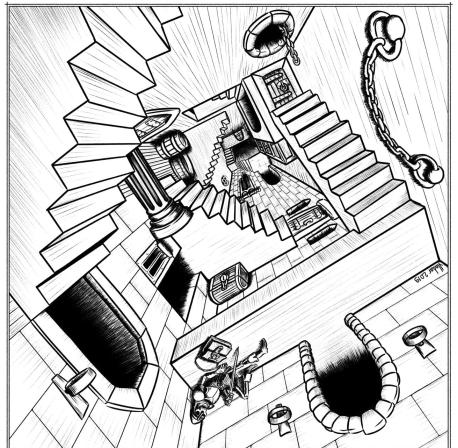
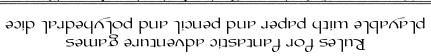
# Into the Dungeon: Revived





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### INTRODUCTION

# THE WORLD

of bizarre places, both wondrous and horrific. Adventurers return from every direction with tales new technology thrives alongside ancient devices. the ruins of fallen civilizations before them, and old for scriptures to fully record. Cities grow from magic of great power, but no one survives getting The world is too large for anyone to map and too Adventurers may have impressive skills or access to

You are an Adventurer, braving the unknown in

search of riches, fame, knowledge, or power.

# THE GODS

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

### MONSTERS

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

### KUNES AND MAGIC

tricate Kune can contain as much information as a knowledge and increase their power. A single, intheir Tomes jealously, seeking Scrolls to further their that this power was left by dead gods and study that release Spells of great power. Mystics believe lost knowledge of the history of men and secret rites Those that can decode arcane Runes have access to

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eree prepares a location for the characters to explore

A set of polyhedral dice, pencils and paper. The Ref-

roll dice to determine the outcomes of their actions.

eree tells the players what happens or if they need to

characters interact with the environment. The Ref-

The players may then ask questions and have their

ation the other players' characters are currently in.

One player is the Referee, who describes the situ-

of the Gods and ascended to Godhood themselves.

stories of those that have uncovered the true power

as generals, cult leaders, or emperors. There are even

few live long enough to go onto much greater things

There is a long list of brave, dead Adventurers. The

get what you need and escape with your life is just

Run, sneak, surrender, or bribe. Whatever it takes to

their throat cut or falling down a hundred-foot pit.

COING BEYOND EXPEDITIONS

SURVIVING THE WORLD

WHAT DO YOU NEED?

HOW DO YOU PLAY?

NEW TO RPGS?

as good as fighting.

CHAPTER 1. CHARACTERS INTO THE DUNGEON: REVIVED INTO THE DUNGEON: REVIVED SPELL LIST

### 1. CHARACTERS

#### ROLLING A CHARACTER

Roll a 3d6 for each Ability Score.

**STR**ENGTH — fortitude and physical prowess. **DEX**TERITY — sneaking, athletics, and reflexes.

WILLPOWER — self-discipline and magic.

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

An Ability Score of 10 is the human average.

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

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

#### FEATURES

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

#### ♦ ASSASSIN ♦

Your Enhanced attacks against unaware, disarmed, or Restrained opponents bypass HP.

#### ♦ BEASTMASTER ♦

Can be taken multiple times.

You can control one additional Pet. Your Pets act as a single pack following your command. When your pet must make a WIL Save, you may do it instead.

#### ♦ BERSERKER ♦

Roll twice for HP and take the better result.

After taking Damage in combat, Raise your melee Damage dice and gain Advantage on the next Save against Critical Damage till the end of the next turn.

#### ♦ Brawler ♦

Can be taken multiple times.

Roll twice for HP and take the better result.

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

Advancement: The bonus die is Raised by one.

#### ♦ COMMANDER ♦

Once per combat, issue a command to one ally to Enhance their attack this turn or to restore d6hp to them. The command does not count as your action. pressure, you do not need to make such Save at all.

#### ♦ DUELLIST ♦

Roll twice for HP and take the better result.

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

#### ♦ GUNSLINGER ♦

You can reload a firearm immediately if you did not move this turn and have a free hand for this. You can spend a turn aiming at one target, Enhancing your firearm attack against it on the next turn.

#### ♦ HEALER ♦

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

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

#### ♦ IRONCLAD ♦

Roll twice for HP and take the better result. Full Armour does not impose its Disadvantages on you and you can employ the shield while wearing it.

#### ♦ Mystic ♦

Can be taken multiple times.

You can read Runic and cast Spells.

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

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

#### **♦ SHARPSHOOTER ♦**

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

### ♦ SKILLED ♦

Can be taken multiple times.

Gain Advantage on Saves related to two fields of Expertise: animal handling, athletics, burgling, cheating, drinking, quickness, stealth, navigation, negotiation, tracking, etc. While you are not under

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Cat's Grace (2) 13 Enlarge/Reduce (1) 13 Internosing Hand (5) 17 Cat's Grace (2) 19 Cat's Grace (3) 19 Cat's Grace (2) 19 Cat's Grace (2) 19 Cat's Grace (3) 19 Cat's Grace (4) 19 Cat's Grace (5) 19 Cat's Grace (5) 19 Cat's Grace (6) 19 Cat's Grace (7) 19 Cat's Grace (7) 19 Cat's Grace (7) 19 Cat's Grace (7) 19 Cat's Grace (8) 19 Cat's Grace (10) 19 Cat's Grace (10

21 ...... (£) Tream (£) Dream (£) (1) Shrish Barifrib

Break Enchantment (5) Dominate Person (5) Hypnotism (1) Hypnotism (1)

Bloody Gossamer (5) Displacement (3) Log Hold Person (3) 15

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Blight (5) AH 81 ..... (4) Dimensional Anchor (4) 81 ..... (6) Anchor (7) ..... (7) Anchor (8) Anchor (9) Anchor (9) Anchor (10) Anchor (1

Bestow Curse (4) 16 Detect Thoughts (2) 14 Hermit's Company (5) 17 Black Company (5) 17 Black Company (5) 17 Black Company (5) 18 Black Company (5) 18 Black Company (5) 18 Black Company (6) 18 Black Company (6) 18 Black Company (7) 18 Black

Bear's Endurance (2) 41 Detect Secret Doors (1) 13 Heat Metal (2) 14 Beatware (2) 15 Detect Secret Doors (1) 15 Detect Doors (1) 15 Detect Secret Doors (1) 15 Detect Doors (1) 15 Detec

 B
 Detect Magic (C)
 21
 Andr Undead (3)
 15

 Baleful Polymorph (5)
 T
 Detect Poison (C)
 12
 Halt Undead (3)
 15

Defect Dead (1) ......

Comprehend Languages (1) Tireball (3) Fireball (3)

Cloudkill (5) Feeblemind (5) Feeblemind (5)

Camouflage (1) ...... 13 Endure Elements (1) ..... 13

Bull's Strength (2) ............ 14 Douse.....see Light/Douse

Charm Person (1) ...... 13

Charm Creature (4) ..... 16

Arcane Sight (2) Losep Slumber (3) Losep Slumber (3) Losep Slumber (3) Losep Slumber (4) Losep Slumber (5) Losep Slumber (6) Losep Slumber (7) Losep Slumber (8) Losep Slumber (9) Losep Slumber

21 . . . . . . . . . . . . . (2) xni[

lllusory Terrain (4) .....16

Illusory Script (3)

SPELL LIST

SPELL LIST

INTO THE DUNGEON: REVIVED

♦ SWASHBUCKLER ♦

Roll twice for HP and take the better result.

Save are repelled unless attacked. 10. Turn: P unnatural creatures that fail their WIL Armour and supernatural resistances.

Advancement: Choose an additional Gift.

Your Gift die is Raised by one.

9. Smite: Strike with P bonus Damage ignoring

(round up) actions (good, bad, both, or unclear). 8. Omen: Foresee the immediate outcome of P/2 and you can understand them.

seu pà don monjq uot attack you unprovoked 7. Harmony: Until your next Rest, P animals chorepeat it on the same target for a day.

up) questions from one respondent. You cannot 6. Credence: Get truthful answers for P/2 (round age (Fire, Electricity, or Cold) to a single target.

or water for a minute. If thrown, deals P Dam-5. Control: Control but not create fire, lightning, Save must obey on their next turn.

flee, etc.) which P creatures that fail their WIL 4. Command: Utter a single word (approach, halt, for P days. Repeating will end the current Bond.

 Bond: One animal serves you unquestioningly P HP. They can act on the next turn. Critical Damage but has not died yet, restoring 2. Awakening: Touch someone who suffered took by P. This counts as your next turn action. I. Aegis: Immediately reduce the Damage you

need to Rest before manifesting the same Gift again. ifest any of your Gifts before Rest. Otherwise, you mine your Power (P). On 0, you fail and cannot man-

subtract a lower result from a higher one to deter-Before you manifest a Gift, roll two Gift Dice and power. Choose two Gifts. Your Gift Die is d4.

You can spend your action manifesting wondrous Can be taken multiple times.

♦ THAUMATURGE ♦ effect described by you. opponent must make a Save to avoid an additional turn, etc.) The attack is carried out as usual, and the vre to it (push, trip, disarm, grapple for their next

When performing an attack, you may add a Manoeu-

♦ I'ACTICIAN ♦ your weapon Damage dice without any bonus dice. While attacking, you can hit a second target, rolling

Roll twice for HP and take the better result.

Can be taken multiple times. **♦ WARRIOR ♦** 

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

♦ HALFLING ♦ experienced and comfortable in a wilderness setting. control magic (charm, fear, illusions, etc). You are You have an Advantage on Saves against mind

fortable in an underground setting. if it were dim light. You are experienced and com-

# You are immune to poison and can see in the dark as

♦ DWARF ♦ choose one of these Features instead. only during the new character creation), you can

## If the Referee allows non-human characters (and

- ANCESTRY FEATURES (OPTIONAL)
- Try to balance new Features with the existing ones. special trick.
- + Advantage on some specific set of Saves + additional effect for character's attacks Advancement start with d4 and Raise by one)

+ bonus Damage die for some condition (for The usual Feature benefit could be: taking the better result.

Combat-related Features usually roll twice for HP

#### proved by your Referee. You can design your own Feature and have it ap-



choosing them manually (see page 12). or Thaumaturge's Gifts randomly instead of Roll to select your Mystic's Cantrips and Spells

Random Spell and Gift Selection (optional) Advancement: The bonus die is Raised by one. Gain bonus d4 weapon Damage die. Roll twice for HP and take the better result.

#### BACKGROUNDS

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

#### ♦ CRIMINAL ♦

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

#### ♦ HUNTER ♦

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

#### ♦ LABOURER ♦

Gain experience in one type of labour (farming, gardening, herding, logging, masonry, mining, etc.), an appropriate simple melee weapon, pair of tools, 20-ft rope, and 2d4 Shillings of payment from your last job. Common folk treat you as one of them.

#### ♦ MINSTREL ♦

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

#### ♦ Noble ♦

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

#### ♦ SAILOR ♦

Gain a pet: a talking parrot (STR 6, WIL 6, 2hp, d4 Claws), a small monkey (STR 7, DEX 14, WIL 7, 3hp, d4 Bite), etc. You are knowledgeable in seafaring.

#### **♦ SCHOLAR ♦**

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

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

#### **♦ SOLDIER ♦**

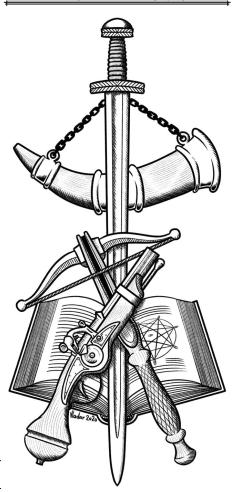
Gain one martial weapon and a military rank.

Appendix A: Random Characters contains a set of random tables for quick character creation.

#### CREATING YOUR OWN BACKGROUNDS

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

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



Soaring Flight: the caster can fly quite swiftly until MUNDANE BEASTS they touch the ground or take Damage.

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

#### STINKFROG

DEX 13, WIL 7, 6hp, Armour 1, spear (d8).

Attacks unprovoked and generally tries to lay an ambush for their targets. Amphibious and able to hop several times their own height. Natural animals show a strong animosity towards Stinkfrogs and will attack them in an attempt to drive them away.

#### TROLL

STR 18, DEX 13, WIL 7, 9hp, Armour 1, 3d8 Claws and Bite (can target multiple melee opponents).

Giant fearless humanoids with a taste for flesh.

Mutations: due to their unnatural regeneration, some Trolls grow extra limbs, heads or develop even weirder deformities.

Regeneration: restores d6hp, d6 STR Loss and recovers from Critical Damage at the start of each turn. The regeneration does not work if the Troll has taken Acid or Fire Damage on the previous turn.

#### YETI

STR 18, DEX 14, 6hp, Armour 1, 2d6 Claws.

Giant abominable apes that usually dwell in far mountain forests and prefer to hunt from ambush.

Grapple: pass a DEX Save or be Restrained and take d8 Damage now and each subsequent turn until a successful STR or DEX Save.

**Frightening Gaze:** when seeing a Yeti for the first time, everyone must succeed on a WIL Save or be Stunned for the next turn. On its turn, Yeti can also gaze at a single creature instead of attacking.

#### ZOMBIE

STR 14, DEX 6, 3hp, d6 Fist, slow, once per Rest ignores first instance of taken Critical Damage.

A walking corpse animated by magic.

STR 15, WIL 7, 6hp, Armour 1, 2d6 Claws, d8 Bite.

STR 15, WIL 5, 3hp, Armour 1, d8 Bite.

DEX 16, WIL 5, 2hp, d6 Hooves.

#### ELEPHANT

STR 20, WIL 8, 12hp, Armour 1, d10 Tusks.

Charge: the target must pass a DEX Save or take Tusks Damage and be knocked prone.

Trample: a prone target takes d12 Damage.

#### ELK

STR 16, WIL 5, 6hp, d8 Horns.

#### LEECH SWARM

DEX 14, WIL 6, 9hp, d6 Bites, non-Blast attacks are Impaired.

Leech: if the bite reduces STR score, the swarm restores the same amount of STR.

#### LION

STR 17, DEX 15, 6hp, Armour 1, 2d6 Claws, d8 Bite.

Pounce: pass a DEX Save or be knocked prone and take Claws and Bite attacks combined.

STR 14, DEX 14, WIL 5, 4hp, Armour 1, d8 Bite.

#### SNAKE, CONSTRICTOR

STR 16, WIL 3, 5hp, d4 Bite.

Constrict: pass a DEX Save or be Restrained and take d8 Damage now and each subsequent turn until a successful STR or DEX Save.

#### SNAKE, VENOMOUS

DEX 16, WIL 3, 3hp, d6 Venomous Bite.

Venomous Bite: if the bite reduces STR score, the target suffers d4 DEX Loss as well.

#### WILD BOAR

STR 13, DEX 11, WIL 5, 4hp, d6 Tusks.

**Charge:** pass a DEX Save or take d8 Damage.

STR 12, DEX 15, WIL 6, 3hp, d6 Bite.

APPENDIX B: BESTIARY

mour, the Rust Monster will turn one of these to rust opponent is carrying a metal weapon, shield, or arrust-like dust, which it then consumes. If a melee Does not normally attack. Able to turn metal into DEX 12, WIL 5, 6hp, d6 Bite.

SKELETON as an action, unless they pass a DEX Save.

RUST MONSTER

ing attacks such as arrows and spears), blunt sword DEX 13, WIL 12, 5hp, Armour 2 (only against pierc-

tacks, it is smashed into at least two separate pieces. (db), immune to mind control magic.

When a skeleton would be killed by physical at-

causes only d4 Damage. will continue to fight, but the half without a sword skeleton's next turn, remaining at 0hp. Each halt Unless they are kept apart, these will reform on the

SAAKE DEMON

swords (6d6, can target multiple melee opponents), STR 17, DEX 17, WIL 16, 15hp, Armour 1, six

non-magical attacks are Impaired.

hellish operations and leading lesser minions. They Snake Demons are charged with overseeing

They can cast the following Spells as an action. love single combat and will never turn down a duel.

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

Red Dragons instinctively hoard treasure, particway to put out the flames is found.

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

unless properly motivated.

mous size. Can speak but generally chooses not to Cunning and dangerous winged reptile of enor-

Advantage on Saves from magic, flight.

STR 20, WIL 12, 25hp, Armour 3, 2d10 Claws,

Critical Damage: the target is stung, losing

Worm must succeed on an additional STR Save or

gested. When rolling against Critical Damage, the

each turn and d8 STR every hour as they are di-

a DEX Save or be swallowed whole, losing d10 DEX

Swallow: a medium or smaller creature must pass

Giant worm that moves underground leaving

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

ВЕР ВВАСОИ

circular tunnels in its wake.

**Р ИВР Е МОВМ** 

regurgitate all swallowed creatures.

3d6 STR.

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

Birds: Parrot (5s) (STR 6, WIL 6, 2hp, d4 Claws) to

(full), halberd (d8+d6, 2h), Proven Warrior.

expertise.

HIBETINGS:

Firearms make a lot of noise and ignore Armour: Hawk (50s) (STR 8, DEX 16, WIL 8, 5hp, d6 Claws).

shield), spear (d6).

+ Torch Bearer (1s): WIL 8.

Champion (50s): STR 14, 6+d6hp, Armour 2

Pecialist (10s): dagger (d6), bow (d4), area of

+ Armsman (5s): STR 12, Armour 2 (light +

+ Guide (2s): STR 8, staff (d6, 2h), lantern, rope.

Horse (1g) (STR 16, DEX 12, WIL 5, 3hp).

Horses: Mule (20s) (STR 14, WIL 5, 3hp) to

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

Loss or other ailment overnight.

Healing Service (10s): Restore one Ability Score

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

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

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

MISCELLANEOUS:

Basic, purpose-made weapons. Axe, Dagger, Hal- rate Clothes, Lantern, Mirror, Sand Timer, Spyglass. Fancy Items (10s each): Board Game, Book, Elabo-

Hatchet, Lockpicks, Pickaxe, Shovel, Writing Set. Crowbar, Drill, Fishing Pole, Grappling Hook,

Tools (1s each): Animal Trap, Collapsible Pole, Ration, Lamp Oil, Parchment, Spike, Tent, 6 Torches. (slows pursuers), Chalk, Dice, Flint and Steel, Food

Adventuring Gear (5p each): 10-ft Rope, Caltrops direct flame. Everyone in the area takes d10 Blast

Black Powder (20s per pot): Ignited with fuse or

end of their next turn unless extinguished. one inside takes de Fire Damage now and de at the

Fire Oil (10s per flask): Sets an area alight. Every-

end of the next turn unless washed off. now and a d4 STR Loss (affected by Armour) at the

Acid (10s per vial): d4 Acid Damage to one target OTHER ITEMS:

MELEE WEAPONS:

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

ing simple clothes, a backpack, basic camping equip-All characters carry standard equipment, includ-

Ефигрмеит

range of about 30 ft (one turn movement).

and a full turn while standing still.

Pistols are used one-handed but have a shorter (cost per day, dohp, Ability Scores 10 unless noted)

Reloading firearms in combat requires both hands

Elaborate or heavy bows, crossbows, and muskets.

Basic, purpose-made weapons. Crossbow, Javelins,

Darts, Hunting Bow, Sling, Throwing Daggers, etc.

Tools or weapons not built for frequent use in battle.

Unless stated otherwise, ranged weapons require

be used with a shield; on foot — two-handed only.

Superior Melee Weapon (1g): d8/d10 Damage.

Martial Melee Weapon (10s): d6/d8 Damage.

Simple Melee Weapon (1s): d6 Damage.

Unarmed attacks deal d4 Damage.

quent use in battle. Pitchfork, Quarterstaff, Sledge-

Two-handed only. Tools or weapons not built for fre-

weapons (1h), and the second — two-handed (2h).

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

ment, six torches, and three days' rations.

If two dice are listed, the first is for one-handed

Lance (10s): d8 Damage. When mounted — can

Superior Ranged Weapon (1g): d8 Damage.

Martial Ranged Weapon (10s): d6 Damage.

Simple Ranged Weapon (1s): d4 Damage.

both hands to make an attack.

Elaborate or masterwork weapons.

berd, Mace, Spear, Sword, etc.

hammer, Splitting Maul, etc.

RANGED WEAPONS:

Longbow, Simple Musket or Pistol, etc.

Light Armour (10s): Armour 1.

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

Shield (5s): +1 Armour, requires one hand to use,

has no effect when used with Full Armour.

### 2. PLAYING THE GAME

#### RULES

#### Saves

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

#### Advantage and Disadvantage

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

### **Taking your Turn**

In a combat situation, the Referee decides which side acts first. When this is unclear, player characters must pass DEX Saves to be able to act before their opponents. After such initial turn, all player characters act together as usual, 1 minute per combat turn.

Each turn, characters can **move** about 30 ft. (or **change items** they are holding instead) and **then** carry out one **action** (or forgo it for another **move**).

At the start of the turn, all characters declare their intentions, and **after that** the dice are rolled.

#### Attacking

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

Ranged weapons cannot be used while engaged in melee combat.

#### Ganging Up

Each target can take a single die of Damage in a turn.

When multiple attackers choose the same target, they roll together in a single attack, keeping the highest result, plus 1 point of Damage for each additional attacker, up to +5. Once the attack has been resolved, the target cannot be attacked again until their next turn.

Attacks that reduce Ability Scores are grouped together by the Ability Score and resolved the same way, separate from normal attacks.

#### Ganging Up: Easy Mode (optional)

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

#### Impaired and Enhanced Attacks

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

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

Enhancement and Impairment negate each other.

#### Manoeuvres

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

#### Armour

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

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

Total Armour score for a creature cannot exceed 3.

#### Mounted Combat

Mounted troops in melee gain +1 Armour and bonus weapon Damage die against unmounted opponents but generally cannot employ two-handed weapons. On clear terrain, their **move** in combat is doubled.

#### **Damage and Critical Damage Saves**

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

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

#### Blast Damag

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

#### Critical Damage

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

#### Ability Score Loss

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

#### GOBLIN

STR 8, DEX 14, WIL 8, 4hp, spear (d6), bow (d4).

INTO THE DUNGEON: REVIVED

Mischievous creatures that can easily be bribed with items that they consider pretty. Some of them can cast Cantrips.

#### HELLHOUND

DEX 12, 5hp, Armour 1, d6 Bite, immune to Fire. Black fiery demonic dogs that hunt in packs.

**Fire Breath:** d4 Fire Damage in a small cone.

#### HOOK HORROR

STR 15, DEX 8, WIL 6, 7hp, Armour 3, 2d8 Hooks.

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

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

#### HOOTBEAR

STR 15, DEX 6, WIL 5, 10hp, Armour 1, 2d8 Claws, Hoot.

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

**Hoot:** once per Rest, it can give out a single, bone-shaking hoot that causes d6 Damage to everyone nearby. Anyone reduced to 0hp by this hoot is not at risk of a Critical Damage but must pass a STR Save or be Stunned for the next turn.

### IMP

STR 6, DEX 16, WIL 14, 3hp, d6 Venomous Bite, non-magical attacks are Impaired.

A small winged demon-trickster. Can use its action to cast Detect Magic and Invisibility at will, and Suggestion once per Rest.

**Venomous Bite:** if the bite reduces STR score, the target suffers 1 DEX Loss as well.

**Shape-shift:** changes appearance to a small beast.

#### LANDSHARK

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

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

#### MANTICORE

STR 17, DEX 15, 8hp, Armour 1, 2d6 Claws, d8 Bite.

A horrible abomination with a body of a lion, a toothy human-like head, and a tail full of spikes.

**Tail Spikes:** venomous spikes could be shoot quite far, dealing d6 Damage. If the spike reduces STR score, the target suffers d4 DEX Loss as well.

#### MUMMY

STR 16, DEX 8, 9hp, Armour 1, d8 Fist, immune to non-magical attacks and mind control magic, Fire attacks are Enhanced.

Vengeful embalmed corpses awoken by careless tomb robbers in ruins of ancient cities or temples.

**Frightening Appearance:** when seeing a Mummy for the first time, everyone must succeed on a WIL Save or be Stunned for the next turn.

**Critical Damage:** infects the target with *mummy rot*. The target loses d4 STR and maximum HP right away and each following day until cured by removing the curse or a week of conventional healing.

#### OGRE

STR 18, DEX 8, WIL 7, 6hp, Armour 1, club (d8). Big and ill-tempered man-eating brutes.

#### ORC

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

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

#### PHASE PANTHER

STR 16, DEX 18, WIL 6, 13hp, 2d8 Clawed Tentacles.

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

threat, or seek out mysterious treasures.

AFTER THE ADVENTURE

ance and inspiration for creating their monsters.

### ВВУІИ ГОВО

STR 14, DEX 14, WIL 20, 18hp, immune to mind con-

they must succeed on a WIL Save or lose d8 WIL. mand. If the target refuses to obey the command, to other realities, and telepathically issue any com-Its psychic ability allows it to levitate, project itself

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

tracted and eaten. The Brain Lord absorbs its recent Critical Damage in Melee: the target has its brain ex-



STR 16, DEX 6, WIL 5, 16hp, Armour 1, d6 Bite. FILTH EATER

very limited vocabulary of common tongue but have human flesh, be it dead or alive. find. Much prefer dead food to alive. Can bark out a Big, stupid beasts that eat nearly anything they immune to mind control magic.

little comprehension.

next day they are violently ill and do not benefit nearby sickened.

from Kesting.

STR 16, DEX 16, WIL 17, 20hp, Armour 1.

each turn. Magic does not work within the Gazer's sight. May Actively seeks to destroy any other lifeforms.

## APPENDIX B: BESTIARY

lifted, moved, or thrown. Living targets thrown this The Referee should use these examples as guid-Telekinesis Beam: up to an elephant-sized target is

Terror Beam: WIL Save or be terrified. If you do .9zie of to d12, depending on the size. way take d6 Damage, but thrown objects may cause

you lose d6 WIL. anything on your next turn other than freeze or flee,

Disintegration Beam: d6 Damage ignoring Armour.

of an elephant. Will completely destroy static objects up to the size Anyone taking Critical Damage is turned to dust.

# GELATINOUS CUBE

Appears as hazy, wet air until the observer is dan-STR 14, DEX 3, WIL 3, 16hp, Armour 2.

tracted to noise and heat. betray its nature from further away. The Cube is atgerously close to the Cube. A chemical smell may

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

STR 13, DEX 15, WIL 6, 5hp, 2d6 Claws, d8 Bite,

Monstrous denizens of forlorn cemeteries feed on

Critical Damage: the target contracts filth fever un- the target is Stunned until passing a STR Save at the Ghoul Touch: if the claws reduce STR score,

less they pass a STR Save. If they fail, then for the end of their turn, exuding stench that makes those

shield), axe (d6), 3d6s in stolen coins and trinkets. STR 12, DEX 12, WIL 7, 9hp, Armour 2 (light +

really interested in meat, preferably alive. fire two of the following beams at different targets ing non-hostile. Can be bargained with but are only throughout their surroundings. I-in-6 chance of be-Their stink is highly recognisable and spreads

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

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

You can now take on an Apprentice created as a

You have survived at least three Adventures since

You have survived at least one Adventure to a dan-

lowest Ability Score by one to a maximum of 20.

ity Score, it increases by one to a maximum of 20.

one Experience Level in a single session of play.

If neither Ability Score has changed, increase your

each Ability Score. If the roll is higher than the Abil-

choose a new Feature, gain d6hp and roll d20 for

Experience Level. You cannot advance more than

humble or grand. After that, you move to the next

character has been doing during this time, whether

to reflect upon your experience. Describe what the

rience Level, you may take a break from adventuring

After completing the requirements for the next Expe-

about a mysterious environment, destroy a powerful

Generally, the goal of an Adventure is to find out

When advancing to a new Experience Level, you

gerous place, returning to civilisation.

You are ready for your first Adventure.

has reached Expert Level.

4. Veteran

3. Expert

1. Novice

new character.

reaching Proven Level.

EXPERIENCE LEVELS

Alternative Experience Progressions (optional)

will cost gold and treasure gained from adventur-For a big non-quantifiable module, levelling up If the Adventure progression of 1-3-5 feels too Unconscious creatures are Prone and have Ohp.

Stunned creatures are Restrained and cannot act.

Restrained creatures have a Disadvantage on

Prone creature spends its move raising back up.

attack or other similar action unveils the attacker.

Hidden creature's attacks are Enhanced, but any

paired, and DEX Saves from external threats are

out actions that rely on sight, their attacks are Im-

Blinded creatures may require a DEX Save to carry

DEX Saves; attacks against them are Enhanced.

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

One per character, obeys simple commands.

Any Ability Score not listed is treated as 10.

the aid of an Expert service or magic to recover.

weather, hostile environment, lack of rations, etc.

Ability Score Loss and other serious ailments require

HP restoration might be prohibited due to harsh

recover all of the character's lost Hit Points but may

Iliw retaw to giwe a bna teet to setunim wet A

Fleeing to safety under pursuit requires a DEX Save

nents and allies but not player characters. Mindless

when they are reduced to 0hp. This applies to oppo-

total numbers. Lone combatants must pass this Save

their group being routed when they lose half of their

The leader of a group must pass a WIL Save to avoid

player may take control of a Hireling or Apprentice.

the group as soon as possible. Alternatively, the

acter and the Referee finds a way to have them join

When a character dies, the player creates a new char-

or fearless opponents are exempt as well.

rolled at Disadvantage.

Assumed Ability Scores

waste time or attract danger.

and somewhere to run to.

INTO THE DUNGEON: REVIVED

### 3. RULING A DOMAIN

Any community of 100 or more people is a Domain. One or more characters may have rulership of a Domain, with the potential to establish a part of 10hp, Proven Warrior). the world as their own.

#### SIZE SCORE AND POPULACE

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

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

— this goal is achieved at the **end** of the month:

- + Funding: You spend 1s for each of your populace this month. Choose an extra Domain Focus. You do not need to roll for Unrest this month.
- + Taxation: You gather extra money this month, gaining 1s for each of your populace.
- + Growth: Roll d20. If this is higher than your SIZ, then your SIZ is increased by 1.
- + Conscription: Recruit an army (see Training Soldiers). SIZ is decreased by one, and you cannot repeat Conscription until it increases again. Next Growth roll will have Disadvantage.
- + Prosperity: You do not need to roll to see if there is Unrest in your Domain this month.

**Unrest:** At the **end** of the month, roll d20. If this is lower than your SIZ, there is Unrest in your Domain. 10% of populace revolts and can seize control of your Domain unless quashed. SIZ is decreased by one.

#### ARMIES AND WAR

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

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

Conscripts become soldiers (1s/person), and soldiers become champions (10s/person) (STR 14,

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

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

Individual attacks against units are Impaired.

Unit attacks against individuals are Enhanced, At the **start** of each month, choose Domain Focus add +5 bonus Damage, and cause Blast Damage.

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

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

Siege Engines cause d12 Blast Damage.

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

#### EXAMPLE DOMAINS

#### Red Hill - Home of the Man-Beasts

Ruler: Black Yur Og, Veteran Shaman. SIZ 5 (Populace 3,000).

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

#### Unktar — The Clay City of Flies

Ruler: Primarch Elm Vroach, Master Priest. SIZ 14 (Populace 100,000).

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

#### RANDOM NON-PLAYER CHARACTERS

INTO THE DUNGEON: REVIVED

#### Age and Wealth

d8 .	Age	d6	Wealth
1–2	young	1-2	poor
3–6	middle-aged	3-5	average
7–8	old	6	wealthy

#### Occupation

occup			
3d6	Occupation	3d6	Occupation
3	scholar	11	craftsman
4	healer	12	servant
5	artist	13	merchant
6	entertainer	14	soldier, guard
7	criminal	15	sailor
8	vagabond, beggar	16	scribe, clerk
9	hunter, fisherman	17	priest
10	farmer, peasant	18	noble
	•		

#### Personality

d20	Personality	d20	Personality
1	arrogant	11	humble
2	curious	12	inattentive
3	dimwitted	13	joyful
4	dishonest	14	melancholic
5	friendly	15	polite
6	generous	16	rude
7	greedy	17	smart
8	gullible	18	tranquil
9	honest	19	unfriendly
10	hot-tempered	20	wary

Roll twice for notable details, reroll unsuitable.

### Notable Detail

3d8	Detail	3d8	Detail
3	hunchback	14	tall
4	one eye	15	overweight
5	scar	16	moustache
6	stutter	17	long hair
7	drunkard	18	sideburns
8	grey hair	19	rare hair colour*
9	bald	20	accent
10	short hair	21	birthmark
11	bushy beard	22	lazy eye
12	thin	23	prosthetic leg
13	short	24	prosthetic arm
			_

<sup>\*</sup> Usually blonde or red, depending on the general population.



INTO THE DUNGEON: REVIVED

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

attached to the Tome for the convenience of usage. Scrolls of new Spells found by Mystics are usually

an Advantage. If their Mystic Level is higher than yours, they get another Mystic's Spell unless they pass a WIL Save. The Focus can be used to dispel the ongoing effect of

higher than the Spell Circle, you have an Advantage. (Cantrip) to d12 (5th Circle). If your Mystic Level is suffer WIL Loss based on the Spell Circle: from d2 a WIL Save instead. On fail the Spell stays, and you Dispelling a Persistent Spell requires you to make



creation of Focuses and Scrolls. Appendix A for the additional information on the See Manufacture of Magic Equipment in

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

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

work when wearing armour, except for Cantrips. ing the proper gestures and incantations. It does not or any Cantrip you know as an action while performor staff that allows to instantly cast a Prepared Spell Every Mystic carries a Focus, typically an orb, wand,

# Prepared Spells and Spellburn

cast using your Focus as an action.

a number of Spells equal to your Experience Level to During the Rest, you can use your Tome to prepare

Critical Spellburn or be Stunned for the next turn. targets WIL instead of STR: pass a WIL Save to avoid Spell Circle ignoring Armour. At Ohp, Spellburn Spellburn Damage to the caster equal to 2hp per Casting a Prepared Spell as an action causes

Optionally, this also causes a Magic Mishap\*.

# Signature Spells

its cost (Ihp per Spell Circle ignoring Armour). tional Spell to cast without preparation and at half Each time you take Mystic Feature, choose an addi-

If needed, Mystics can activate a Scroll as an action. Scroll Activation

Amateur Scroll Activation (optional) The Spell is cast as Signature, destroying the Scroll.

Ongoing Effects of any Spell last while you are coninstead. The Scroll is destroyed in either case. Prepared, or botch it, suffering a Magic Mishap\* can succeed on a WIL Save to cast the Spell as If the Circle is lower than their Level, non-mystics

Persistent Spells have their effects last as long as succeed on a WIL Save to maintain the Spell. extraplanar beings remain. When taking Damage, scious, or until you cast a new Spell, but summoned

can sustain up to  $2 \times Mystic$  Level simultaneously. you wish or until you cast the same Spell again. You

\* See Magic Mishaps in Appendix A.

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	uejd	91	bear-like	9	screaming	91	gibbering	9
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two-armed two-headed two-legged	6I 8I ZI		limbless multi-legged multi-legged	6 8 2	shimmering slimy botted	8I 2I 9I	furry gaunt graceful	8 2 9
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tailed tentacled two-armed two-headed two-legged	6I 8I 2I 9I 9I		bodiless four-armed four-legged legless limbless multi-armed multi-legged	6 8 2 9	spotted shimmering shimmering shadowy shimmering shimme	8I 9I 9I 9I 13	bearbed camouflaged diseased furry gaunt graceful	8 2 9 5 † 8
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walking  6. Body  one-armed  radial  radial  failed  fentacled  functacled  two-headed  two-headed	6I 8I 2I 9I 5I 7I 7I 1I		6. Body armless sarmless asymmetrical bodiless four-armed segles legless multi-armed multi-legged	6 8 2 9 9 5 7 8 7	relict undead  2. Appearance multicoloured muscular rotting rusty shimmering shimmering slimy slimy spotted	21 11 21 21 21 21 21 21 21 21 21 21 21 2	efherdal fiendish 2. Appearance bald barbed bloated camouflaged diseased furry gaunt gaunt	8
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heleporting 6. Body 6. Body one-armed radial radial tailed tentacled tentacled tentacled two-headed two-headed	02 02 02 03 04 05 05 05 05 05 05 05 05 05 05 05 05 05		gliding  b. Body  a. Body  armietrical  bodical  bodical  con-legged  limblese  limblese  midi-legged  midi-legged  midi-legged  midi-legged  midi-legged  midi-legged  midi-legged	6 8 2 9 5 T 1 07P 0I 6 8	natural relict undead  2. Appearance mulficoloured muscular rousty shadowy shadowy shadowy shadowy shadowy shadowy	81 21 91 91 91 91 11 02P 21 11 01 6	divine eldrifch eldrifch efbereal efhereal fiendish .2. Appearance bald barbed camouflaged camouflaged diseased furry the eld furry the eld eld eld eld eld eld eld eld eld el	8
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subterranean teleporting 6. Body one-armed one-legged radial spherical tailed tentacled tentacled two-headed two-headed	6I 8I 9I 9I 9I 13 14 07 07 07 6I 8I 2I 13 14 15 17 18 19 19 19 19 19 19 19 19 19 19		Bilding Bilding Bilding Bo Body Bo Body Bodiless Bodiless Bour-legged Four-legged Four-leg	6 8 2 5 7 02P 01 6 8 2	magical mutated natural primitive relict undead 2. Appearance multicoloured muscular routing rusty shimmering shadowy shimmering slimy spotted	8I 2I 9I 9I 8I 7I 1I 0ZP 7I 1I 0I 6 8 4	artificial colonial divine eldritch ethereal fiendish 2. Appearance bald barbed bloated camoullaged diseased furry gaunt gaunt	8
wole soaring aubterranean teleporting 6. Body one-armed one-legged spherical failed tentacled two-armed two-armed two-armed	6I 8I 2I 9I 9I 5I 7I 0ZP 0Z 6I 8I 2I		floating flying guiding guiding guiding 6. Body Abda 6. Body asymmetrical bodiless four-armed four-armed segled segled minbless minbless and flying segled segled flying segled segled segled flying segled s	6 8 2 5 7 0 T 6 8 2 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4	mutated natural primitive relict undead 2. Appearance multicoloured muscular routing rusty shimmering shimm shimy spotted	8I 2I 9I 9I 5I 7I 1I 0ZP ZI 1I 0I 6 8	colonial divine eldritch ethereal fiendish  2. Appearance bald barbed bloated camouflaged diseased furry gaunt gaunt graceful	8
slithering wolw soaring subterranean teleporting 6. Body one-armed one-legged radial spherical fentacled two-armed two one-armed the one-armed spherical failed two-armed two-armed two-armed two-armed two-armed two-armed	6I 8I 2I 9I 5I 7I 0Z 6I 8I 2I 9I 9I 9I		fast floating flowing flying gliding immobile 6. Body armless saymmetrical bodiless four-legged four-legged floatings saymmetrical armed four-legged four-legged floatings float	6 8 2 9 5 7 1 02P 01 6 8 2 9 9 5	1. Nature magical mutated natural primitive relict undead 2. Appearance multicoloured multicoloured muscular routing rusty shadowy shimmering slimy slimy slimy slimy slimy slimy slimy slimy	21b 21 41 61 81 61 61 61 61 61 61 61 61 61 61 61 61 61	1. Nature artificial colonial divine eldritch ethereal fiendish 2. Appearance bald barbed bloated camoullaged diseased furry gaunt gaunt	8
shambling slithering slow solvow sooring subterranean teleporting walking one-armed one-legged radial spherical tentacled tentacled tentacled two-armed thwo-armed two-armed two	6I 8I 2I 9I 5I 7I 0ZP 0Z 6I 8I 2I 9I 9I		fash flowing flowing giding gliding gliding ebody semmetrical cour-armed seples dour-armed seples s seples seples seples s seples s s s seples s s s seples s s s s s s s s s s s s s s s s s s	6 8 2 9 5 7 0 1 0 6 8 2 7 0 1 6 8 2 9 9 9 9 9 9 9 9 9 9 9 9 9	Orm table.  1. Nature magical mutated natural primitive relict undead  2. Appearance multicoloured muccular rotting rusty shimmering shadowy shimmering slimy slimy slimy slimy	4 9rh 9 4 10 12 12 12 12 12 12 12 12 12 12 12 12 12	duplicates. Then use  1. Nature artificial divine eldritch ethereal fiendish 2. Appearance bald barbed bloated bloated diseased diseased furry gaunt gaunt	Reroll Resoll Resoll Resoll Resoll Resoll Resolution Re
running shambling slaintering slaintering slow soaring subterranean teleporting walking one-armed one-legged radial tentacled tentacled two-headed two-headed two-legged	6I 8I 2I 9I 5I 7I 0ZP 0Z 6I 8I 2I 9I 9I 9I 9I 9I 9I 9I 9I 9I 9		crawling fast fosting flowing flowing flowing flying gliding flowing gliding flowing gliding flowing gliding flowing gliding flowing gliding flowing f	6 8 2 9 5 7 1 02P 01 6 8 2 9 9 5	1. Nature magical mutated natural primitive relict undead 2. Appearance multicoloured multicoloured muscular routing rusty shadowy shimmering slimy slimy slimy slimy slimy slimy slimy slimy	4 9rh 9 4 10 12 12 12 12 12 12 12 12 12 12 12 12 12	duplicates. Then use  1. Nature artificial divine eldritch ethereal fiendish 2. Appearance bald barbed bloated bloated diseased diseased furry gaunt gaunt	Reroll Resoll Resoll Resoll Resoll Resoll Resolution Re
rolling running shambling slithering soaring subterranean teleporting walking one-armed one-legged radial tailed tentacled tentacled tentacled tentacled tentacled two-headed two-headed	61 81 21 21 21 21 21 21 21 21 21 21 21 21 21		Britwornud carbon mind mind mind metas fast footing flowing flowing gliding flowing mind metas for metas flowing samples flowing metas flowing metas flowing metas flowing flowing mind metas flowing	6 8 2 9 5 7 0 <b>2p</b> 01 6 8 2 9 9 5 7	Orm table.  1. Nature magical mutated natural primitive relict undead  2. Appearance multicoloured muccular rotting rusty shimmering shadowy shimmering slimy slimy slimy slimy	4 9rh 9 4 10 12 12 12 12 12 12 12 12 12 12 12 12 12	duplicates. Then use  1. Nature artificial divine eldritch ethereal fiendish 2. Appearance bald barbed bloated bloated diseased diseased furry gaunt gaunt	Keroll day   Keroll

12

14

15

d20 Attribute

menacing

patterned

peculiar

otherworldly

ornate

RANDOM APPEARANCE

ancient

Fabric (when appropriate)

Material (when appropriate)

d20 Attribute

Attribute (when appropriate)

#### DISTANCES/AREAS

RANDOM SPELLS

Random 36 Spells

1.2

1,3

1.4

1,5

1,6

2.1

2,2

2.3

2,4

2.5

2,6

d6,d6 Spell d6,d6

2

4

8

9

10

11

12

 $d4 \times 10 + d10$  (treat 10 as 0)

Random 40 Spells

Random 48 Spells

- + Short or Close/Small a couple of steps;
- + **Medium** about 30 ft (one turn movement);
- + Far/Large or Your Vicinity about 60 ft.

If not specified, the Spell affects a single target that you can see in your vicinity.

#### **TARGETS**

- + Creatures all living or animated beings:
  - · Humanoids humans and human-like in appearance and biology living creatures;

Spell

13

14

15

16

17

18

19

20

21

22

23

24

d6,d6

5,2

5,3

5,4

5,5

5,6

6,1

6,2

6,3

6,4

6,5

6,6

Spell

26

27

28

29

30

31

32

33

34

35

36

- Undead reanimated dead creatures;
- + Items and Objects inanimate things.

3,1

3,2

3,3

3,4

3,5

3,6

4,1

4,2

4.3

4,4

4,5

4,6

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

INTO THE DUNGEON: REVIVED

#### CANTRIPS

- 1. Acid Splash: An orb deals d4 Acid Damage and lightly corrodes wood.
- 2. Arcane Mark: Inscribe a personal Rune (visible or invisible). Persistent.
- 3. **Daze:** A humanoid must pass a WIL Save or be Stunned for the next turn.
- 4. **Detect Magic:** Detects Spell effects and magic items in your vicinity (detection is blocked by walls, doors, etc.).
- 5. Detect Poison: Touch to detect poison in one creature or small object.
- 6. Disrupt Undead: Deals d4 Damage to one undead, ignoring Armour and resistances.
- 7. **Flare:** Sends up a flare that can be seen from afar. If shot at a target, deals d4 Fire Damage.
- 8. Ghost Sound: Throws voice, figment sounds, or whispers a message to someone you can see.
- 9. **Guided Strike:** The target gains bonus weapon Damage die on their next attack.
- 10. **Hide:** Touch one item that could fit in the palm of your hand to make it invisible. Persistent.
- 11. Jinx: A humanoid's next attack is Impaired.
- 12. Light/Douse: An object that you are holding sheds light as a torch, or one light source in your vicinity no bigger than a torch is extinguished.
- lagic Hand: 5-pound telekinesis.
- **Iending:** Minor repairs to an object by touch.
- **Iute:** A humanoid that you touch is muted for e next turn.
- restidigitation: Performs minor tricks, creates conceals one minor sensory effect.
- rovocation: A creature must pass a WIL Save be provoked to attack you.
- ay of Frost: A ray deals d4 Cold Damage.
- esistance: Touched creature ignores normally nnoying effects such as sweltering heat, itchy in diseases, or a sandstorm. Persistent.
- park: Touch for d4 Electricity Damage ignorg Armour.

Musica	d Instrument		
d20	Instrument	d20	Instrument
1	bagpipe	11	jaw harp
2	bell	12	lute
3	bladder pipe	13	lyre
4	crumhorn	14	mandolin
5	drum	15	ocarina
6	dulcimer	16	rebec
7	fiddle	17	shawm
8	flute	18	tambourine
9	harp	19	viol
10	hurdy-gurdy	20	zither

bell	12	lute	2	bejewelled
bladder pipe	13	lyre	3	colourful
crumhorn	14	mandolin	4	crude
drum	15	ocarina	5	dingy
dulcimer	16	rebec	6	exotic
fiddle	17	shawm	_	
flute	18	tambourine	7	grotesque
harp	19	viol	8	heavy
hurdy-gurdy	20	zither	9	intricate
nuruy-guruy	20	Zititei	10	light or thin
				Ü

#### 16 refined rugged 18 shiny 19 sleek sophisticated 20 **Colour (when appropriate)**Use colour table from **Magic Mishaps** on page 30. Light Armour and Accessoires

Light	Aimoui and Acc	essumes	
d6	Armour	d6	Armour
1	bracers	4	greaves
2	gambeson	5	helmet
3	gloves	6	leather armour

2	gambeson	5	helmet	d12	Fabric	d12	Fabric	d12	Fabric
3	gloves	6	leather armour	1	brocade	5	fur	9	linen
	O			2	cotton	6	hair	10	silk
				3	felt	7	hemp	11	velvet
	Armour and Accessoire	es		4	fish-skin	8	leather	12	wool

d10	Armour	d10	Armour
1	bracers	6	mail armour
2	cuirass	7	plate armour
3	gauntlets	8	sabatons
4	greaves	9	scale armour
5	helmet	10	segmented armour
			· ·

Mutcii	ai (wiich appropri	atc)	
d20	Material	d20	Material
1	amber	11	iron
2	bone or chitin	12	ivory or horn
3	brass	13	jade
4	bronze	14	jet
5	ceramic	15	obsidian
6	copper	16	pewter
7	coral	17	silver
8	crystal	18	steel
9	glass	19	stone
10	gold	20	wood

d6,d8	Spell	d6,d8	Spell	d6,d8	Spell	13. <b>M</b> a
1,1	1	3,1	17	5,1	33	14. Me
1,2	2	3,2	18	5,2	34	15. <b>M</b> :
1,3	3	3,3	19	5,3	35	the
1,4	4	3,4	20	5,4	36	16. <b>Pr</b>
1,5	5	3,5	21	5,5	37	or
1,6	6	3,6	22	5,6	38	17. Pr
1,7	7	3,7	23	5,7	39	or
1,8	8	3,8	24	5,8	40	18. <b>Ra</b>
2,1	9	4,1	25	6,1	41	
2,2	10	4,2	26	6,2	42	19. <b>Re</b>
2,3	11	4,3	27	6,3	43	an
2,4	12	4,4	28	6,4	44	ski
2,5	13	4,5	29	6,5	45	20. Sp
2,6	14	4,6	30	6,6	46	ing
2,7	15	4,7	31	6,7	47	
2,8	16	4,8	32	6,8	48	

Shiel	d		
d6	Shield	d6	Shield
1	buckler	4	pavise
2	heater shield	5	round shield
3	kite shield	6	square shield
			•

Weapo	n and Ammunition		
d20	Weapon	d20	Weapon
1	arrow	11	lance
2	axe	12	longbow
3	bolt	13	pistol
4	boomerang	14	mace
5	bullet	15	musket
6	crossbow	16	sling
7	dagger	17	spear
8	dart	18	sword
9	halberd	19	throwing star
10	hunting bow	20	war hammer

9
urity (1-in-6 chance to be present)
Peculiarity
changes colour when no one is looking
cold to the touch
emits barely audible buzzing
faintly glows in the dark
heavier than it looks
lighter than it looks
oily or slimy to the touch
semi-transparent
smells weirdly but not unpleasantly
sometimes appears to be slightly moving
vibrates just a little bit from time to time

warm to the touch

RANDOM MAGIC ITEMS

Think of Roll for a random magic item and its appearance. Jewellery

weapon	001-16	misc.	07-13
bləida	06-₽8	jewellery	05–1₽
full armour	81-83	garment	31-40
light armour	08−₹∠	consumable	11-30
music. instrument	21-73	container	1-10
Τype	00IP	Τype	00IP
			Jλbe
what it looks like.	uo pəseq	tts properties	το λαιά οτ

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₹9-69	candelabrum	13-14	əlqewns	noO	Consumable d10	OIP
79-19	ysnaq	11-12			əpp	Consu
09-69	proom	01-6				
85-75	brazier	8-7	waterskin	17	flask or canteen	9
00.00	pricket	0.0	lsiv	II	drinking horn	9
99-99	To Iwod	9–9	sack or bag	10	decanter	₹
₽9–62	pook isman	₽ <del>-</del> E	quiver	6	pox or casket	3
25-13	amulet or tal-	Z-I	yənod	8	bottle	7
00IP	Item	001b	guį	7	раскраск от рауетзаск	I
	snoət	Miscellar	Container	7IP	Container	71p
					ner	Contai

	chalk or pencil	6	nosioq
9	candle or torch	8	ink or paint
	or seed		or leaf
	pean, root,	Z	herb, flower,
	or ointment		(fruit, pastry, etc.)
	lio ,mlad	9	) pooj
01	Consumable	OIP	Consumable
mst	əldsm		
	172211772 70 170777		1777/2721711 <b>-</b> 7
	flask or canteen		12 waterskin
-	илоп зиняшть		I VIAI

jerkin	11	þelt	I
Garment	07P	Garment	97D
		ju-	Сагте
mara ra tranad	0.7	ran wad ra sann	0
potion or elixir	10	dust or powder	9
nosioq	6	chalk or pencil	₹
ink or paint	8	candle or torch	ε
or leaf		or seed	
herb, flower,	Z	bean, root,	7
(fruit, pastry, etc.)		or ointment	
poój	9	halm, oil,	Ţ
Consumable	OIP	Consumable	OIP
		mable	Consu

Garment	97P	nt Garment	Garme d20
jerkin	11	belt	Ţ
mantle	12	boots	7
robe	13	cloak	ε
slabnas	ħΙ	coat	₽
triide	12	doublet	9
spoys	91	dress	9
skirt	ZΙ	gloves	Z
trousers	81	hat	8
binut	6I	рооч	6
vestments	70	pose	10

Snir	50	еуерағсһ	10
pendant	61	garring	6
pectoral	81	diadem or tiara	8
necklace	ZΙ	crown or coronet	Z
medallion	91	cloak pin	9
mask	91	chain	9
locket	ħΙ	prooch	₽
pesadband	13	bracelet	3
niquish	12	pelt buckle	7

UΙ	datedaya	06	puin
6	earring	6I	pendant
8	diadem or tiara	18	pectoral
7	crown or coronet	71	necklace
9	cloak pin	91	medallion
9	chain	15	mask
₽	prooch	ÐΙ	locket
ε	bracelet	13	pesadband
7	pelt buckle	15	niqrish

_	_		
O			
<b>O</b>	.9		
`	·G		

- ters d4 STR Loss.

- on the next turn.

- omes friendly until their next Rest.
- Charm Person: WIL Save or one humanoid be-
- assing a WIL Save at the end of their turn.
- cult to notice and track.
- 4. Camouflage: Everyone adjacent to you is diffi-
- 3. Burning Hands: d6 Fire Damage in a small 24. Hold Portal: Holds a door shut.

  - to you. Persistent.

# I ST CIRCLE

succeed on a DEX Save, or the attack ignores

38. Swarm: Summons a swarm of bats, rats, or dog. It holds no loyalty to you.

39. True Strike: The target of your next attack must

cannot attack) obeys your commands.

HP going directly for the STR Score.

spiders. Harmless, but distracting.

40. Unseen Servant: An invisible force (STR 5, 1hp,

- extraplanar creature up to the size of a small their Damage dice.
- 16. Erase: Mundane or magical writing vanishes 37. Summon Creature: Calls an unintelligent

- 36. Sleep: Puts d6 relaxed living creatures into a
- slumber and others feel lethargic, Lowering
- illusion of your design.
- 35. Silent Image: Creates a minor motionless Damage, ignoring Armour.

- can exist comfortably in hot or cold environ- 34. Shocking Grasp: Touch for d6 Electricity and blocks Magic Missiles.
- 33. Shield: An invisible disk grants you +1 Armour
- into blinding light or choking smoke.
- 32. Pyrotechnics: Spread or extinguish fire, turn it harm from a specific source.
- 11. Detect Dead: Reveals corpses and undead be- 31. Protection: You ignore the next instance of around you. Ranged attacks are Impaired.
- 10. Courage: Until Rest, a willing creature is im- 30. Obscuring Mist: Fog obscures a small area after taking any Damage.
- 9. Comprehend Languages: You understand all 29. Mount: Summons a riding horse. It disappears corners, ignores Armour.
- 8. Colour Spray: DEX Save or the target is Blinded 28. Magic Missile: d4 Damage, goes around
- 7. Chill Touch: STR Save or a living creature suf- 27. Jump: A creature can jump twice as far and properties, curses, etc. are not revealed.
- its general effect. Details of workings, hidden item you hold, such as how to activate it and 5. Cause Fear: WIL Save or the creature flees until 26. Identify: Unveils basic properties of a magical
- turn are Impaired. WIL Save. In combat, their attacks on the next
- 25. Hypnotism: Fascinate d6 creatures that fail a
- laughs, Impairing their attacks for the duration. 2. Animate Rope: Makes a rope move at your 23. Hideous Laughter: WIL Save or a humanoid
- stuff in a medium cone. A STR Save to resist. 1. Alarm: Intruders set off an alarm audible only 22. Gust of Wind: Blows away or knocks down slippery. DEX Save to avoid slipping. 21. Grease: Makes a small area or one object
- INTO THE DUNGEON: REVIVED

11 gorget anklet lewellery d20 Jewellery

sknjj	28-18	tigurine or	31-32	
sickle	08-62	net	29–30	
		or goblet		
spovel	87-77	cup, chalice,	27–28	
scissors	92–92	corkscrew	92-97	
sand timer	₽2–67	quios	23-24	
saddle	71-72	nioo	21-22	
rope	04-69	censer	19-20	
rod or sceptre	89-49	carpet	17–18	
lliup	99–99	cards or dice	12–16	
prosthesis	₹9-69	candelabrum	13-14	
plate or tray	79-19	psnaq	11-12	
ədiq	09-69	proom	01-6	
ріскахе	85-75	brazier	8-7	
		าวงากส		

49-50 mirror 47–48 manacles

45–46 lockpick lantern

41-42 horseshoe

37-38 handkerchief 87-88

39-40 hook

раттег	98–58	sbike
gem or pearl	₽8–68	spectacles
lobi		
ro ənirugit	81-85	skull
nei	08-62	sickle
or goblet		
cup, chalice,	87-77	spovel
COLKSCIEW	07-07	STOSSIDS

86-76

06-68

91-96 ohistle

Mand

nmbrella

tablecloth

spyglass

orb or crystal

monocle or lens

əլpəəu

Iţ6m

and slowly moves by your command. 19. Floating Disk: Creates a 3-ft-wide horizontal

sphere fall slowly.

when you touch it.

a STR Save.

your vicinity.

ings in your vicinity.

spoken and written languages.

disk that holds 100 lb, floats 3 ft off the ground,

20. Glue: One object gets stuck to another one.

18. Feather Fall: Objects or creatures in a small

The target could choose to avoid effects with

ing their weapon Damage dice respectively.

doubles or halves in size Raising or Lower-

15. Enlarge/Reduce: A humanoid that you touch

14. Endure Elements: Everyone adjacent to you

Disguise Self: Change your facial appearance.

12. Detect Secret Doors: Reveals hidden doors in

mune to fear but unable to retreat from battle.

Expeditious Retreat: You run twice as fast.

on a STR Save or cannot move. When cast on a creature, they need to succeed

# $2^{\scriptscriptstyle ND}\; Circle$

- 1. Acid Arrow: d6 Acid Damage now and a d4 STR Loss (affected by Armour) at the end of the next turn unless washed off.
- 2. Alter Self: Take on a form of a similar creature.
- 3. Arcane Lock: Magically lock a portal or chest by touching it. Persistent.
- 4. Arcane Sight: Magical auras in a medium sphere become visible to you, even through walls and other obstacles, revealing the most general information of their nature.
- 5. Bear's Endurance: A creature gains Armour 2.
- 6. Blindness: STR Save or Blinded until Rest.
- 7. Blur: Your details cannot be seen. Attacks against you are Impaired.
- 8. Bull's Strength: Grant Unarmed melee d8 Damage and Advantage on STR Saves.
- 9. Cat's Grace: Grant Advantage on DEX Saves, Ranged weapon Damage dice are Raised.
- 10. Command Undead: An undead creature must pass a WIL Save or obeys your command.
- 11. Continual Flame: Touched object lights up like a permanent, heatless torch. Persistent.
- 12. Darkness: Creates a medium area of supernatural shadow.
- 13. Darkvision: See in natural darkness in your
- vicinity.
- 14. **Deafness:** Deafens everyone in a medium area. 15. Detect Thoughts: WIL Save or else allows
- "listening" to surface thoughts of the target.
- 16. False Life: Regain any lost STR, but it vanishes again in d6 minutes or if you cast another Spell. 41. Silence: No sounds could be produced in a
- 17. Flaming Sphere: Creates a rolling ball of fire, d8 Fire Damage on a failed DEX Save. Each turn you can choose the direction of its movement. After dealing its Damage, it stops for this turn.
- 18. Fog Cloud: Fog obscures vision over a large area. Ranged attacks through it are Impaired.
- 19. Ghoul Touch: STR Save or Stunned until passing a STR Save at the end of their turn, exuding stench that makes those nearby sickened.
- 20. Glitterdust: DEX Save or Enhance attacks at tar- 45. Summon Beast: Calls an intelligent extraplanar geted creature. Reveals Invisible target.
- 21. Heat Metal: Heat one metal object red-hot. Each turn it causes d6 Fire Damage on touch.
- 22. Heroism: A creature can reroll one Damage die or 20 on a Save once before Rest. Persistent.
- 23. Hex: Bestows a Disadvantage on the next Save.
- 24. Invisibility: A target is Invisible until it attacks.

- 25. Knock: A loud knock opens locks and doors.
- 26. Levitate: The target moves up and down at your will, floating down safely afterwards. A WIL Save to levitate targets heavier than you.
- 27. Locate Object: Directs toward the object.
- 28. Magic Mouth: Touch an object to make it speak once or each time when triggered. Persistent.
- 29. Magic Weapon: Touch a weapon to make it Magical (Raise Damage die (up to d10), ignore all supernatural resistances) for the duration.
- 30. Minor Illusion: Conjure an image with sound.
- 31. Mirror Image: Creates d4 decoy duplicates of you. The duplicate disappears when hit.
- 32. Owl's Wisdom: Grant heightened senses of perception and Advantage on WIL Saves.
- 33. Phantom Trap: Makes an object seem trapped. Persistent.
- 34. Protection from Arrows: Touched creature is immune to mundane ranged attacks.
- 35. Rage: Creature's attacks are Enhanced, but so are attacks against them.
- 36. Ray of Enfeeblement: DEX Save or all attacks Impaired until Rest.
- 37. **Resist Element:** A specific type of elemental Damage that one creature takes is Impaired.
- 38. Rope Trick: A rope leads to extradimensional space accommodating up to six creatures.
- 39. Scorching Ray: Deals d8 Fire Damage.
- 40. Shatter: Sonic vibration causes d6 Blast Damage ignoring Armour to anything adjacent to you. Objects or crystalline creatures take d12 Blast Damage ignoring Armour instead.
- medium area, including Spell casting.
- Speak with Dead: A corpse answers three questions before crumbling to dust. Answers must be truthful, might be cryptic, and will be based on the target's lifetime knowledge.
- 43. **Spectral Hand:** Creates a disembodied glowing hand to deliver one of your touch Spells as an action on one of your next turns.
- 44. Spider Climb: You walk on walls and ceilings.
- beast. It holds no loyalty to you.
- 46. Touch of Idiocy: STR Save or lose d4 WIL.
- 47. Web: Fills a medium area with sticky spiderwebs. STR Save or cannot move on this turn.
- 48. Whispering Wind: Send a short message within a mile to a known recipient or a group.

#### Soldier

d8	Rank	Weapon
1	archer	longbow (d6)
2	cavalry	lance (d8, 2h if not mounted)
3	javelineer	javelins (d6)
4	halberdier	halberd (d8, 2h)
5	musketeer	simple musket (d6, 2h)
6	officer	pistol (d6)
7	pikeman	pike (d8, 2h)
8	swordsman	greatsword (d8, 2h)

#### **EQUIPMENT**

Exchange your money for random equipment rolls. Reroll duplicates. If your Background grants you a melee weapon, roll for a ranged instead. Mystics replace light armour with martial melee weapon.

N /	-	E
Money		Equipment

withicy	Equipment
5s	simple M, 2×gear, tool, 2s
6s	simple M, simple R, 2×gear, tool, 2s
7s	simple M, shield, 1s
8s	simple M, simple R, pet, 1s
10s	simple M, shield, 2×gear, tool, 2s
12s	simple M, martial R, 1s
14s	simple M, light armour, 2×gear, tool, 1s
16s	simple R, light armour, pet

Additionally, you have simple clothes, a backpack, basic camping equipment, six torches, and three days' rations.



#### Simple Melee Weapons (1s) (d6, 2h)

d4	Weapon	d4	Weapon
1	pitchfork	3	sledgehammer
2	quarterstaff	4	splitting maul

#### Martial Malaa Waanane (10e) (d6/d8)

	an interest insupports (10	0) (440	, <del>u.o</del> ,
d8	Weapon	d8	Weapon
1	axe	5	mace
2	dagger	6	spear
3	halberd	7	sword
4	lance	8	war hammer

#### Simple Ranged Weapons (1s) (d4)

d6	Weapon	d6	Weapon
1	boomerang	4	sling
2	darts	5	throwing daggers
3	hunting bow	6	throwing stars

#### Martial Ranged Weapons (10s) (d6)

d4	Weapon	d4	Weapon
1	crossbow	3	longbow
2	javelins	4	pistol or simple musket

#### Adventuring Gear (5p)

d12	Gear	d12	Gear
1	10-ft rope	7	dice or cards
2	bottle	8	flint and steel
3	caltrops	9	parchment
4	candle	10	sack
5	chain	11	spike
6	chalk	12	tent

#### Tools (1s)

10018 (	18)		
d20	Tool	d20	Tool
1	animal trap	11	hatchet
2	collapsible pole	12	lockpicks
3	chisel and mallet	13	padlock
4	clamp	14	pickaxe
5	crowbar	15	pliers
6	drill	16	saw
7	file or rasp	17	scissors
8	fishing pole	18	shovel
9	grappling hook	19	wrench
10	hammer	20	writing set

#### Pet (5s)

d4	Pet	d4	Pet
1	cat	3	owl
2	mutt	4	parrot

# RANDOM TABLES AND INSPIRATION

# Choose or roll for a background and on any addi-ВАСКЕВОИИDS

			lsn	imir
	Soldier	8	Minstrel	₽
	Scholar	7	Labourer	3
	Sailor	9	Hunter	7
	əldoM	5	Criminal	I
1	Background	8p	Background	8p
		.pə.	random table requir	ous

L	(acc) specials (acc	V	osib bobool
9p	Criminal Tool	9p	Criminal Tool
imir(	ls n		
₽	Minstrel	8	Soldier
3	Labourer	L	Scholar
7	Hunter	9	Sailor
I	Criminal	9	Moble
8p	Background	8p	Background

۷	Ledworz	9	locknicks
I	plackjack (sap)	₽	loaded dice
9p	Criminal Tool	9p	Criminal Tool
imir	lsn		
₽	Minstrel	8	Soldier
3	Labourer	7	Scholar
7	Hunter	9	Sailor
_			

3	grappling hook	9	marked cards
7	crowbar	G	lockpicks
I	plackjack (sap)	₽	loaded dice
9F	Criminal Tool	9p	Criminal Tool
imi	lsn		

		lsn.	ļW
Criminal Tool	9p	Criminal Tool	9
loaded dice	₽	plackjack (sap)	
lockpicks	9	скомряк	7
marked cards	9	grappling hook	

		, . ,
ррііпв һоок	9	marked cards
wbar	9	lockpicks
ckjack (sap)	₽	loaded dice
looT Isnim	9p	Criminal Tool

quarterstaff, scissors and whip	
scythe, hatchet and shovel	8
pitchfork, sickle and sieve	
elooT to risq s bns noqseW	
DOOK 0 IIIGIREG CAIGS	, 6

	nter
elooT to risq a bna noqseW	Labour
pitchfork, sickle and sieve	gnimref
scythe, hatchet and shovel	gardening
quarterstaff, scissors and whip	herding
eplitting maul, saw and wedge	gniggol
sledgehammer,	masonry
bucket and trowel	
, II I II I	

40 <b>4</b> ;	low.	
9	gninim	mattock, drill and mallet
		bucket and trowel
9	masonry	sledgehammer,
₽	gniggol	egbew bna was ,luam gnittilqe
3	herding	quarterstaff, scissors and whip
7	gardening	scythe, hatchet and shovel
I	gnimret	pitchfork, sickle and sieve
9p	Labour	elooT to risq a bna noqseW

- juounii ja	lə: Ti fesianM	nsniM
mattock, drill and mallet	gninim	9
bucket and trowel		
sjedgehammer,	masonry	9
splitting maul, saw and wedge	gniggol	ħ
quarterstaff, scissors and whip	herding	3
scythe, hatchet and shovel	gardening	7
pitchfork, sickle and sieve	gnimret	I
elooT to risq a bas noqseW	Labour	9p
	rer	rspon

strument	lə: nI lsəisuM	nsniM 01b
mattock, drill and mallet	gaiaim	9
bucket and trowel		
sledgehammer,	masonry	9
splitting maul, saw and wedge	gniggol	₽
quarterstaff, scissors and whip	herding	3
scythe, hatchet and shovel	gardening	7
pitchfork, sickle and sieve	Snimret	I
elooT to risq a bas noqseW	Labour	9p
	Ter	rspon

dle, rebec	biì ,loiv	6
nilobne	լուբ՝ աջ	8
gurdy	β-λpınq	7
шмғиз 'ша	cınmpo	9
9.T.G	harp, ly	9
d	jaw har	₽
sarina	flute, oc	3
ambourine	գւռա՝ գ	7
e, bladder pipe	diqgad	I
l Instrument	ssisuM	OIP
	le:	usniM
mattock, drill a	guinim	9

12 Physical Science (geoscience)

Physical Science (chemistry)

Philology (foreign languages)

Philology (dead languages)

Life Science (zoology)

Life Science (medicine)

Life Science (herbalism)

History (archaeology)

ither, dulcimer

Philology (folklore and literature)

History (geography and politics)

History (culture and religion)

Physical Science (astronomy and physics)

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įΖ	10	Warrior	₽'₽	Healer	₹′7
ĮΛ	6	Thaumaturge	€′₹	Gunslinger	2'ع
ηĮ	8	Tactician	7′₹	Duellist	7'7
ιų	Z	Swashbuckler	Ľ'₹	Commander	1,2
IJ	9	Skilled	₹′€	Brawler	₹¹I
PY.	9	Sharpshooter	€'€	Berserker	٤'١
еļ	₽	Mystic	7'ε	Beastmaster	7'1
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		c rolls for random ed ( <b>Random 36 Sp</b>	
Warrior	₽'₽	Healer	₹′7
Thaumaturge	€′₹	Gunslinger	٤'٦
Tactician	7′₹	Duellist	7'7
Swashbuckler	Į′₹	Commander	1,2
Skilled	₹′€	Brawler	†′ī
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Mystic	7′€	Beastmaster	7'I

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nature Spell or roll a d6 for a random one. Magic, page 12). Choose one of these Spells as a Sig-

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FEATURES

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STR

ВАИDОМ СНАВАСТЕВЯ

Thaumaturge rolls for a pair of random Gifts.				
tracking	10	drinking	G	
negotiation	6	Snitsedo	₽	
noitagivan	8	Builgrud	ε	
stealth	Z	athletics	7	
quickness	9	gailbash lsmias	I	
Expertise	01b	Expertise	01b	

# 3<sub>KD</sub> CIECLE

a line ignoring Armour.

decipher. Persistent.

Fly: A creature flies.

medium sphere.

ing afterwards. Persistent.

Damage Saves. Persistent.

or creatures take Damage.

the next attack against you.

Fire Damage.

STR Score.

20. Lightning Bolt: d8 Electricity Damage to all in

19. Keen Edge: The next attack with this melee

18. Invisibility Sphere: The target and everyone

17. Illusory Script: Touch a page to change or hide

16. Hold Person: Stuns one humanoid until pass-

15. Haste/Slow: One creature moves at double or

14. Halt Undead: Immobilizes all undead in your

13. Gaseous Form: A willing creature becomes

11. Flame Arrows: Ally's missiles deal bonus do

10. Fireball: Deal d10 Fire Damage within a

9. Explosive Runes: Inscribe Runes that deal d10

7. Displacement: Gain Advantage on Critical

Deep Slumber: Puts d6 living creatures that fail

enough to overwhelm even magical darkness.

5. Daylight: A large area of bright light strong

4. Clairaudience/Clairvoyance: Hear or see at a

3. Blink: Each turn you have a 50% chance to van-

STR Save at the end of one of their turns.

distance or through a wall as if you were there.

ish and reappear on your next turn, avoiding

their WIL Save to sleep until the Spell is broken

8. Dream: Sends a message to anyone sleeping.

Blast Damage when read or touched, disappear-

insubstantial and can fly slowly. The target or

caster can end the effect at will. Persistent.

tage/Disadvantage on DEX Saves respectively. half speed, gains +1 or -1 Armour, and Advan-

ing a STR Save at the end of their turn.

vicinity who failed their WIL Save.

weapon ignores HP and goes directly for the

they attack or step away too far from the target.

within a small sphere nearby are Invisible until

its real content that only an intended reader can

- Absorb Element: A creature touched by you is
- fail a STR or DEX Save within a medium 2. Black Tentacles: Tentacles grapple those who immune to a specific type of elemental Damage.
- area, Impairing their attacks until they pass a
- INTO THE DUNGEON: REVIVED

rows, smaller creatures, and gases.

33. Tongues: You can speak any language.

breathe underwater.

to avoid slipping.

their turn. Persistent.

objects in your vicinity.

Persistent.

36. Wind Wall: A line of strong wind deflects ar-

35. Water Breathing: Creatures chosen by you can

34. Vampiric Touch: On a failed STR Save, a living

32. Tiny Hut: Creates a shelter for ten creatures.

creature loses d6 STR, and you restore all HP.

choice which being answers, and it holds no loy-

ing that wishes to enter our plane. You have no

harmful to the target are rolled with Advantage.

course of action. Saves against actions that are

stands you is compelled to follow the uttered

31. Summon Gate: Calls out to any extraplanar be-

30. Suggestion: WIL Save or the target that under-

start of each turn for those staying in the area.

on the next Save. The Save is repeated at the

pass a STR Save or vomit, gaining Disadvantage

medium area. Anyone inside the cloud must

tacks are Impaired in a large area. A DEX Save

shrink it to one-sixteenth of its size and weight.

that Stuns reader until a WIL Save at the end of

and scrying or misleads such attempts.

used to disguise the appearance of one creature.

29. Stinking Cloud: Nauseating vapours fill a

28. Sleet Storm: Flames are doused, and ranged at-

27. Shrink Item: Touch a non-magical object to

26. Shout: Everyone within a medium cone is deaf-

25. Sepia Snake Sigil: Inscribe a small text symbol

24. See Invisibility: Reveals Invisible creatures and

23. Obfuscate: Hides one target from divination

ened for one turn and takes d8 Damage.

Fits one creature. Persistent.

ural beings (extraplanar, undead, etc.) from en-

21. Magic Circle: Prevents a certain type of unnat-

smell, and thermal effects. This also could be

22. Major Illusion: Conjure an image with sound,

tering or leaving unless they pass a WIL Save.

# $4^{\text{TH}}$ CIRCLE

- 1. Animate Dead: Creates up to d4 undead skeletons and zombies from corpses. You have control over them while the Spell lasts.
- you can see through and control. You can also cast your Cantrips through it.
- 3. Bestow Curse: The target gains Disadvantage on all Saves until Healed.
- 4. Cause Panic: Creatures within a large cone must pass a WIL Save or flee for the duration.
- 5. Chain Lightning: Strikes d10 targets for d10 Electricity Damage each ignoring Armour.
- 6. Charm Creature: WIL Save or a creature treats vou as an ally.
- 7. Confusion: Creatures in a medium area who failed a WIL Save behave oddly. In combat, roll a d4 on their turn, 1: attack their allies, 2–3: do 24. Remove Curse: Touch a creature to free it from nothing, 4: attack their enemies.
- 8. Contagion: Infects a living creature with a hor- 25. Resilient Sphere: A force globe protects but rible disease, reducing one Ability Score by d6 immediately and every morning until Healed.
- 9. Create Water: A spring starts spilling water from the ground or wall.
- 10. Crushing Despair: Everyone in a large area makes a WIL Save or their attacks are Impaired.
- 11. **Detect Scrying:** Alerts you of the magical eaves- 29. **Solid Fog:** Blocks vision and slows movement

dropping.

- 12. **Dimension Door:** Teleports you within a 30. **Stone Shape:** Sculpts a small cube of stone into medium distance.
- 13. Dimensional Anchor: Bars extradimensional movement in your vicinity.
- 14. Fire Shield: Creatures attacking you in melee take d6 Fire Damage; you are immune to Fire and Cold Damage.
- 15. Fire Trap: Touch to trap an object or a door. Opening it deals d12 Fire Damage. Persistent.
- 16. Globe of Invulnerability: Stops Spells up to the 3<sup>rd</sup> Circle inside a small sphere.
- 17. Illusory Terrain: Change the visual appearance 34. True Invisibility: A creature can attack and of one terrain type, wall, floor, ceiling, etc.
- miliar creature.
- 19. Minor Creation: Creates one small cloth or a 36. Wall of Ice: Creates a large ice wall (12hp, wooden object. Persistent.
- 20. Nightmare: WIL Save each night or the target wakes with half its HP and will not recover them until they have a full night's sleep without Nightmares. Persistent.

21. Phantasmal Killer: A fearsome, invincible illusion that only the target can see. Attacks for d10 Damage before disappearing. On Critical Damage, the target must succeed on a WIL Save or die from terror.

INTO THE DUNGEON: REVIVED

- 2. Arcane Eye: Creates an invisible floating eye 22. Polymorph: Gives one willing creature a new permanent form. The target keeps their Ability Scores and HP while gaining abilities and limitations of the new form, except for supernatural powers, resistances, etc. and cannot be polymorphed again for a day. Pass a WIL Save to achieve the exact desired appearance, otherwise, it will deviate in a random manner.
  - 23. Rainbow Pattern: Lights fascinate creatures that can see you. In combat, they are Stunned until passing a WIL Save at the end of their turn. After passing the Save, they are immune to the effect until the Spell is cast again.
  - any magical Disadvantages or Impairments.
  - traps one creature. Pass a DEX Save to avoid it.
  - 26. **Scrying:** Spies on the target from a distance.
  - 27. **Secure Shelter:** Creates a sturdy cottage.
  - 28. Sending: Instantly delivers a short message anywhere. A recipient can send back a short
  - in a large area.
  - any shape.
  - 31. Stoneskin: A creature gains Armour 3 but running and swimming are impossible.
  - 32. Summon Being: Calls any chosen extraplanar being to our plane. It holds no loyalty to you.
  - 33. Symbol of Pain: Inscribe a small Rune that causes pain when read. The reader loses d4 STR immediately and must pass a WIL Save or be Stunned and scream until passing a WIL Save at the end of their turn. Persistent.
  - stav Invisible.
- 18. Locate Creature: Indicates the direction to a fa- 35. Wall of Fire: Passing through this large wall causes d10 Fire Damage.
  - Armour 3) or hemisphere. Can trap creatures inside, unless they pass a DEX Save.

#### WEATHER

Keep in mind that different climates might require Flying creatures travel for 8 hours/day before restadjusting the tables. For example, you might want ing for the night. Flying magic items have the energy to use the Sky table with a d8 or d12 roll for dry cli- to function for the same daily amount of time. mates or d12 + 8 for rainy ones.

To decide for how many days the current weather persists, choose an appropriate die from d4 to d12, depending on the climate and weather type.

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

d6	Temperature	d8	Wind Direction
1	colder than usual	1-3	adverse
2-5	normal	4-5	side
6	warmer than usual	6–8	favourable

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

Wind Force might affect your sailing speed.

	Wind	Sailing Multiplier		
d20	Force	Adverse or Side	Favourable	
1–2	calm	×0	×0	
3–6	breeze	×1/3	×1/2	
7-14	average	×1/2	×1	
15-18	strong	× <sup>2</sup> / <sub>3</sub>	×1½	
19–20	gale	×0	×2	

Ships exposed to gale in open sea roll for Gale Damage every 6 hours.

d8	Gale Damage	
----	-------------	--

- Wrecked. Ship, cargo, and ½ crew is lost.
- Broken mast. No sailing speed.
- Broken half of oars. 1/2 rowing speed.
- **Torn sail.** ½ sailing speed.
- 5–6 **Overboard.** Lost d6 crew members. All is fine.

Harsh Weather impairs vision and ranged combat, and prohibits Resting before a shelter is found.

Extreme Weather (blizzard, hail, etc.) might even inflict continuous Damage (usually d4/hour).

**Swimming** in stormy waters requires a DEX Save. On fail, you are submerged and must hold your breath until passing a DEX Save on the next turn.

Holding Breath is possible for STR/5 turns (round up). Turns spent on strenuous tasks count for two. Afterwards, take d6 Damage per turn not breathing.

#### AERIAL TRAVEL

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

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

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

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

Balloons always follow the wind direction. Every 2 hours of travel you may change altitude to catch a preferable wind (roll for a new wind direction).

Airships are affected by winds in the same manner as sailing ships.

#### MOVEMENT IN COMBAT AND EXPLORATION

Each combat turn (1 minute) characters move their travel Grid value × 10 feet (generally 30 feet; ±10 feet for clear or difficult terrain; ×½ when encumbered; ×2 when forgoing any actions this turn).

For time-tracking purposes, exploration activities take 10 minutes: casting Spells outside of combat, exploring a new area, lockpicking, resting, etc.

Units of Measure			
Distance	1 mile is 1760 yards or 5280 feet 1 yard is 3 feet or 36 inches 1 foot is 12 inches		
Volume	1 gallon is 4 quarts or 8 pints 1 quart is 2 pints or 32 ounces 1 pint is 16 ounces 1 pint of water weighs 1 pound		
Weight	1 ton is 2000 pounds 1 pound is 16 ounces 1 pound is 100 gold guilders, 1000 silver shillings, or 1000 copper pennies		

# TRAVEL

Mount

Yehicles:

:pəţunoM

+ Difficult terrain

+ Rugged terrain

(except for donkeys and mules)

+ Kugged or difficult terrain

+ Elephants in a jungle

+ Horses on clear terrain

ing, sneaking, foraging, etc.)

mount or vehicle overload

make an Exhaustion Check

Concurrent Activities (explor-

Encumbrance over 50 lb on foot,

Forced March for extra 2 hours,

+ Camels in a desert

Ехітете Weather

Harsh Weather

Large Groups

Speed Modifier

Koads

Grid of 5-mile tiles simplifies distance calculations. Travel for 8 hours/day before resting for the night.

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to the whole duration.

(if mounted or on a vehicle — for your mounts).

ATERBORNE TRAVEL
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half crew or less, the speed is halved. switch shifts to continue travelling at night. With a Travel for 12 hours/day. With a double crew, you can

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3021	1001	10	81	06	gids gailis
3001	101	90	81	06	didagaoJ
258	1 0Z	10	9	30	Keelboat
351	<b>1</b> €	Ţ	12	09	Sailboat
s05	1 £	Ţ	ε	12	Rowboat
_	1 ₺/፲	Į	7	10	Raft (100 ft <sup>2</sup> )
teoD	Ogra	W912	Grid	<b>e</b> sliM	9loid <sub>9</sub> V

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	g00	-	10	90	18	06	qidsgnoJ
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	35	I	16	I	17	09	Sailboat
	$s_0$	9	1 L	Ţ	ε	SΙ	Rowboat
	-	- :	<b>1</b> ½	I	7	10	Raft (100 ft <sup>2</sup> )

and oars but cannot go against the wind under sail.

creases it by the same amount. Makeshift rafts move distance by 10 miles/day, and going downstream inconditions. Going upstream reduces the covered Covered Distance depends on weather and other

or lake to 1s per person for every 5 miles travelled in Fare might vary from Ip per person to cross a river downstream only, with the speed of the stream.

a long-distance voyage.

Passengers occupy 1 t of cargo space or half as

much for short-distance travel.

Rations of food and water for one person take up

sailing ships (2), and galleys (3).

Siege Engines could be mounted on keelboats (1), № t (200 lb) of cargo space per month of travel.

•	31	91		1.2	₹	Magon
	s09	8		1 L	7	Sarriage
	s0£	₽		1 ½	I	Cart
	Sost	sregness	Pas	Cargo	Horses	Vehicle
	35	8	(qI	2 t (4000		Elephant
	$\mathbf{s}^{\mathrm{I}}$	7	(qı	1 (200		Camel
	81	7	(dl	[ 00 <del>1</del> ) 1 %		Horse
,	s02	Ţ	(qı	18 (520		əlnM
	s02	Ţ	(dI	1/10 \$ (200		Donkey

Cargo

Passengers occupy 1/8 t of cargo space. Cargo and

Riders/Passengers values are mutually exclusive.

Riders Cost

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[+

9+

Miles Grid

terrain for a day (or half a day) of travel and apply it to speed up calculations, choose a dominant

Exhaustion Check: make a STR Save or lose d4 STR

an Exhaustion Check for each extra day of travel. Rest for a day for every 6 days travelled or make

Innia, andodusa,
n objects can be seen benind the nortzon.

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an extraplanar entity. WIL Save or lose d6 WIL. within a large cone.

metal. Persistent.

Damage from one opponent.

Contact Other Plane: Lets you ask a question of

17. Major Creation: Create an item of stone and

16. Interposing Hand: A hand blocks 5d6hp of

15. Incinerate: Set one target on fire. Deals d12

next turn until a DEX Save is passed or any

Fire Damage immediately and at the end of each

age done to one of you is suffered by both.

you, and is always in a great mood. Any Dam-

is incapable of magic, cannot harm or disobey

controlled telepathically. The Save is repeated

turned to dust. Objects up to the size of an ele-

On a failed Critical Damage Save, a creature is

11. Disintegrate: dl2 Damage ignoring Armour.

14. Hermit's Company: Summon your double. It

13. Feeblemind: WIL Save or drop to WIL 0 on

12. Dominate Person: WIL Save or a humanoid is

phant are destroyed completely at 0hp.

Control Water: Kaise, lower, or part water.

each time the target is harmed.

other way to put out the flames is found.

within suffer d6 STR Loss on a failed STR Save. cloud on the ground. Living creatures staying

Cone of Cold: dl2 Cold Damage to everyone 7. Cloudkill: You can slowly move this small

alterations, curses, and petrification by touch.

Break Enchantment: Frees from enchantments,

age and end their turn immediately.

within it must pass a DEX Save or take d10 Damsharp strings. Anyone trying to move or act your design with a dense web of invisible razor-

5. Bloody Gossamer: Fill a large area shaped at dl2 Damage twice and pick the biggest result. dl2 Damage each. When targeting plants, roll

4. Blight: Drains life from dl2 living targets for and then returns safely.

the current plane, it disappears for d6 minutes tive plane of existence. If a creature is native to 3. Banish: WIL Save or a creature returns to its nacreature into a harmless animal permanently.

2. Baleful Polymorph: STR Save or transforms a but cannot exceed the original die roll range.

19. Mystic's Faithful Hound: A phantom dog can to the targets are rolled with Advantage. tion. Saves against suggestions that are harmful Alter Fate: Target's next roll is adjusted by ±dl2 compelled to follow the proclaimed course of ac-2<sub>IH</sub> CIBCLE

18. Mass Suggestion: WIL Save or creatures are

Armour 8) that can be shaped.

location up to 100 miles away.

propriate falling Damage.

works in both directions.

transformed into a statue.

imum Damage. Persistent.

an area. Persistent.

to Damage. Lasts for d6 minutes.

36. Wall of Stone: Creates a large stone wall (16hp,

35. Wall of Force: A large invisible wall is immune

34. Transmute Earth: Mud to rock or rock to mud.

33. **Teleport:** Instantly transports you to a known

32. **Telepathic Bond:** Creates a link that lets allies

communicate. All targets must be in your vicin-

on the object's size; thrown creatures take ap-

or hurls an object or creature. Damage depends

sleep that lasts as long as this Spell. Persistent.

reader who failed a WIL Save into a magical

31. Telekinesis: Moves an object, attacks a creature,

30. Symbol of Sleep: Inscribe a Rune that puts the

29. Secret Chest: Hides an expensive chest in the

27. Planar Gate: Open a gate to another reality that

that fails a WIL Save until it performs a task.

26. Planar Binding: Traps an extraplanar creature

25. Petrity: STR Save or the target is permanently

24. Permutation: A willing target suffers d4 to d12

23. **Perfect Weapon:** Summon a melee (d10/d12) or

22. Passwall: Creates a passage through a wooden

21. Mystic's Saving Grace: When the target takes

20. Mystic's Private Sanctum: Creates an illusion

vicinity. WIL 15, 3d6hp, d8 Bite. Persistent.

Damage, targeting your WIL. Persistent.

or stone wall while the Spell lasts.

as much of any Ability Score Loss. The die,

Ability Score Loss, and another one restores

ural resistances. It disappears after rolling max-

ranged (d10) weapon that ignores all supernat-

ing this Spell. At Ohp it acts like a Spell casting

Damage, you can choose to take it instead, end-

that prevents anyone from viewing or scrying

guard or attack and will never leave the caster's

Abilities, and targets are chosen by you.

extraplanar space; you retrieve it at will.

28. Prying Eyes: d6 floating eyes scout for you.

ity at the moment of casting. Persistent.

treetop, tower). The landscape can obstruct the view. Tall objects can be seen behind the horizon. elevation (roof, hill), 12 miles at 100 ft (ship's mast,

Horizon is 3 miles away at sea level, 6 miles at 25 ft

+7	On course.
3	Meandering. Halved travelled distance.
7	Going in circles. No travel progress today.
I	Lost! Wander off to an unknown place.
llos	omooinO
ı ui ə8	navigation, roll a <b>d6</b> ; otherwise, roll a <b>d4</b> :

heavy rain, etc. If you have some additional advanfamiliar or heavily obscured terrain, in dense fog or Going Astray is a possibility when traversing un-

CHAPTER 4. MAGIC

INTO THE DUNGEON: REVIVED



#### RATIONS

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

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

Lack of rations prohibits Resting and Healing. A day without enough water or a week without enough food results in d4 STR Loss.

#### RESOURCES

Description	Average	Price
running out	1	× 1
low	3	× d6
enough (default)	5	× 2d6
plenty	8	× 3d6
excess	14	× 4d6
	running out low enough (default) plenty	running out 1 low 3 enough (default) 5 plenty 8

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

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

When buying resources to increase the Amount by one (up to 5), pay its price multiplied by your Require a crew of three and a whole turn to reload. current Amount × d6. One piece of **ammo** costs **1p**.

### SELLING

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

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

After finding a buyer, make a WIL Save. On a failed save, you sell for a 1/4 price. If you roll under your WIL Score by 10 or more, you sell for a full price, otherwise you sell for a ½ price. The chance of barter instead of monetary exchange is (6–X)-in-6.

Selling Magic Items will have a higher chance of barter, while search roll and WIL Save are rolled at Disadvantage. Price for Scrolls is d10s × Circle, consumables: d10×10s × Circle, wands and rods: d10g × Circle, other items — on a case-by-case basis. and Armour 5 (wood of medium thickness).

### STRUCTURES AND SIEGES

Structure		Wood	Stone
Bridge, 100ft		1g	5g
Building, 1 floor, P=10	00 ft	1g	5g
Gatehouse, P=200 ft		10g	50g
Keep, small, P=200 ft		20g	100g
Keep, big, P=400 ft			300g
Tower, small, P=100 ft	t	5g	25g
Tower, big, P=200 ft		10g	50g
Wall, 100 ft		1g	5g
Dungeon, 10 ft cube	20s (e	arth), 1g	(rock)
Moat, 100 ft	1g (ea	rth), 5g	(rock)
Road, 1 mile			rrain, 10g on on Difficult

(P — external perimeter of the building.)

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

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

#### SIEGE ENGINES

A reduced crew will reload in two or three turns.

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

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

#### STRUCTURAL DAMAGE

The Armour range represents the material thickness. Large and bigger objects usually ignore Damage from anything but siege engines and such.

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

For example, a small wooden ship will have 8hp

# 2. KUNNING THE GAME

a meaningful impact on the current situation and the choices to make and ensures that these choices have A good Referee provides the players with interesting

progress of the game.

Then the attacks are grouped and rolls are made. ask about the characters' actions in the same order. Iuck for them. The Referee decides what a specific first, gets ambushed from the rear, etc. In combat, The marching order decides who is affected by a trap

# Marching Order and Combat Turn Sequence

trol over magic and yourself. WIL Save: Avoiding harm through focus and con-

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

cal force or withstanding strain on your body.

STR Save: Avoiding harm through exerting physi-A save is made when anyone puts themselves at risk.

# Understanding Saves

20: The human peak, most exceptional geniuses etc.

15: Excellent human ability.

10: An average human.

3: Human minimum, severely limited in this area.

# Understanding Ability Scores

what they need to make an informed choice. part of the game, so the players should always have

the risk against the possible reward is an important the noise is likely to alert anyone nearby. Assessing to hack down a door with axes, they should know the players know this is a possibility. If they want kill them outright, the Referee should ensure that monster or hazard that is very likely to be able to

For example, when the characters encounter a to the risk that may result in nasty surprises. but players should feel that their decisions have led they are taking a risk. A game should have surprises, Generally, the Referee should inform the players if

It might be possible, but there's a risk. Roll dice.

perhaps giving suggestions.

2. It's not possible. Ask for another approach,

It's something the character can do safely.

ters to do, you generally have three options: When players describe what they want their charac-

# Knowing When to Roll

# The Core of Good Refereeing

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

convenience. The binding costs 10s and takes a day.

if the Referee allows it, costs and takes at least ×10 as

resources are lost either way. (Designing a new Spell,

Successful on X-in-6, X = 1 + Mystic Level - Circle,

Focus: 10s in resources, d4 days, a suitable item.

spending the required amount of funding and time.

Basic magic equipment can be created by a Mystic by

МАИЛЕАСТИВЕ ОF МАСІС ЕQUIPMENT

17

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12

Your clothes burst in flames. Take d6 Damage now and d6 at the end of your next

one (down to 3). (d6) 1-2: STR, 3-4: DEX,

One of your Ability Scores decreases by

one (up to 20). (d6) 1-2: STR, 3-4: DEX,

One of your Ability Scores increases by

Your skin becomes very tough. Gain Ar-

Zour nails grow into sharp talons (bonus

INTO THE DUNGEON: REVIVED

mour I when not wearing any armour.

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501

Body Part

sky blue

7 Jemon yellow

d12 Colour

orchid magenta

lavender violet

ultramarine blue

malachite green

too1 [I-0]

Scroll: 20s × Circle in resources, d4 days × Circle.

Tome is a collection of Scrolls bound together for

much and requires some rare ingredients.)

You grow gills. You grow horns. You grow a tail. PETS' EXPERIENCE Your canines grow long and sharp.

5–6 arm

ı∍guit 4–2

цюоц

dl2 Body Part

pumpkin orange

You are petrified.

turn, unless extinguished.

d6 unarmed Damage die).

You lose a random body part.

You grow a random body part.

chestnut brown

crimson red

snow white

jet black

ash grey

dl2 Colour

100

86

63

dansiM 001b

98-58 83-84 Your tongue becomes forked.

Your feet turn into hooves.

76

sixteenth its size for an hour.

81–82 Your main weapon shrinks to oneweapon Damage dice.

You halve in size for an hour. Gain Disadvantage on STR Saves and Lower your 08-64

weapon Damage dice.

You double in size for an hour. Gain Advantage on STR Saves and Raise your 87-77

75-76 Your HP are restored.

.0 of qorb HP drop to 0. You are obscured by a cloud of smoke.

You are Blinded until Rest.

65-67 You see Invisible things for an hour.

62-64 You are mute until Rest. 59-61 Your voice is very loud until Rest.

56-58 You are deafened until Rest.

53-55 Your ears become pointed and hairy.

attack or cast a Spell.

50–52 You are Invisible for an hour or until you You fall Unconscious until Rest.

44-46 You are Stunned until Rest.

41-43 You disappear for a minute.

3: feathers, 4: spines.

for d12 months. (d4) 1: fur, 2: scales, 37-40 Your skin is covered in a random growth random colour for d12 months.

33-36 Your skin acquires a saturated shade of a 29-32 Your hair grows to a yearly amount.

25–28 Your hair falls out.

one (newly grown hair is normal).

21-24 Your hair colour changes to a random 17-20 Your eyes shed bright light for a day. 91-61

Your eye colour changes randomly. vantage on DEX Saves until amended. 71-6

Your clothes grow one size. Gain Disad-Your clothes' colour changes randomly. 1: mint, 2: garlic, 3: vinegar, 4: sulphur.

You exude a strong smell for a day. (d4) ₽-I Mishap

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

# MAGIC MISHAPS

result means for the situation at hand.

Knowledge Rolls

How Much Damage?

roll favours the players, and a high roll means bad

Ability Scores. For these situations, roll a d6. A low

tated by luck or those that fall outside of the three

without rolling a Save, particularly in situations dic-

Sometimes you'll want an element of randomness

area of study and know everything about their nar-

ences; Specialists have a 4-in-6 chance for their wide

outside their area of knowledge and past experi-

Characters have a 2-in-6 chance to know something

Saves, etc., but usually only alive targets are affected.

Loss, effects like Blindness, Disadvantage to certain

character might cause d6 Damage, but a huge rock

A fall that is quite likely to injure an inexperienced

range and counts separately from combat attacks.

sources outside of normal combat is in a d4-d12

Damage from falling rocks, explosions, and other

as an extra attack, rolling together with other attacks.

they are neither affected by Armour nor require

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get's Armour score when selecting the best roll. E.g.,

target multiple opponents, Damage dice can be sep-

and taking the best single one. If the monster can

weapon Damage die (stronger one if wielding two).

weapon Damage dice. If not specified, equal to your

changes by one size in d4-d12 range.

Understanding Damage

Bonus Weapon Damage Dice: Rolled together with

Raising/Lowering Damage Dice: The die size

Attack Notation: NdX means rolling N X-sized dice

arated accordingly and rolled as distinct attacks.

Treat rolls that ignore Armour as higher by the tar-

a longbow, when fired against a target with Armour 2.

Ability Score Loss rolls are not Damage rolls, hence

a Critical Damage Save unless stated otherwise.

Ongoing effects causing continuous damage count

Consider how it would affect an average person.

that would crush most might do d12.

Poison might Impair attacks, cause Ability Score

row specialization (e.g. History (Archaeology)).

#### 6. Treasure and Magic

#### Riches

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

#### Coins

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

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

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

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

#### **Creating New Magic Spells**

Use Chapter 4.: Magic as a reference of power levels and possible effects when creating new Spells.

Rough Damage estimate:

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

Continuous and area-of-effect Spells usually deal less Damage than instant ones of the same Circle.

Some Spells might deal Elemental Damage. The most common are Cold, Electricity, and Fire.

Appropriate saves against certain effects:

- + STR: physical obstacles, touch Spells, metamorphosis and other bodily influences
- + DEX: evasion, balance, extinguishing the flames
- + WIL: mind control: charm, fear, illusions, etc.\*
- \* Undead-affecting magic does not count as mind control for the purposes of resistances and immunities.

#### **Breaking the Rules**

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

#### **Magic Weapons and Armour**

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

INTO THE DUNGEON: REVIVED

Similarly, magic armour and shields will have an extra feature or offer greater protection against a specific source of Damage.

### **Magic Items**

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

Consumable Magic Items such as potions will grant a one-off benefit to the consumer.

Magic Rings are limited to one ring per hand.

Wands and Rods have a limited and unknown number of charges. After the first use, roll a d4 and write it down. Every time you use the item, roll a d6. If you roll over this number, decrease it by one. On zero, the item is drained and becomes useless.

#### **Drawbacks and Curses**

Most powerful magic items usually have some kind of a drawback or a detriment to their user, either permanent or occurring each time the item is used. Such properties cannot be revealed through *Identify* Spell but only through experimentation and usage.



#### LIVING EXPENSES

for each Ability Score. Your reputation suffers.

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

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

If you own pets, add half as much for each one. Halve the expense if you live in your own house.

Advancing to a new Experience Level usually takes d4 weeks × new Level value of downtime.

### LOAD CAPACITY

You can lift a maximum load equal to your STR squared (in pounds), walking at half-speed. Half of this load can be carried at normal speed. Twice as much can be **dragged** on the ground at half-speed. D.... (...0) 11-

STR	Carry (1/2), lb	Lift, lb	Drag (×2), lb
1	1/2	1	2
2	2	4	8
3	4½	9	18
4	8	16	32
5	12½	25	50
6	18	36	72
7	24½	49	98
8	32	64	128
9	401/2	81	162
10	50	100	200
11	601/2	121	242
12	72	144	288
13	841/2	169	338
14	98	196	392
15	1121/2	225	450
16	128	256	512
17	144½	289	578
18	162	324	648
19	180½	361	722
20	200	400	800

1 lb equals 100g, 1000s, or 1000p in weight.

#### ENCUMBRANCE

Heavy load halves the speed and reduces HP to **0**. The same happens when carrying **more than** three bulky items. Items are considered bulky if they require both hands to carry or are otherwise unwieldy, for example, two-handed weapons, a set of armour, a Mystic's Tome, a pot of black powder, wearing full armour without Ironclad Feature, etc.

### **MADNESS**

Squalid (d4s/month): Suffer d4 Ability Score Loss If your game is heavily focused on a horror aspect, you might want to track characters' sanity.

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

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

When the Madness Level exceeds the character's Experience Level, the character goes insane. Roll for Immediate and Prolonged Effect. Prolonged Effects require a Healing Service to get rid of.

Immediate Effect

Shudder

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

d20	Prolonged Effect
1–4	Nightmares.
5–7	Hallucinations. By Referee's discretion.
8-10	Muteness. Lose the ability to speak.
11–13	Phobia. Attacks against the cause of the
	phobia are Impaired.
14–15	Paranoia. Disadvantage on WIL Saves.
16–17	Dizziness. Disadvantage on DEX Saves.
18–19	Weakness. Disadvantage on STR Saves.
20	<b>Stupor.</b> Cannot take any actions.
	5–7 8–10 11–13 14–15 16–17 18–19

### **Vestigial Effects**

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

Lantern lasts for about four hours, can be dimmed

Torch lasts for about an hour. When used as a

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

and thus are not commonly used by Adventurers.

Candles and such illuminate only in a 10-ft radius

radius. Big bonfires might cast light twice as far.

Torches, lanterns, and campfires illuminate in a 30-ft

Damage Save will result in death.

Internal bleeding. d6 STR Loss.

Fractured skull. d6 WIL Loss.

12-13 Torn muscle. Disadv. on STR Saves.

Scar. This will leave a mark.

Bruise. Nothing serious.

Effects of an injury could be fixed by Healing.

On a failed Critical Damage Save, roll for an injury.

in a lost limb instead. Gravely injured roll

ally to spend their action to treat the wound or

+ Characters that take Critical Damage need an

When Mystics fail their Critical Spellburn Save,

Mystics use the Random Spell Selection rule.

Use the Injuries rule. Broken limb roll results

will lose d6 STR on each subsequent turn.

14-15 Broken gear. Order: shield → armour →

Cracked rib. Disadv. on DEX Saves.

Concussion. Disadv. on WIL Saves.

Broken ribs. d6 DEX Loss.

Gravely injured. Next failed Critical

3-4: left/right leg (cannot run, jump, etc.)

hit to the same limb will result in its loss (d4) 1–2: left/right arm (cannot use it),

Broken limb. Roll for a limb. A second

weapon. Fixing gear costs half its price.

LIGHT

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INJURIES

Injury

results in instant death.

they suffer a Magic Mishap.

weapon, it deals d4 Fire Damage but might go out.

# ARMOUR AND WEAPONS

DEX Score Loss (affected by Armour) as well. ized cobra head. Along with the Damage, it deals d4 This carved staff (d8, two-handed) ends with a styl-Cobra Staff

# Tronwood Armour

armour made of unnaturally strong dark wood. Any Electricity Damage cannot ignore this full

# гиску Воотегапg

thus negating Impairments from cover and such. This exotic ivory boomerang always finds its target

has a 2-in-6 chance of reflecting back to the caster. 0-1: 3-in-6, 2-3: 2-in-6, 4-5: 1-in-6. A blocked Spell to block an incoming Spell based on its circle: This mirror-polished steel shield has a chance Mirror Shield

## CONSUMABLES

# This dark oily liquid deals d6 STR Loss prompting Deadly Poison

from it are made at Disadvantage until the next Rest. weapon or a set of projectiles, Critical Damage Saves Save, the consumer dies. When applied to a suitable a Critical Damage Save if consumed. On a failed

#### Reroll one failed Save, then the clover withers away. Four-Leaf Clover

The vial of sparkling red liquid restores d6 STR Loss. Health Potion

# Needle of Negation

going Spell effects in a small area for a minute. When this thin silver needle is broken, it disrupts on-

### WANDS AND RODS

### This obsidian rod reveals illusions, invisible entities, Rod of Reveal

Wand of Shock

:noming Armour. This amber wand deals d6 Electricity Damage

# additional inspiration. See Random Magic Items in Appendix A for

# EXAMPLE MAGIC ITEMS

### When found, this ruby amulet has Power of 2d6+6. Amulet of Health Protection

Once Power reaches 0, the amulet shatters to pieces. ceeds amulet's power, it cannot be used again today. amulet's Power instead, then roll a d20: if the roll ex-Any Damage to STR Score is subtracted from the

# Cloak of Descent

even allows its user to stir and glide a small distance. This leather cloak slows down the falling speed and

# Diadem of Empathy

true feelings and emotions of others. A thin glass diadem allows its wearer to sense the

# Flying Broom

humans. It can be used as a Mystic's Focus as well. When mounted, this broom can carry up to two

# Flying Carpet

as fast as a flying broom). can carry up to 8 humans into the air (but only half This peculiarly patterned carpet is feather-light and

# Helm of Breathing

a clean air supply for up to one hour. If needed, this crystal helm provides its wearer with

# Mask of Disguise

facial appearance of others once per day. This sleek silver mask allows its user to assume

# Ring of Regeneration

This willow ring restores 1 STR Loss per day.

### Spider Silk Gloves

vantage on appropriate Saves as well. hesive property might impose Advantage or Disad- secret doors, traps, etc. in the direction it is pointing. allow the wearer to climb any surface. The same ad-Made of enchanted spider silk, these elegant gloves

### Turnskin

each subsequent use by the same character. the curse is removed. The chance increases by 1% for a d100. On I, the turnskin cannot be taken off until ing creature. Each time the character wears it, roll This animal skin turns its wearer into a correspond-

# APPENDIX A: ADDITIONAL AND ALTERNATIVE RULES

To increase the difficulty, use the following rules: to use any of the rules presented in this appendix. rules-light game. Keep this in mind when deciding "Into the Dungeon: Revived" is intended as a HARDCORE MODE

CHARACTERS

# BALANCED CHARACTERS

average of your Ability Scores (round up). money, drop it. Your starting money is 21 minus the Instead of the Extra Roll becoming your starting

#### EPIC CHARACTERS

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

#### MUNDANE CHARACTERS

To advance such character to Novice, choose a Fea-Take no Features but choose a Background as usual. ple, roll 2d8 + 1 for Ability Scores, and d6 for HP. If you want player characters to be ordinary peo-

### Ability Score, it increases by 1 (up to 18). for each Ability Score. If the roll is higher than the ture, reroll HP taking the better result, and roll d20

### **FORTUNE FAVOURS THE BRAVE**

following benefits afterwards: Expertise, and Gifts (see page 34), to gain one of the ture, roll for a random one, including random Spells, Experience Level, instead of choosing a new Fea-When creating the character or advancing to a new

+ Roll for HP once more and take the better result.

Increase one Ability Score by 1 (up to 20).

### CONTEST

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

tracted from the roll or added to the opponent's one. If weapons are involved, the attack might be sub-

# **GROUP SAVES**

and sneaking past guards — a DEX Group Save. vessel in a storm could prompt a STR Group Save, at any moment, and refilled with lamp oil. characters pass their Saves. An attempt to steer a could be made. It is successful if more than half the When the whole group acts as one, a Group Save

### 7. HAZARDS AND OBSTACLES

#### **Spotting Hazards**

Generally, the characters always notice the presence of a trap or other hazard unless they are running, distracted, or visually impaired. After this, the characters may be harmed through further inaction or lack of caution. The players should consider creative ways of avoiding or disarming a hazard. Risky meth- Dungeon Encounters ods may call for a Save or Luck Roll.

#### **Locked Doors**

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

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

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

#### **Random Encounters**

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

When characters explore, rest, cast unprepared Spells, or hesitate in a dangerous place, roll a  $d\hat{6}$ .

### Roll Outcome

- Roll for a Random Encounter.
- Roll for a Random Encounter. Give a sign that it is nearby or has passed through.

Delaying for long enough to have a meal or sleep provokes a d4 roll instead. Larger dice (d8 to d12) could be used for less dangerous environments.

When travelling through the wilderness, check for a Random Encounter at least once daily and nightly.

#### Random Reaction

If encountered creatures' reaction is uncertain, roll a die, based on their general disposition, from d4 (peaceful) to d12 (aggressive). If parleying, passing a WIL Save will grant a Lowered reroll.

Roll	Reaction	Roll	Reaction
1	Friendly	3	Cautious
2	Indifferent	4+	Hostile

#### EXAMPLE RANDOM ENCOUNTERS

2d4	Encounter
2	gelatinous cube
3	d4 rust monsters
4	d8 skeletons
5	2d6 goblins
6	d6 orcs
7	filth eater
8	hook horror

#### Wilderness Encounters

d4+d6	Encounter
2	ogre
3	runaway horse
4	2d6 goblins, a 2-in-6 chance of ambush
5	d6 huntsmen
6	pack of 3d4 wolves
7	wild boar
8	pack of 3d6 wolves
9	d4 deer
10	bear

Random encounter tables can be used in friendly environments as well.

#### **Urban Encounters**

### 2d8 Encounter

- street brawl; a 2-in-6 chance that watchmen are already present
- brash urchin tries to steal a purse or some random item from a character
- group of servants carrying a palanquin
- travelling merchant selling exotic goods
- drunkard looking for trouble
- loud advertiser for a nearby establishment
- crippled beggar at the street corner
- street food merchant
- broken cart blocking the road
- city watch patrol of 2d4 watchmen
- band of street performers
- priest collecting charity for a local temple
- watchmen escorting a caught thief
- 15 local holiday parade
- ambush (2d4 criminals) in the dark alley

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

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

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

Uthred: Yes!

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

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

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

Referee: You notice the sound of something descending the staircase. Remember that weird horselike creature with skin like a super-hard tree bark you were ambushed by last session?

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

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

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

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

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

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

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

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

Referee: Unlikely, it's certainly too big to be able to do so easily.

Ezekiel: As suicidal as it sounds, it might be our best hope. Can I throw a coin or something into the

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

Toku: Water!

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

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

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

Ezekiel: Fine! Into the hole!

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

Referee: You're all leaping down now? (The group all nod reluctantly)

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

(Groans fill the table)

plex they stumbled on in an inhospitable desert. -mos bnuor8rsbnu sgnarte a otni qssb gnivlsb nssd svan

floor is dominated by a six-foot-wide circular shaft. ing hues wash across the walls and the centre of the tiles are constantly shifting in colour. Waves of differwide. Its walls look like an intricate mosaic but the a spectacular room, some 30 feet high and equally

hunter's instincts were right!

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

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

dle of my axe.

you can feel that they're giving off slight heat. Referee: The pattern of the tiles doesn't seem to

Uthred: Enough to burn me?

Uthred: I place my hand boldly against the tiles. Referee: Doesn't look like it, only slight heat.

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

Ezekiel: Stand by for his head exploding...

Uthred: You worry too much! How do the tiles

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

Uthred: Huh, weird. Well, I'll take my hand off the

wall and go check out the shaft.

Three player-characters and their hireling torch bearer

pull us into the wall or whatever it's going to try. I Toku: Right, I'm not giving this thing a chance to axe from its back and taking up a combat stance. Uthred somehow steps out of the wall, hefting the Referee: The base of the long staircase leads into is filled with crackling noise and the tiled visage of your own reflection. Barely a second later, the room

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

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

Toku (Warrior): Well, this is a dead end. My

Uthred (Warrior): I'm not scared of the wall, but

I'm not stupid. I'll try tapping the wall with the han-

respond, but as you're inspecting them more closely,

9. EXAMPLE OF PLAY

### EXAMPLE TRAPS

INTO THE DUNGEON: REVIVED

# side. Can be done quite safely without pressure, Must be crossed to reach whatever lies on the other A room full of levers and buttons that switch corri-Balancing Ledge

to climb back up. DEX Save or fall to the lower level, requiring a rope but when having to run or under attack, make a geon. No markings or instructions are present.

The lower level contains crocodiles (STR 13, A floor is made of a crystal material smoother than

DEX 5, WIL 5, 9hp, Armour 1, d8 Bite).

# Cage Pit

gered by stepping onto the trapdoor. tracted, sprinting, or the vision is impaired. Trig-A trapdoor is visible unless the character is dis-

cage traps the victim until released with a key, and Triggering the trap causes d8 Damage, a metal

an alarm mobilizes someone unpleasant.

#### Grasping Vines

Highly flammable. to break free each turn, otherwise you are immobile. Damage each turn until you break free. STR Save A zone of altered gravity (direction or strength). Triggered on nearing strange-looking vines. Take d6

# Stupefying Dart Trap

room. d8 Damage. d8 DEX Loss on Critical Damage. ate precautions. Broken darts litter the floor of this gered by opening the chest without taking appropri-A dart pipe is visible at the base of the chest. Trig-

### Eternally swinging over a corridor in a sequence. Swinging Blade Trap

d6 Damage.

DEX Save to pass through without harm, other- Remote Activation other suitable objects. Can be blocked only by a very strong metal pole or tient beings.

this Save, you are thrown out of the circle and take

continuing until knocked Unconscious. If you pass

bol depicting a dagger being thrust into a heart.

WIL Save or immediately attack your closest ally,

wise taking d10 Damage while passing through.

Triggered by entering the circle marked with a sym-Traitor's Circle the copy steps forward from the wall. Over to you

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

moment later the colours shift into Toku's shape and

walls. A blue pulsing pattern forms on its surface. A

grabs Toku and tries to push him against one of the

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

roars out in static fuzz but it's still standing.

taking the highest result) That's 6 damage!

tack), taking the highest result) That's a 5!

it away from Ezekiel and the torch bearer.

Referee: What everyone else is doing?

Referee: Okay, roll for damage.

leap at it with my daggers.

Strike cantrip.

Give me a DEX Save.

Referee: (Over the groans of the table) The creature

ground and reaches forward to try and grab Toku.

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

a STR Save vs Critical Damage, succeeding) The copy

ing it off balance and cutting through its side. (Rolls

3 damage left over) You kick the thing back, knock-

damage and notices that the opponent is now at Ohp, with

**Referee:** (Subtracts 7 (6 + 1) for the additional attacker)

Uthred: (Rolls d8 (weapon damage) + d4 (bonus die),

Toku: (Rolls 2d6 (two daggers) + d12 (enhanced at-

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

Uthred: I'll have at it with my axe, trying to drive

see the tiled shape of a person, looking almost like

the wall, it starts to shift colours again and you now

Referee: As soon as you remove your hand from

Referee: The copy of Uthred drops its axe on the

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

# Underwater Passage

Magic Negation Sphere

Gravitational Anomaly

Distorted Dimensions

Flying Fortress

Control Room

EXAMPLE OBSTACLES

иевтру сћатрет.

A flooded room with a tunnel at the bottom.

# Infinished Tunnel

of rock. Sounds or some other signs might suggest There is an undiscovered cave behind just a few feet

A portcullis that opens by turning the wheel in the

A wall of force that exclusively blocks conscious sen-

as well (from 5-in-6 to 1-in-6 chance accordingly).

items have a reduced chance of successful operation

their Cantrips in the nearest proximity to it. Magic

with 5th Circle Spells and leaving Mystics with just

and magic objects the closer you get to it, starting

spire sucks out magic energy thus disabling Spells

A mysterious device on top of the colossal stone

height, following a daily route, sometimes passing

An ancient structure that floats at an unreachable

geometry as it exists in a different set of dimensions.

The dungeon does not follow the common laws of

ice. Movement is highly difficult, and the risk of

dors, gates, and hidden devices throughout the dun-

falling and sliding down a slope is everpresent.

pretty close to the local mountain range.

its presence.

### 8. Monsters

Monsters are, by their very nature, different to MONSTER CONVERSION people and animals. Thus they often have special abilities outside of their Ability Scores. A dungeon 5<sup>TH</sup> EDITION should contain mostly unique monsters but some examples are given in the **Appendix B: Bestiary**.

#### Hit Points

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

#### Killing Monsters

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

#### Magic

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

#### Armour

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

#### Damage

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

#### Ability Score Loss and Death Attacks

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

#### A Note on Ability Scores

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

HP: 1hp per HD. Maximum of 30. If no HD is specified, HD = HP/(5+CON Modifier) (round down).

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

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

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

**Vulnerability / Resistance:** Replace with Enhance / Impair respectively.

**Other Editions:** Same as 5<sup>th</sup> edition except:

### 4<sup>TH</sup> EDITION

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

**Ability Scores:** Same as 5e, except:

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

### 3<sup>RD</sup> AND 3.5<sup>TH</sup> EDITIONS

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

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

#### ORIGINAL, BASIC, AND ADVANCED EDITIONS

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

Morale: keep using 2d6 (Original and Basic), 2d10 (Advanced), or convert it to d20 (WIL):

2d6	2d10	d20	2d6	2d10	d20
2	2-4	1	7	11	11
3	5	2		12	13
4	6	3	8	13	14
	7	4		14	16
5	8	6	9	15	17
	9	7	10	16	18
6	10	9	11	17-19	19

### **IDEAS FOR MONSTER CREATION**

#### **Appearance and Behaviour**

INTO THE DUNGEON: REVIVED

Change the visual appearance and behaviour of the existing monster. Changing the size or combining a couple of monsters into one is also a possibility.

#### Characters' Features

Apply Features from Chapter 1.: Characters to nonplayer-characters and monsters, especially "bosses".

#### **Effect on Critical Damage**

On a failed Critical Damage Save, a monster's target suffers some additional detrimental effect: illness, poison, ability score loss, or even death. Decide if the target could Save against this.

#### Pairing

One type of monsters enhances other type's attacks, provides protection or some other advantage.

#### Power-ups

A monster receives a power-up, a new attack, or changes tactics when it runs out of HP, saves against Critical Damage for the first time, takes Damage from a specific source, etc.

#### Special Abilities and Attacks

Instead of its default attack, a monster can use a special one, be it a Spell-like ability or some other unusual effect. Some of these abilities might be "passive" (always enabled).

#### **Tactics and Weapons**

Monsters might use unexpected combat tactics, especially when they fight in groups. If a monster is armed, change its weapon to something unusual or switch the weapon's melee/ranged type.

#### Vulnerabilities, Resistances, and Immunities

Specific attacks against the monster are Enhanced, Impaired, or do not work at all.

See Appendix B: Bestiary for example monsters and additional inspiration.

### **EXAMPLE MONSTER ABILITIES**

#### Absorption

When a monster takes Damage from a certain source (usually, an elemental one), it restores the monster's HP (or even STR) for the value of this Damage instead.

#### Charge

A monster rapidly closes the distance to its target. The target must succeed on a DEX Save or suffer increased Damage and/or other effects.

A monster has multiple Damage dice (still taking the highest one for a single target). Some monsters can even attack multiple opponents, dividing Damage dice between these attacks.

#### Grapple

If a target fails a DEX Save, it is Restrained until a successful STR or DEX Save on the following turns. Monsters cannot attack with limbs they are currently using for grappling, but strong ones might damage the grappled target instead.

#### Indomitable

Once per Rest, when taking Critical Damage, a monster continues to fight as if it succeeded on this Save. Some artificial or undead monsters might ignore Critical Damage effects altogether.

#### Swallow

The target must succeed on a DEX Save or be swallowed whole, suffering Ability Score Loss (STR, DEX, or both) each following turn. If the monster suffers Critical Damage, it must pass an additional STR Save or regurgitate all swallowed creatures.

#### Volatile

When a monster suffers Critical Damage, it explodes, dealing Blast Damage to everyone nearby.

When a monster takes Damage from a source of its weakness (even if this Damage is not the highest one this turn), the monster loses some of its powers, becomes Stunned, etc. Usually, such an effect lasts for the monster's next turn.