray Vision

65. Push: An object of any size is pushed directly away from you with the strength of L men for one round.

66. Raise Dead: L skeletons rise from the ground to serve you. They are incredibly stupid and can only obey simple orders.

67. Raise Spirit: The spirit of a dead body manifests and will answer L questions.

68. Read Mind: You can hear the surface thoughts of nearby creatures.

69. Repel: L+1 objects are strongly magnetically repelled from each other if they come within 10 feet.

70. Scry: You can see through the eyes of a creature you touched earlier today.

71. Sculpt Elements: All inanimate material behaves like clay in your hands.

72. Shroud: L creatures are invisible until they move.

73. Shuffle: L creatures instantly switch places. Determine where they end up randomly.

74. Sleep: L creatures fall into a light sleep.

75. Smoke Form: Your body becomes living smoke.

76. Snail Knight: 10 minutes after casting, a knight sitting astride a giant snail rides into view. He is able to answer most questions related to quests and chivalry, and may aid you if he finds you worthy.

77. Sniff: You can smell even the faintest traces of scents.

78. Sort: Inanimate items sort themselves according to categories you set. The categories must be visually verifiable.

79. Spectacle: A clearly unreal but impressive illusion of your choice appears, under your control. It may be up to the size of a palace and has full motion and sound.

80. Spellseize: Cast this as a reaction to another spell going off to make a temporary copy of it that you can cast at any time before this spell ends.

81. Spider Climb: You can climb surfaces like a spider.

82. Summon Cube: Once per second, (6 times per round) you may summon or banish a 3-foot-wide cube of earth. New cubes must be affixed to the earth or to other cubes.

83. Swarm: You become a swarm of crows, rats, or piranhas. You only take damage from area effects.

84. Telekinesis: You may mentally move L items.

85. Telepathy: L+1 creatures can hear each other's thoughts, no matter how far apart they move.

86. Teleport: An object disappears and reappears on the ground in a visible, clear area up to Lx40ft away.

87. Thaumaturgic Anchor: Object becomes the target of every spell cast near it.

88. Thicket: A thicket of trees and dense brush up to Lx40ft wide suddenly sprouts up.

89. Time Jump: An object disappears as it jumps Lx10 minutes into the future. When it returns, it appears in the unoccupied area nearest to where it left.

90. Summon Idol: A carved stone statue the size of a four poster bed rises from the ground.

91. Time Rush: Time in a 40ft bubble starts moving 10 times faster.

92. Time Slow: Time in a 40ft bubble slows to 10%.

93. True Sight: You see through all nearby illusions.

94. Upwell: A spring of seawater appears.

95. Vision: You completely control what a creature sees.

96. Visual Illusion: A silent, immobile, illusion of your choice appears, up to the size of a bedroom.

97. Ward: A silver circle 40ft across appears on the ground. Choose one thing that cannot cross it: Living creatures, dead creatures, projectiles or metal.

98. Web: Your wrists can shoot thick webbing.

99. Wizard Mark: Your finger can shoot a stream of ulfire-colored paint. This paint is only visible to you, and can be seen at any distance, even through solid objects.

100. X-Ray Vision: You gain X-Ray vision.

Optional Rules

Hacks & Additions

Many of these hacks are collected and adapted to Knave by Michael Bacon on his blog, Buildings Are People, buildingsarepeople.blogspot.com.

STARTING DEBT

The PCs begin play owing a debt of 1000 cp. Repayment is an active concern on the part of the debtholder.

Debtholder

1	Bandit	6	Cult	11	Merchant	16	Secret society
2	City guard	7	Farm collective	12	Militia	17	Shop owner
3	City official	8	Gang	13	Noble	18	Smuggler
4	College	9	Guild	14	Pirate	19	Spymaster
5	Coven	10	Judge	15	Religious order	20	Tavern owner

CHASES

The pursued may choose to drop an item, such as food or treasure. If it is something a pursuer desires, roll morale to see if the pursuer is distracted from the chase.

Roll an opposed Dexterity save between the pursuer and the pursued with the *lowest* Dexterities. The difference between the roll and the Defense is awarded to the victor. The first side to gain 5 points has won, either catching their quarry (if the pursuers) or escaping (if the pursued).

STR Bonus	Damage
1-3	1
4-6	1d4
7-9	1d6
10	1d8

UNARMED COMBAT

Damage from unarmed attacks are determined by the character's Strength Bonus.

DEATH & DISMEMBERMENT

When a PC reaches 0 hit points, they are unconscious for one hour before dying. If they are healed during this time, roll on the Death & Dismemberment table.

Id8 Death & Dismemberment

- | | |
|---|---|
| 1 | Dead. |
| 2 | Dismembered.
<i>Pick one arm, leg, or eye.</i> |
| 3 | Weakened. -1d4 STR. |
| 4 | Unsteady. -1d4 DEX. |
| 5 | Sickly. -1d4 CON. |
| 6 | Addled. -1d4 INT. |
| 7 | Rattled. -1d4 WIS. |
| 8 | Disfigured. -1d4 CHA. |

This can result in PCs having negative ability Bonuses. These losses are permanent, and can only be recovered as a result of powerful magic or through ability increases from advancement.

REPLACEMENT CHARACTERS

When a PC dies, the player rolls up a new character, starting with 0 XP. The replacement inherits the previous character's debt and possessions. Expediency is to be prized over realism when getting the new character to join the party.

EXHAUSTION

Adverse conditions, such as going without food, water, rest, sleep, or proper protection from the elements, cause a PC to accrue Exhaustion. Each instance of Exhaustion takes up one item slot and imposes a -1 penalty on all rolls.



Optional Rules

Hacks & Additions

PREPARING RATIONS FROM MONSTERS

Parties with strong stomachs and daring palettes may turn to slain monsters as a source of food. A dead monster has a 1-in-6 chance of being usable for victuals.

Simply butchering a monster provides 1 meal per HD. This food will spoil in one day.

To prepare longer-lasting rations takes HD hours, and begins with a 1-in-6 chance of success, adjusted according to the Preparing Rations table.

Success results in 2xHD rations. Failure indicates that the food is spoiled. Consuming spoiled food necessitates a CON Save to avoid food poisoning (1d6 damage).

Note that eating some monsters, especially highly magical ones, may have potential side effects.

Preparing Rations

+1	Clean Water
+1	Cooking Gear
+1	Fire
+1	Salt
-4	Insufficient Time

CLIMBING

Climbing is tested as a Dexterity save. In the event of a failure, roll 1d10x10 to see what percentage of the climb was completed before falling.

Each exploration turn spent studying the climbing route adds half of one attribute bonus (rounded down) to the roll.

FALLING

Damage is based on the distance fallen. Intentionally falling allows for a Dexterity save. Success reduces the effective distance by 10 feet.

FIRE

A creature that has caught on fire takes 1d6 damage per round. Extinguishing the fire normally takes one round and a successful Dexterity save.

Distance	Damage
10'	none
20'	1d6
30'	2d6
40'	3d6
Over 40'	CON save or die

ENCOUNTER DISTANCE AND SURPRISE

In the case of an encounter, roll to see how far away the parties are from one another, and whether either side is surprised. If surprise occurs, roll an opposed Wisdom save to see which side is surprised.

TIME

Game time is measured in units based on how often meaningful decisions are asked of the players. Wilderness travel may progress in days. Carefully mapping and exploring a space is measured in *exploration turns* of about ten minutes each. Rapid action passes in *combat rounds* of less than ten seconds each.

Id8	Distance	
1	10'	
2	20'	Surprised
3	30'	
4	40'	
5	50'	
6	60'	
7	70'	
8	80'	

Optional Rules

Wilderness Travel

Many of these rules are derived from procedures presented in B/X Essentials, by Gavin Norman and Necrotic Gnome Publishing.

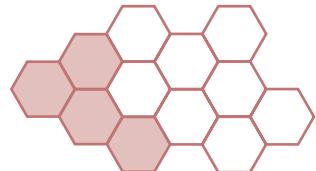
WILDERNESS TRAVEL

Daily Procedure for Wilderness Travel

- 1 The PCs choose their course of travel for the day.
- 2 Determine weather.
- 3 Check navigation.
- 4 Check for random encounters.
- 5 Day ends. Mark the parties new location. Update ration records, etc.
- 6 Check for random encounters again during the night.

HEXES

Wilderness areas are usually mapped in hexes. The standard hex represents six miles.



Terrain	Miles	Hexes	Hours per hex
Open	24	4	3
Difficult	12	2	6
Roads	36	6	2

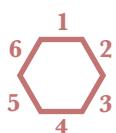
Exhaustion, p. 16

Base overland movement is 24 miles, or 4 hexes, a day. Difficult terrain, such as jungles, swamps, or mountains, reduces this to 12 miles. Travelling via roads increases travel to 36 miles.

Travelers can push further in a day by engaging in a forced march. This increases the distance travelled by 50%, but they take on a slot of Exhaustion and must rest the following day.

NAVIGATION

Accurately navigating the wilderness requires a Wisdom save. Advantage is awarded for familiarity with the territory, a good map, or a prominent landmark. Disadvantage is given for difficult terrain, bad weather, or travelling in a great hurry.



If the roll indicates the party is lost, the referee picks or rolls a direction for them to wander in, without informing the players.

WEATHER

Unfavorable weather conditions can lead to difficulty navigating, and can cause an unprepared party to accrue slots of Exhaustion due to heat, cold, or wet conditions.

Results from the Weather table should be interpreted according to the season and climate.

2d6 Weather

- | | |
|------|-------------------------|
| 2 | Beautiful |
| 3-6 | Improves from yesterday |
| 7-8 | Same as yesterday |
| 9-11 | Worsens from yesterday |
| 12 | Storms |



Optional Rules

Wilderness Travel

EXPLORING A HEX

Visibility in open terrain is three miles, giving a traveler a general sense of the features of the hex they are standing in. Difficult terrain can be surveyed by gaining altitude, usually by climbing the tallest available feature.

Exploring a hex takes time, based on the difficulty of the terrain, and whether it is a cursory survey (revealing obvious features) or a detailed survey (revealing all notable details, including encounters, within the hex).

Terrain	Cursory	Detailed
Open	3 hours	6
Difficult	6 hours	12

FORAGING AND HUNTING IN THE WILDERNESS

A party can forage while travelling, once per six hours, without adding time to the journey. Roll a disadvantaged Wisdom save. Success results in $1d3$ rations produced.

Hunting requires three hours time to be taken away from travelling, and triggers a random encounter. Roll a Wisdom save. Success results in $1d6$ rations.

RANDOM ENCOUNTERS

It is usual to check for random encounters once a day, but some environments may suggest additional checks.

Terrain	Chance of Encounter
Roads, grasslands, settlements	1-in-6
Desert, forest, hills, waterways	2-in-6
Jungle, swamps, mountains	3-in-6

ENCOUNTER DISTANCE IN THE OPEN TERRAIN

For crowded environments with poor visibility, use the Encounter Distance table provided previously. For open terrain, however, there is a greater likelihood of spotting an encounter further off.

Id20	Distance	
1-4	10-40'	Surprised
5-20	50-200'	

Optional Rules

Nautical Travel

Vessel Movement Rates

Vessel	Rowing Hexes/Day	Sailing Hexes/Day
Raft	2	-
Fishing Boat	6	12
Sloop	-	15
Caravel or Galleon	-	12

VESSEL MOVEMENTS AT SEA

The distance travelled in a day is determined by the type of vessel being used and the prevailing weather conditions.

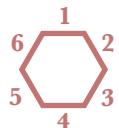
RIVERS

When travelling upon rivers, the current may increase (moving downstream) or decrease (moving upstream) the distance travelled by 1d2 hexes per day.

WEATHER AT SEA

The referee should check conditions at the start of each day by rolling 2d6:

2d6	Wind	Effect
2	No wind	Progress is only possible by rowing.
3-5	Gentle breeze	Movement rate reduced by half.
6-8	Fresh breeze	Normal movement rate.
9-10	High wind	Movement rate increased by half.
11	Near gale	Movement rate doubled. 10% chance of taking on water (reducing speed half until repaired at a dock).
12	Storm	Movement rate tripled. See <i>Storms</i> .



STORMS

During a storm, ships move at triple its normal speed in a random direction. If the ship encounters land during this travel, there is a 4-in-6 chance of it wrecking against the shore.

SWIMMING

Characters move at half their normal movement rate when swimming.

While swimming, characters can only fill as many item slots as their Strength Bonus. For each item in their inventory above this number, there is a cumulative 10% chance of drowning.

Optional Rules

Aerial Travel

FLIGHT

Base movement while flying is twice overland movement: 48 miles per day, or 8 hexes.

This rate might be reduced if there are adverse conditions such as very high mountains, storms, or thick fog.



MOUNTS

Flying creatures generally can carry riders or other burdens based on their Hit Dice:

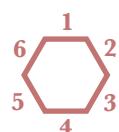
3 HD	may carry creatures smaller than an adult human.
6 HD	may carry an adult human.
12 HD	may carry a large animal like a horse or 4 adult humans.
24 HD	may carry a very large animal, four horses, or 8 adult humans.

WEATHER WHILE FLYING

Weather is an important factor in a flier's movement rate. The referee should check conditions at the start of each day by rolling 1d6 to determine wind direction and 2d6 to determine wind strength.

2d6	Wind	With Wind	Otherwise
2-4	No wind	Normal movement	Normal movement
5-8	Breezy	Normal movement	3/4 Movement rate
9	Windy	Movement x 1.5	1/2 Movement rate
10-11	High wind	Movement x 2 2-in-6 chance of becoming lost	1/4 Movement rate 2-in-6 chance of becoming lost
12	Storm		2-in-6 chance of crashing; otherwise, lost.

When fliers become lost due to weather, the referee should move them 1d4 hexes in a random direction.



RESTING

Most flying creatures must rest for half of each day. They must further rest for a full day after six consecutive days of travel.

Resources

Names

Abbo	Adelaide	Ellis	Eleanor	Lief	Luanda
Ablerus	Agatha	Eneto	Elizabeth	Luke	Lyra
Acot	Aleida	Enio	Elspeth	Martin	Mabel
Alexander	Alexia	Eral	Emeline	Merrick	Maerwynn
Almanzor	Alianor	Erasmus	Emma	Mortimer	Malkyn
Althalos	Aline	Eustace	Emmony	Ogden	Margaret
Ancelot	Alma	Everard	Enna	Oliver	Margery
Asher	Alys	Faustus	Endolynn	Orion	Maria
Aster	Amabel	Favian	Eve	Oswald	Marion
Balan	Amice	Fendrel	Evita	Pelagon	Matilda
Balthazar	Anastas	Finn	Felice	Pello	Millicent
Barat	Angmar	Florian	Fern	Peyton	Mirabelle
Bartholomew	Annabel	Francis	Floria	Philip	Muriel
Basil	Arabella	Frederick	Fredegonde	Poeas	Nabarne
Benedict	Ariana	Gaidon	Gillian	Quinn	Nell
Berinon	Ayleth	Gavin	Gloriana	Ralph	Nesea
Bertram	Barberry	Geoffrey	Godeleva	Randolph	Niree
Beves	Barsaba	Gerard	Godiva	Reginald	Odette
Bilmer	Basilia	Gervase	Gunnilda	Reynold	Odila
Blanko	Beatrix	Gilbert	Gussalen	Richard	Oria
Bodo	Benevolence	Giles	Gwendolynn	Robert	Osanna
Borin	Bess	Godfrey	Hawise	Robin	Ostrythe
Bryce	Brangian	Gregory	Helena	Roger	Ottilia
Carac	Brigida	Gringoire	Helewise	Ronald	Panope
Caspar	Brunhild	Gunthar	Hester	Rowan	Paternain
Cassius	Camilla	Guy	Hildegard	Rulf	Pechel
Cedric	Canace	Gyras	Idony	Sabin	Pepper
Cephalos	Cecily	Hadrian	Isabella	Sevrin	Petronilla
Chadwick	Cedany	Hedelf	Iseult	Silas	Phrowenia
Charillos	Christina	Hewelin	Isolde	Simon	Poppy
Charles	Claramunda	Hilderith	Jacquelyn	Solomon	Quenell
Chermon	Clarice	Humbert	Jasmine	Stephen	Raisa
Clement	Clover	Hyllus	Jessamine	Terrowin	Reyna
Clifton	Collette	Ianto	Josselyn	Thomas	Rixende
Clovis	Constance	Ibykos	Juliana	Tristan	Rosamund
Cyon	Damaris	Inigo	Karitate	Tybalt	Rose
Dain	Daphne	Itylus	Katelyn	Ulric	Ryia
Dalmas	Demona	James	Katja	Walter	Sarah
Danor	Dimia	Jasper	Katrina	Wander	Seraphina
Destrian	Dione	Jiles	Kaylein	Warin	Thea
Domeka	Dorothea	Joffridus	Kinna	Waverly	Trillby
Donald	Douce	Jordan	Krea	Willahelm	Wendel
Doran	Duraina	Joris	Kypris	William	Wilberga
Dumphrey	Dyota	Josef	Landerra	Wimarc	Winifred
Eadmund	Eberhild	Laurence	Larraza	Wystan	Wofled
Eckardus	Edelot	Leofrick	Linet	Xalvador	Wymarc
Edward	Edyva	Letholdus	Loreena	Zane	Ysmay

Resources

Maze Rats Magic

Physical Effects

	1	2	3	4	5	6
1	Animating	Crushing	Fusing	Levitating	Reflecting	Sealing
2	Attracting	Diminishing	Grasping	Opening	Regenerating	Shapeshifting
3	Binding	Dividing	Hastening	Petrifying	Rending	Shielding
4	Blossoming	Duplicating	Hindering	Phasing	Repelling	Spawning
5	Consuming	Enveloping	Illuminating	Piercing	Resurrecting	Transmuting
6	Creeping	Expanding	Imprisoning	Pursuing	Screaming	Transporting

Physical Elements

	1	2	3	4	5	6
1	Acid	Clay	Glass	Moss	Sand	Thorn
2	Amber	Crow	Honey	Obsidian	Sap	Vine
3	Bark	Crystal	Ice	Oil	Serpent	Water
4	Blood	Ember	Insect	Poison	Slime	Wine
5	Bone	Flesh	Wood	Ray	Stone	Wood
6	Brine	Fungus	Lava	Salt	Tar	Worm

Physical Forms

	1	2	3	4	5	6
1	Altar	Chain	Elemental	Horn	Sentinel	Tentacle
2	Armor	Chariot	Eye	Key	Servant	Throne
3	Arrow	Claw	Fountain	Mask	Shield	Torch
4	Beast	Cloak	Gate	Monolith	Spear	Trap
5	Blade	Colossus	Golem	Pit	Steed	Wall
6	Cauldron	Crown	Hammer	Prison	Swarm	Web

Ethereal Effects

	1	2	3	4	5	6
1	Avenging	Compelling	Dispelling	Excruciating	Nullifying	Soothing
2	Banishing	Concealing	Emboldening	Foreseeing	Paralyzing	Summoning
3	Bewildering	Deafening	Encoding	Intoxicating	Revealing	Terrifying
4	Blinding	Deceiving	Energizing	Maddening	Revoltting	Warding
5	Charming	Deciphering	Enlightening	Mesmerizing	Scrying	Wearying
6	Communicating	Disguising	Enraging	Mindreading	Silencing	Withering

Ethereal Elements

	1	2	3	4	5	6
1	Ash	Ectoplasm	Light	Plague	Smoke	Thunder
2	Chaos	Fire	Lightening	Plasma	Snow	Time
3	Distortion	Fog	Memory	Probability	Soul	Void
4	Dream	Ghost	Mind	Rain	Star	Warp
5	Dust	Harmony	Mutation	Rot	Stasis	Whisper
6	Echo	Heat	Negation	Shadow	Steam	Wind

Ethereal Forms

	1	2	3	4	5	6
1	Aura	Bubble	Cone	Gaze	Pyramid	Swarm
2	Beacon	Call	Cube	Loop	Ray	Torrent
3	Beam	Cascade	Dance	Moment	Shard	Touch
4	Blast	Circle	Disk	Nexus	Sphere	Vortex
5	Blob	Cloud	Field	Portal	Spray	Wave
6	Bolt	Coil	Form	Pulse	Storm	Word

RANDOM SPELL GENERATION

To generate a spell, roll two six-sided dice on the table below to find the spell formula. One die indicates the row, the other indicates the column.

Roll on the two indicated tables to create the spell's name. The referee determines the spell's general effects, based on the name. Offensive spells typically allow their targets an opposed save to resist or avoid the effects. If the spell includes damage, the referee can either set a flat damage rating, or rate the damage from 1d6 to 6d6.

Players may suggest uses for the spell outside of the referee's description. If the suggested effect matches the spell's name and the situation very closely, the referee should usually allow it.

Spell Formula

	1-3	4-6
1	Physical Effect + Physical Form	Ethereal Element + Physical Form
2	Physical Effect + Ethereal Form	Ethereal Element + Ethereal Form
3	Ethereal Effect + Physical Form	Physical Effect + Physical Element
4	Ethereal Effect + Ethereal Form	Physical Effect + Ethereal Element
5	Physical Element + Physical Form	Ethereal Effect + Physical Element
6	Physical Element + Ethereal Form	Ethereal Effect + Ethereal Element

Resources

Maze Rats Monsters



RANDOM MONSTER GENERATION

Creating a monster can be as simple as combining an animal with an effect, element, or *form* from the magic tables. However, if the referee desires additional detail, these monster tables are provided.

HIT DICE/HIT POINTS

Assign a number appropriate to the challenge desired, or roll 1d10. The result is the number of hit dice (HD) for this monster.

Roll a number of d8s equal to the monster's hit dice, or multiply the HD by 4.

ABILITY BONUSES

Assign Bonuses or roll 1d10 for each.

ATTACK BONUSES

Melee and ranged Attack Bonuses can be derived from Strength and Wisdom, or from HD, depending on what seems most appropriate.

DAMAGE

Assign a number between 1 and the monster's HD. Roll this number of d8s when determining damage. The damage die may be upgraded to a d10 or downgraded to a d6, if desired.

MORALE

Roll 2d6 to determine the monsters Morale.

EQUIPMENT

Intelligent monsters may have equipment. Roll as you would during character generation.

2d6 Notable Loot

2-7	Shoddy Equipment (-1 Quality)
8	Fine Equipment (+1 Quality)
9-11	Treasure
12	Magic Artifact (as spellbook)

1d6 Monster Base Roll once or twice.

1-2	Aerial
3-4	Terrestrial
5-6	Aquatic

Aerial Animals

	1	2	3	4	5	6
1	Albatross	Crane	Flamingo	Kingfisher	Moth	Rooster
2	Bat	Crow	Fly	Locust	Owl	Sparrow
3	Beetle	Dragonfly	Flying squirrel	Magpie	Parrot	Swan
4	Bird of paradise	Eagle	Goose	Mantis	Peacock	Vulture
5	Butterfly	Falcon	Gull	Mockingbird	Pelican	Wasp
6	Condor	Firefly	Hummingbird	Mosquito	Pteranodon	Woodpecker

Terrestrial Animals

	1	2	3	4	5	6
1	Ant	Caterpillar	Ferret	Mole	Rat	Snake
2	Ape	Centipede	Fox	Ostrich	Rhinoceros	Spider
3	Armadillo	Chameleon	Giraffe	Ox	Scorpion	Squirrel
4	Badger	Cockroach	Goat	Porcupine	Sheep	Tiger
5	Bear	Deer	Horse	Rabbit	Slug	Wolf
6	Boar	Elephant	Human	Raccoon	Snail	Wolverine

Aquatic Animals

	1	2	3	4	5	6
1	Alligator	Dolphin	Lobster	Octopus	Sea anemone	Squid
2	Amoeba	Eel	Manatee	Otter	Sea urchin	Swordfish
3	Anglerfish	Frog	Manta ray	Penguin	Seahorse	Tadpole
4	Beaver	Hippopotamus	Muskrat	Platypus	Seal	Turtle
5	Clam	Jellyfish	Narwhale	Pufferfish	Shark	Walrus
6	Crab	Leech	Newt	Salamander	Shrimp	Whale

Monster Features

	1	2	3	4	5	6
1	Antlers	Fangs	Legless	Plates	Shell	Tail
2	Beak	Fins	Long tongue	Plumage	Spikes	Talons
3	Carapace	Fur	Many-eyed	Proboscis	Spinnerets	Tentacles
4	Claws	Gills	Many-limbed	Scales	Spines	Trunk
5	Compound eyes	Hooves	Mucus	Segments	Stinger	Tusks
6	Eye stalks	Horns	Pincers	Shaggy hair	Suction cups	Wings

Monster Traits

	1	2	3	4	5	6
1	Amphibious	Crystalline	Fearless	Illusory	Physical Element	Skeletal
2	Bloated	Decaying	Fluffy	Intelligent	Planar	Slimy
3	Brittle	Ethereal elements	Fungal	Iridescent	Reflective	Sticky
4	Cannibal	Ethereal	Gelatinous	Luminous	Rubbery	Stinking
5	Clay-like	Ever-young	Geometric	Many-headed	Shadowy	Tiny
6	Colossal	Eyeless	Hardened	Mechanical	Sharp	Translucent

Monster Abilities

	1	2	3	4	5	6
1	Absorbing	Duplicating	Gaze weapon	Mimicking	Radioactive	Strangling
2	Acid blood	Electric	Hypnotizing	Mind-reading	Reflective	Super-strength
3	Anti-magic	Entangling	Impervious	Paralyzing	Regenerating	Telekinetic
4	Blinding	Ethereal effect	Invisible	Phasing	Shapeshifting	Teleporting
5	Breath weapon	Exploding	Life-draining	Physical effect	Spell-casting	Vampiric
6	Camouflaging	Flying	Magnetic	Poisonous	Stealthy	Wall-crawling

Monster Tactics

	1	2	3	4	5	6
1	Ambush	Create barrier	Gang up	Manipulate	Scatter foes	Target nearest
2	Call for support	Deceive	Gather strength	Mock	Stalk	Target richest
3	Capture	Demand duel	Go berserk	Monologue	Steal from	Target strongest
4	Charge	Disorient	Harry	Order minion	Swarm	Target weakest
5	Climb foes	Encircle	Hurl foes	Protect leader	Target insolent	Toy with
6	Compel worship	Evade	Immobilize	Protect self	Target leader	Use terrain

Monster Personality

	1	2	3	4	5	6
1	Alien	Devious	Fanatical	Jaded	Meticulous	Psychopathic
2	Aloof	Distractible	Forgetful	Jovial	Mystical	Sophisticated
3	Bored	Educated	Generous	Legalistic	Obsessive	Touchy
4	Cautious	Embittered	Hateful	Manipulative	Out of touch	Unimpressed
5	Cowardly	Envious	Honorable	Megalomaniac	Paranoid	Vain
6	Curious	Erudite	Humble	Melancholy	Polite	Xenophobic

Monster Weakness

	1	2	3	4	5	6
1	Bells	Conversation	Heat	Mistletoe	Puzzles	True name
2	Birdsong	Deformity	Holy icon	Moonlight	Riddles	Valuable material
3	Children	Flattery	Holy water	Music	Rituals	Weak spot
4	Cold	Flowers	Home cooking	Particular Method	Silver	Particular weapon
5	Cold iron	Gifts	Insanity	Phylactery	Sunlight	Wine
6	Competition	Gold	Mirrors	Physical Element	Tears	Wormwood

Monster	HD	HP	Armor	Attacks	Move	Mor	#
Bandit	1	5	+3/I3	as weapon	120/40'	8	1d8
				Common Weapons: club (1d6), spear (1d8), and bow (1d6).			
Bear	5	25	+3/I3	2 1d4 claws, 1d8 bite	120/40'	8	1d4
				Bear Hug: If both claw attacks hit the same target, it is drawn into a bear hug for an additional 2d8 damage.			
Centaur	4	20	+4/I4	2 1d6 hooves, weapon	180/60'	8	1d8
				Common Weapons: clubs (1d6), spears (1d8), and bows (1d6).			
Dragon	10	50	+10/20	2 1d8 claws, 4d8 bite; or fire breath	90/30', Fly 240/80'	10	1d4
				Fire Breath: a 90x30' cone; can be used 3 times daily; damage is equal to the dragon's remaining hit points.			
Fire Beetle, Giant	1+2	7	+5/I5	2d4 bite	120/40'	7	1d8
				Fire Beetles have glowing glands above their eyes that shed 10' radius light. Glands can be removed and will glow for 1d6 days.			
Ghoul	2	10	+3/I3	2 1d3 claws, 1d3 bite (paralysis*)	90/30	9	1d6
				Ghouls are undead. *All ghoul attacks require Save vs. CON to avoid paralysis for 2d4 rounds.			
Giant	9	45	+5/I5	1d10+3 giant club; or 3d6 thrown boulder	120/40'	9	1d2
				Fire Giants can shape fire; Cloud Giants know 3 random spells; Storm Giants can throw lightning (3d6) every 5 rounds.			
Goblin	1	4	+3/I3	as weapon	60/20'	7	2d4
				Common Weapons: cudgel or dagger (1d6), spear (1d8), or sling (1d4). Goblin weapons have 1 quality.			
Harpy	3	15	+2/I2	2 1d4 claws; or as weapon; or song	60/20', Fly 150/50'	7	1d6
				Song: As Charm spell. Compels listener to move towards the harpy without attacking or considering personal safety.			
Insect Swarm	2-4	10-20	+3/I3	bites or stings for 2 hp damage	30/10' Fly 60/20'	11	1
				A target that is within a swarm takes damage automatically. If angered, the swarm will pursue a target.			
Lizardfolk	2	10	+4/I4	as weapon +1	60/20', Swim 120/40'	12	2d4
				Common Weapons: spears (1d8+1), great clubs (1d10+1)			
Mastadon	15	75	+6/I6	2 2d6 tusks*; or 4d8 trample	120/40'	8	1d4
				*Tusks do double damage when charging. Mastadon tusks are very valuable.			
Minotaur	6	30	+3/I3	1d6 gore, 1d6 bite; or as weapon +2	120/40'	12	1d6
				Common Weapons: great club or battle axe (1d10+2)			
Pixie	1	4	+6/I6*	1d4 dagger	90/30', Fly 180/60'	7	2d4
				*Invisible at will, even when attacking, but they cast shadows which can be tracked. Armor when invisible is +8/I8			
Pudding	10	50	+3/I3	3d8 touch	60/20'	12	1
				Corrode anything but stone. Any damage but fire just breaks them into smaller puddings (2HD, 1d8 dmg.).			
Shadow	2	10	+2/I2*	1d4 touch (+Life Drain)**	90/30'	12	1d8
				*Incorporeal: hit by magic weapons only. **Life Drain: takes away 1 STR for 8 turns. If reduced to 0, victim becomes a shadow.			
Skeleton	1	5	+2/I2	as weapon	60/20'	12	3d4
				Skeletons are undead and so cannot be affected by Sleep or Charm spells.			
Spider, Giant	3	15	+3/I3	1d8 bite (poison)*	60/20', On Web: 120/40'	8	1d4
				Webbing as Web spell. *Poison: CON Save or die in 1d4 turns.			
Tiger	6	30	+3/I3	2 1d6 claws; 1 2d6 bite	150/50'	9	1d3
				Tigers will always pursue fleeing prey. They have advantage at stealth and surprise when in the forest.			
Troll	6	30	+5/I5	2 1d6 claws, 1d10 bite	120/40'	10	1d8
				Regeneration: Trolls heal 3 hit points per round, unless damaged by acid or fire in that round.			
Unicorn	4	16	+7/I7	2 1d8 hooves, 1d8 horn	240/80'	7	1d6
				Can teleport within 360' once daily.			
Vampire	7-9	35-45	+7/I7*	1d10 bite (+Life Drain)**	120/40', Fly: 180/60'	11	1d4
				Undead. *Can only be struck by magical weapons. **Life Drain: takes 2 STR. Charm as spell. Heals 3 hp per round.			
Vampire Bat, Giant	2	10	+3/I3	1d4 bite*	30/10', Fly 180/60'	8	1d10
				Bite: Save vs. CON or unconscious for 1d10 rounds. Bat will continue feeding, draining 1d4 hit points per round.			
Werewolf	4	20	+4/I4*	2d4 bite**	180/60'	8	1d6
				*Can only be struck by magic or silver weapons. **Werewolf bites can transmit lycanthropy. Human form has stats as Bandit.			

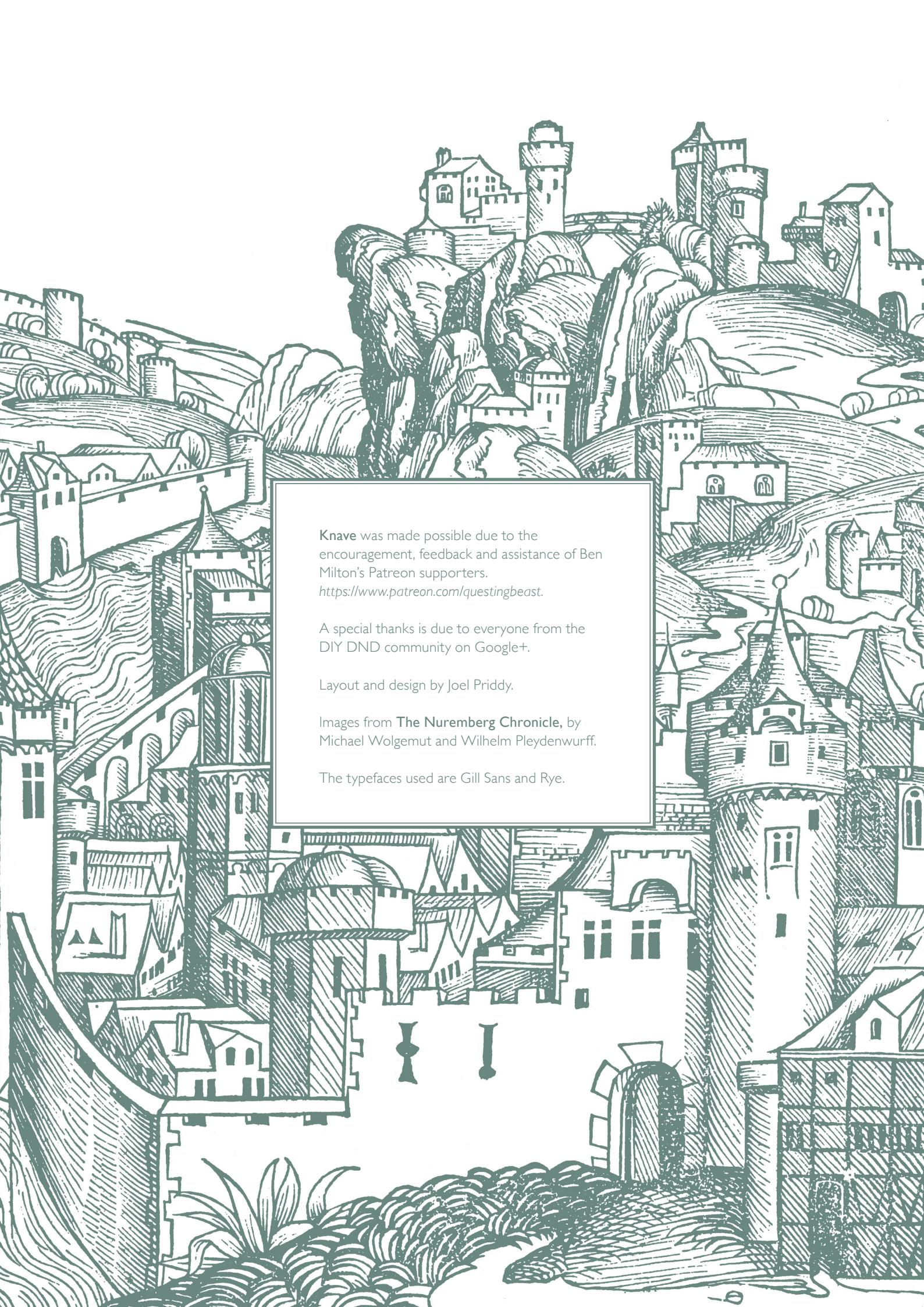
KNAVE

Character Sheets

Name:	Level:			XP:	Traits
Ability	Bonus	Defense	Item Slots		
STR ength		1		11	Physique
DEX terity		2		12	Face
CON stitution		3		13	Skin
INT elligence		4		14	Hair
WIS dom		5		15	Clothing
CHA risma		6		16	Virtue
Armor		7		17	Vice
Hit Points	Max	Current	8	18	Speech
Exploration Speed	120		9		Background
Combat Speed	40		10	19	Misfortune
				20	Alignment

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