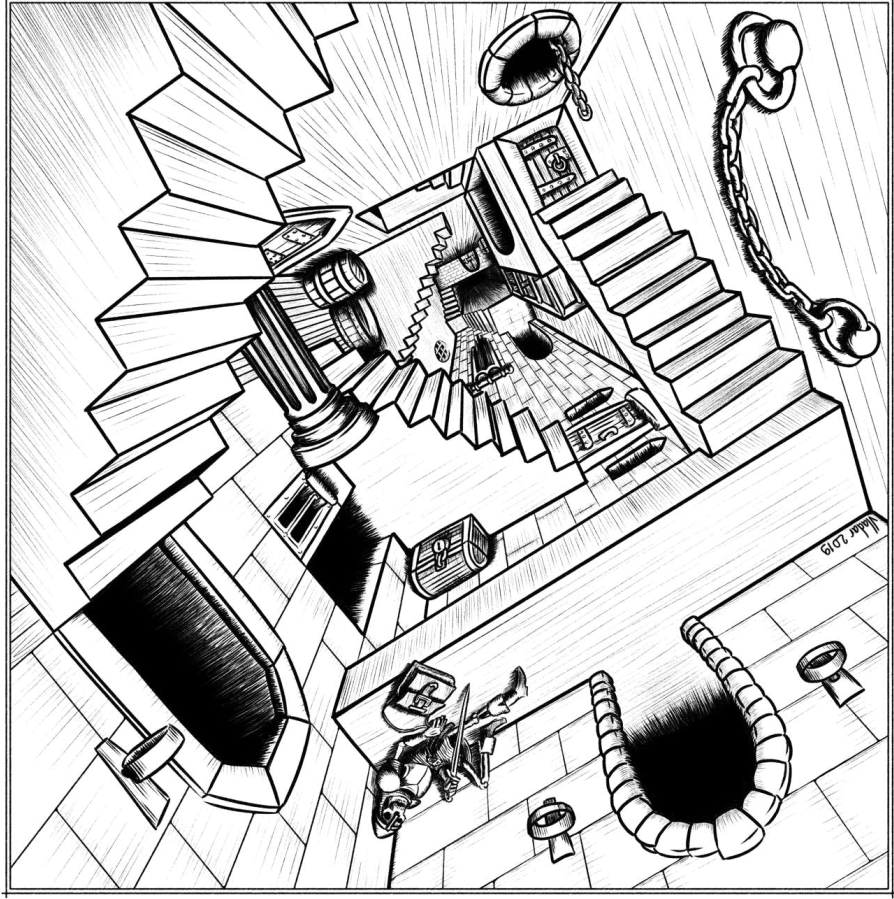


# Into the Dungeon: Revived

Rules for Fantastic adventure games  
playable with paper and pencil and polyhedral dice



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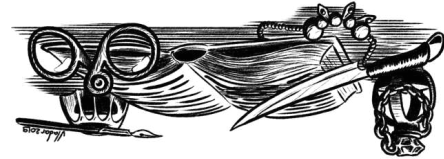




# SPELL LIST

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<b>S</b>	Swashbuckler
	Roll twice for HP and take the better result.
	While attacking, you can hit a second target, rolling your weapon Damage dice without any bonus dice.
<b>T</b>	Tactician
	Roll twice for HP and take the better result.
	When performing an attack, you may add a Maneuver to select your Mystic's Cantrips and Spells or Thaumaturge's Gifts randomly instead of choosing them manually (see page 12).
<b>W</b>	Warrior
	Can be taken multiple times.
	Roll twice for HP and take the better result.
	Gain bonus d4 weapon Damage die.
	Advancement: The bonus die is Raised by one.
<b>R</b>	Random Spell and Gift Selection (optional)
	Roll to select your Mystic's Cantrips and Spells or Thaumaturge's Gifts randomly instead of choosing them manually (see page 12).
<b>T</b>	Thaumaturge
	Can be taken multiple times.
	You can spend your action manifesting wondrous power. Choose two Gifts. Your Gift Die is d4.
	Before you manifest a Gift, roll two Gift Dice and subtract a lower result from a higher one to determine your Power (P). On 0, you fail and cannot manifest any of your Gifts before Rest. Otherwise, you need to Rest before manifesting the same Gift again.
	1. <b>Aegis:</b> Immediately reduce the Damage you took by P. This counts as your next turn action.
	2. <b>Awakening:</b> Touch someone who suffered Critical Damage but has not died yet, restoring P HP. They can act on the next turn.
	3. <b>Bond:</b> One animal serves you unquestioningly for P days. Repeating will end the current Bond.
	4. <b>Command:</b> Utter a single word (approach, halt, flee, etc.) which P creatures that fall their Will repeat it on the same target for a day.
	7. <b>Harmony:</b> Until your next Rest, P animals chosen by you would not attack you unprovoked and you can understand them.
	8. <b>Omen:</b> Foresee the immediate outcome of P/2 (round up) actions (good, bad, both, or unclear).
	9. <b>Smite:</b> Strike with P bonus Damage ignoring Armour and supernatural resistances.
	10. <b>Turn:</b> P unnatural creatures that fall their Will Save are repelled unless attacked.
	Advancement: Choose an additional Gift.
	Your Gift die is Raised by one.
<b>A</b>	ANCESTRY FEATURES (OPTIONAL)
	If the Referee allows non-human characters (and only during the new character creation), you can choose one of these Features instead.
	<b>Dwarf</b>
	You are immune to poison and can see in the dark as if it were dim light. You are experienced and comfortable in an underground setting.
	<b>Elf</b>
	You have an Advantage on Saves against mind control magic (charm, fear, illusions, etc). You are experienced and comfortable in a wilderness setting.
	<b>Halfling</b>
	Thanks to your small size you can hide well, squeeze through small passages, and fit in tight spaces. You can also reroll 20 on any Save and use the new 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 ✦

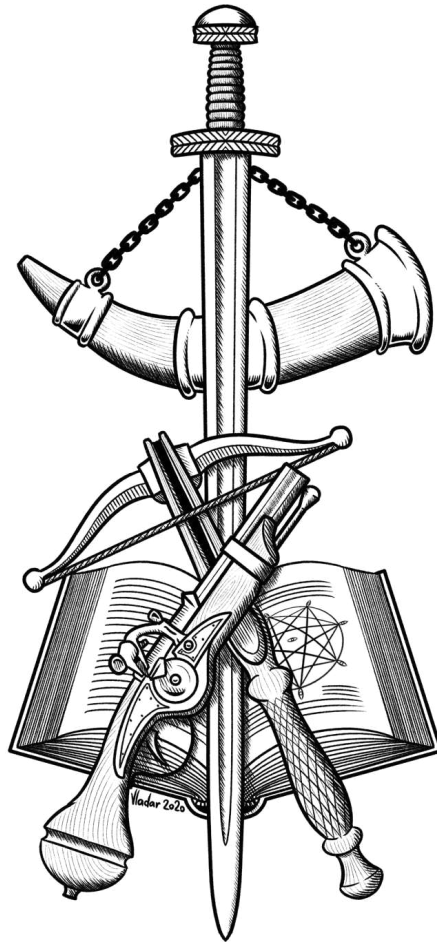
Gain one martial weapon and a military rank.

**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 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.

## MUNDANE BEASTS

### BEAR

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

### CROCODILE

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

### DEER

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.

### SHARK

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

### SNAKE, CONSTRUCTOR

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.

### WOLF

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

**OTHER ITEMS:** **Acid** (10¢ per vial): d4 Acid Damage to one target now and a d4 STR Loss (affected by Armour) at the end of the next turn unless washed off.

**Fire Oil** (10¢ per flask): Sets an area alight. Everyone inside takes d6 Fire Damage now and d6 at the end of their next turn unless extinguished.

**Black Powder** (20¢ per pot): Ignited with fuse or direct flame. Everyone in the area takes d10 Blast Damage.

**Adventuring Gear** (5¢ each): 10-ft Rope, Caltrop (slows pursuers), Chalk, Dice, Flint and Steel, Food Ration, Lamp Oil, Parchment, Spike, Tent, 6 Torches.

**Tools** (1¢ each): Animal Trap, Collapsible Pole, Crowbar, Drill, Fishing Pole, Grappling Hook, Hatchet, Lockpicks, Pickaxe, Shovel, Writing Set.

**Fancy Items** (10¢ each): Board Game, Book, Elaborate Clothes, Lantern, Mirror, Sand Timer, Spyglass.

**MISCELLANEOUS:**

**Boats:** Rowboat (50¢) to Galley (200g).

**Carts:** Cart (30¢) to Wagon (1g).

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

**Healing Service** (10s): Restore one Ability Score Loss or other ailment overnight.

**Property:** Cottage (1g), Workshop (10g), Manor (100g).

**Horses:** Mule (20s) (STR 14, WIL 5, 3hp) to Horse (1g) (STR 16, DEX 12, WIL 5, 3hp).

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

**Birds:** Parrot (5s) (STR 6, WIL 6, 2hp, d4 Claws) to Hawk (50s) (STR 8, DEX 16, WIL 8, 5hp, d6 Claws).

**HIRELINGS:**

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

+ Torch Bearer (1s): WIL 8.

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

+ Armsman (5s): STR 12, Armour 2 (light + shield), spear (d6).

+ Specialist (10s): dagger (d6), bow (d4), area of expertise.

+ Champion (50s): STR 14, 6+4d6hp, Armour 2 (full), halberd (d8+d6, 2h), Proven Warrior.

EQUIPMENT

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

All characters carry **standard equipment**, including simple clothes, a backpack, basic camping equipment, six torches, and three days' rations.

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

**MELEE WEAPONS:** If two dice are listed, the first is for **one-handed** weapons (1h), and the second — **two-handed** (2h).

**Unarmed attacks** deal d4 Damage.

**Simple Melee Weapon** (1s): d6 Damage.

Two-handed only; Tools or weapons not built for frequent use in battle. Pitchfork, Quarterstaff, Sledgehammer, Splitting Maul, etc.

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

Basic, purpose-made weapons. Axe, Dagger, Halberd, Mace, Spear, Sword, etc.

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

Elaborate or masterwork weapons.

**Lance** (10s): d8 Damage. When mounted — can be used with a shield; on foot — two-handed only.

**RANGED WEAPONS:**

Unless stated otherwise, ranged weapons require both hands to make an attack.

**Simple Ranged Weapon** (1s): d4 Damage.

Tools or weapons not built for frequent use in battle. Darts, Hunting Bow, Sling, Throwing Daggers, etc.

**Martial Ranged Weapon** (10s): d6 Damage.

Basic, purpose-made weapons. Crossbow, Javelins, Longbow, Simple Musket or Pistol, etc.

**Superior Ranged Weapon** (1g): d8 Damage.

Elaborate or heavy bows, crossbows, and muskets.

**Firearms** make a lot of noise and ignore Armour Reloading firearms in combat requires both hands and a full turn while standing still.

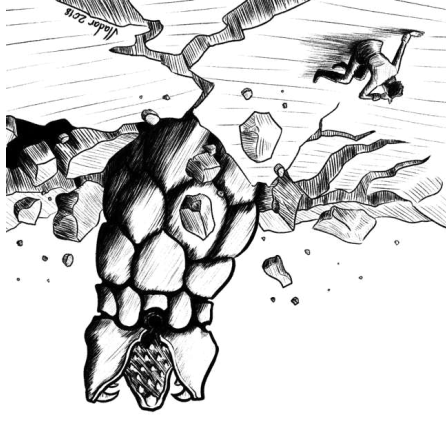
**Pistols** are used one-handed but have a shorter range of about 30 ft (one turn movement).

**Armour:**

**Light Armour** (10s): Armour 1.

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

**Shield** (5s): +1 Armour, requires one hand to use, has no effect when used with Full Armour.



**RUST MONSTER** DEX 12, WIL 5, 6hp, d6 Bite.

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

**SKELETON** DEX 13, WIL 12, 5hp, Armour 2 (only against piercing attacks such as arrows and spears), blunt sword (d6), immune to mind control magic.

When a skeleton would be killed by physical attacks, it is smashed into at least two separate pieces. Unless they are kept apart, these will reform on the skeleton's next turn, remaining at 0hp. Each half will continue to fight, but the half without a sword causes only d4 Damage.



**Snake Demon** STR 17, DEX 17, WIL 16, 15hp, Armour 1, six swords (6d6, can target multiple melee opponents), non-magical attacks are impaired.

Snake Demons are charged with overseeing hellish operations and leading lesser minions. They love single combat and will never turn down a duel. They can cast the following Spells as an action.

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

**Red Dragon**

Advantage on Saves from magic, flight.

Cunning and dangerous winged reptile of enormous size. Can speak but generally chooses not to unless properly motivated.

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

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

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## 2. PLAYING THE GAME

### RULES

#### Saves

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

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

#### Critical Damage

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).

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.



APPENDIX B: BESTIARY

The Referee should use these examples as guidance and inspiration for creating their monsters.

BRAIN LORD

STR 14, DEX 14, WIL 20, 18hp, immune to mind control magic.

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

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

**Critical Damage in Melee:** the target has its brain exposed and eaten. The Brain Lord absorbs its recent memories.



FURTH EATER

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

Big, stupid beasts that eat nearly anything they find. Much prefer dead food to alive. Can bark out a very limited vocabulary of common tongue but have little comprehension.

**Critical Damage:** the target contracts fifth fever unless they pass a STR Save. If they fail, then for the next day they are violently ill and do not benefit from Resting.

GAZER

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

Actvly seeks to destroy any other lifeforms. Magic does not work within the Gazer's sight. May fire two of the following beams at different targets each turn.

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

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

**Disintegration Beam:** d6 Damage ignoring Armour. Anyone taking Critical Damage is turned to dust. Will completely destroy static objects up to the size of an elephant.

GELATINOUS CUBE

STR 14, DEX 3, WIL 3, 16hp, Armour 2.

Appears as hazy, wet air until the observer is dangerously close to the Cube. A chemical smell may betray its nature from further away. The Cube is attracted to noise and heat.

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

GHOUL

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

immune to mind control magic. Monstrous denizens of forlorn cemeteries feed on human flesh, be it dead or alive.

**Chol Touch:** if the claws reduce STR score, the target is Stunned until passing a STR Save at the end of their turn, exuding stench that makes those nearby sickened.

GNOLL

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

Their stink is highly recognizable and spreads throughout their surroundings. 1-in-6 chance of being non-hostile. Can be bargained with but are only really interested in meat, preferably alive.

Death

When a character dies, the player creates a new character and the Referee finds a way to have them join the group as soon as possible. Alternatively, the player may take control of a Hireling or Apprentice.

Morale

The leader of a group must pass a WIL Save to avoid their group being routed when they lose half of their total numbers. Lone combatants must pass this Save when they are reduced to 0hp. This applies to opponents and allies but not player characters. Mindless creatures are exempt as well.

Retreat

Fleeing to safety under pursuit requires a DEX Save and somewhere to run to.

Rest

A few minutes of rest and a swig of water will recover all of the character's lost Hit Points but may waste time or attract danger.

Healing

Ability Score Loss and other serious ailments require the aid of an Expert service or magic to recover.

Assumed Ability Scores

Any Ability Score not listed is treated as 10.

Pets

One per character, obeys simple commands.

CONDITIONS:

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

**Hidden** creature's attacks are Enhanced, but any attack or other similar action unveils the attacker.

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

**Pron**e creature spends its **move** raising back up.

**Restained** creatures have a Disadvantage on DEX Saves; attacks against them are Enhanced.

**Unconscious** creatures are Prone and have 0hp.

AFTER THE ADVENTURE

Generally, the goal of an Adventure is to find out about a mysterious environment, destroy a powerful threat, or seek out mysterious treasures.

EXPERIENCE LEVELS

After completing the requirements for the next Experience Level, you may take a break from adventuring to reflect upon your experience. Describe what the character has been doing during this time, whether humble or grand. After that, you move to the next Experience Level. You cannot advance more than one Experience Level in a single session of play.

When advancing to a new Experience Level, you choose a new **Feature**, gain **d6hp** and roll **d20 for each Ability Score**. If the roll is higher than the Ability Score, it increases by one to a maximum of 20.

If neither Ability Score has changed, increase your lowest Ability Score by one to a maximum of 20.

1. Novice

You are ready for your first Adventure.

2. Proven

You have survived at least **one** Adventure to a dangerous place, returning to civilisation.

3. Expert

You have survived at least **three** Adventures since reaching Proven Level.

4. Veteran

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

5. Master

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

Alternative Experience Progressions (optional)

If the Adventure progression of 1-3-5 feels too quick, use the progression of 3-5-7 instead. For a big non-quantifiable module, levelling up will cost gold and treasure gained from adventure and spent on training: 1g-5g-25g-125g.

### 3. RULING A DOMAIN

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

#### SIZE 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

At the **start** of each month, choose Domain Focus — 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, 10hp, Proven Warrior).

**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, 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

##### 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

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

\* Usually blonde or red, depending on the general population.



## RANDOM MONSTERS

Roll d8 die d4 times to choose which tables to use.

d12	1. Nature	d12	1. Nature
1	artificial	7	magical
2	colonial	8	mutated
3	divine	9	natural
4	eldritch	10	primitive
5	ethereal	11	relic
6	fiendish	12	undead

d20	2. Appearance	d20	2. Appearance
1	bald	11	multicoloured
2	barbed	12	muscular
3	bleated	13	rotting
4	camouflaged	14	rusty
5	diseased	15	shadowy
6	furry	16	shimmering
7	gaunt	17	slimy
8	graceful	18	spotted
9	invisible	19	stinking
10	luminous	20	striped

d20	3. Trait	d20	3. Trait
1	acidic	11	multiplying
2	acoustic	12	parasite
3	adhesive	13	poisonous
4	armed	14	psychic
5	armoured	15	shelled
6	electric	16	shooting
7	fire	17	spewing
8	giant	18	swallowing
9	hypnotic	19	tiny
10	ice	20	vampiric

d20	4. Behaviour	d20	4. Behaviour
1	ambushng	11	musical
2	cunning	12	nocturnal
3	devoing	13	peaceful
4	elusive	14	raging
5	friendly	15	scavenging
6	glibbering	16	screaming
7	grappling	17	silent
8	greedy	18	skittish
9	insane	19	swarming
10	intelligent	20	whispering

## 5. Locomotion

d20	5. Locomotion	d20	5. Locomotion
1	aquatic	11	jumping
2	burrowing	12	rolling
3	climbing	13	running
4	crawling	14	shambling
5	fast	15	sithering
6	floating	16	slow
7	flying	17	soaring
8	gliding	18	subterranean
9	gliding	19	teleporting
10	immobile	20	walking

d20	6. Body	d20	6. Body
1	armless	11	one-armed
2	asymmetrical	12	one-legged
3	bodiless	13	radial
4	four-armed	14	spherical
5	four-legged	15	tailed
6	legless	16	tentacled
7	limbless	17	two-armed
8	multi-armed	18	two-headed
9	multi-legged	19	two-legged
10	multi-limbed	20	winged

d12	7. Head	d12	7. Head
1	blind	7	multi-eyed
2	brainless	8	multi-headed
3	deaf	9	mute
4	eyeless	10	one-eyed
5	headless	11	two-headed
6	horned	12	with trunk or tentacles

d20	9. Form	d20	9. Form
1	amorphous	11	fungal
2	amphibian	12	hoofed
3	animated	13	humanoid
4	bat	14	insect, arachnid
5	bird	15	mollusc, worm
6	bear-like	16	plant
7	cat-like	17	reptile, serpent
8	crustacean,	18	rodent, rabbit, hedgehog, mole, shrew, etc.
9	dog-like	19	chimeric
10	fish	20	shape-shifting

\* Roll two more times.

## 4. MAGIC

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

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

**Dispel**

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

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

**Prepared Spells and Spellburn**

During the Rest, you can use your Tome to prepare a number of Spells equal to your Experience Level to cast using your Focus as an action.

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

Optionally, this also causes a Magic Mishap\*.

**Signature Spells**

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

**Scroll Activation**

If needed, Mystics can activate a Scroll as an action. The Spell is cast as **Signature**, destroying the Scroll.

**Amateur Scroll Activation (optional)**

If the Circle is lower than their Level, non-mystics can succeed on a WIL Save to cast the Spell as **Prepared**, or both it, suffering a **Magic Mishap\*** instead. The Scroll is destroyed in either case.

**Ongoing Effects** of any Spell last while you are conscious, or until you cast a new Spell, but summoned extraplanar beings remain. When taking Damage, **Persistent Spells** have their effects last as long as you wish or until you cast the same Spell again. You can sustain up to 2 × **Mystic Level** simultaneously.

\* See *Magic Mishaps* in *Appendix A*.

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



**DISTANCES/AREAS**

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

**RANDOM SPELLS****Random 36 Spells**

d6,d6	Spell	d6,d6	Spell	d6,d6	Spell
1,1	1	3,1	13	5,1	25
1,2	2	3,2	14	5,2	26
1,3	3	3,3	15	5,3	27
1,4	4	3,4	16	5,4	28
1,5	5	3,5	17	5,5	29
1,6	6	3,6	18	5,6	30
2,1	7	4,1	19	6,1	31
2,2	8	4,2	20	6,2	32
2,3	9	4,3	21	6,3	33
2,4	10	4,4	22	6,4	34
2,5	11	4,5	23	6,5	35
2,6	12	4,6	24	6,6	36

**Random 40 Spells**

d4 × 10 + d10 (treat 10 as 0)

**Random 48 Spells**

d6,d8	Spell	d6,d8	Spell	d6,d8	Spell
1,1	1	3,1	17	5,1	33
1,2	2	3,2	18	5,2	34
1,3	3	3,3	19	5,3	35
1,4	4	3,4	20	5,4	36
1,5	5	3,5	21	5,5	37
1,6	6	3,6	22	5,6	38
1,7	7	3,7	23	5,7	39
1,8	8	3,8	24	5,8	40
2,1	9	4,1	25	6,1	41
2,2	10	4,2	26	6,2	42
2,3	11	4,3	27	6,3	43
2,4	12	4,4	28	6,4	44
2,5	13	4,5	29	6,5	45
2,6	14	4,6	30	6,6	46
2,7	15	4,7	31	6,7	47
2,8	16	4,8	32	6,8	48

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.

**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.
13. **Magic Hand:** 5-pound telekinesis.
14. **Mending:** Minor repairs to an object by touch.
15. **Mute:** A humanoid that you touch is muted for the next turn.
16. **Prestidigitation:** Performs minor tricks, creates or conceals one minor sensory effect.
17. **Provocation:** A creature must pass a WIL Save or be provoked to attack you.
18. **Ray of Frost:** A ray deals d4 Cold Damage.
19. **Resistance:** Touched creature ignores normally annoying effects such as sweltering heat, itchy skin diseases, or a sandstorm. Persistent.
20. **Spark:** Touch for d4 Electricity Damage ignoring Armour.

**Musical 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

**Light Armour and Accessoires**

d6	Armour	d6	Armour
1	bracers	4	greaves
2	gambeson	5	helmet
3	gloves	6	leather armour

**Full Armour and Accessoires**

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

**Shield**

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

**Weapon 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

**RANDOM APPEARANCE****Attribute (when appropriate)**

d20	Attribute	d20	Attribute
1	ancient	11	menacing
2	bejewelled	12	ornate
3	colourful	13	otherworldly
4	crude	14	patterned
5	dingy	15	peculiar
6	exotic	16	refined
7	grotesque	17	rugged
8	heavy	18	shiny
9	intricate	19	sleek
10	light or thin	20	sophisticated

**Colour (when appropriate)**

Use colour table from **Magic Mishaps** on page 30.

**Fabric (when appropriate)**

d12	Fabric	d12	Fabric	d12	Fabric
1	brocade	5	fur	9	linen
2	cotton	6	hair	10	silk
3	felt	7	hemp	11	velvet
4	fish-skin	8	leather	12	wool

**Material (when appropriate)**

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

**Peculiarity (1-in-6 chance to be present)**

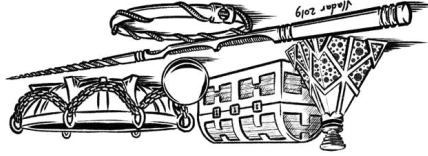
d12	Peculiarity
1	changes colour when no one is looking
2	cold to the touch
3	emits barely audible buzzing
4	faintly glows in the dark
5	heavier than it looks
6	lighter than it looks
7	oily or slimy to the touch
8	semi-transparent
9	smells weirdly but not unpleasantly
10	sometimes appears to be slightly moving
11	vibrates just a little bit from time to time
12	warm to the touch



RANDOM MAGIC ITEMS

Roll for a random magic item and its appearance. Think of its properties based on what it looks like.

Type	d100	Type	d100
1-10	container	71-73	music. instrument
11-30	consumable	74-80	light armour
31-40	garment	81-83	full armour
41-50	jewellery	84-90	shield
51-70	misc.	91-100	weapon



d12	Container	d12	Container
1	backpack or haversack	7	jug
2	bottle	8	pouch
3	box or casket	9	quiver
4	decanter	10	sack or bag
5	drinking horn	11	vial
6	flask or canteen	12	waterskin

d10	Consumable	d10	Consumable
1	balm, oil, or ointment	6	food (fruit, pastry, etc.)
2	bean, root, or seed	7	herb, flower, or leaf
3	candle or torch	8	ink or paint
4	chalk or pencil	9	poison
5	dust or powder	10	poison or elixir

d20	Garment	d20	Garment
1	belt	11	jerkin
2	boots	12	robe
3	cloak	13	sandals
4	coat	14	shirt
5	doublet	15	shoes
6	dress	16	skirt
7	gloves	17	tunic
8	hat	18	trousers
9	hood	19	vestments
10	hose	20	whistle

d20	Jewellery	d20	Jewellery
1	anklet	11	gorget
2	belt buckle	12	hairpin
3	bracelet	13	headband
4	brooch	14	locket
5	chain	15	mask
6	cloak pin	16	medallion
7	crown or coronet	17	necklace
8	diadem or tiara	18	pectoral
9	earring	19	pendant
10	eyepatch	20	ring

d100	Item	d100	Item
1-2	amulet or talisman	51-52	monocle or lens
3-4	book	53-54	needle
5-6	bowl or bucket	55-56	orb or crystal
7-8	brazier	57-58	pickaxe
9-10	broom	59-60	pipe
11-12	brush	61-62	plate or tray
13-14	candelabrum	63-64	prostheses
15-16	cards or dice	65-66	quill
17-18	carpet	67-68	rod or sceptre
19-20	censer	69-70	rope
21-22	coin	71-72	saddle
23-24	comb	73-74	sand timer
25-26	corkscrew	75-76	scissors
27-28	cup, chalice, or goblet	77-78	shovel
29-30	fan	79-80	sickle
31-32	figurine or idol	81-82	skull
33-34	gem or pearl	83-84	spectacles
35-36	hammer	85-86	spike
37-38	handkerchief	87-88	spyglass
39-40	hook	89-90	staff
41-42	horseshoe	91-92	tablecloth
43-44	lantern	93-94	tablet
45-46	lockpick	95-96	umbrella
47-48	manacles	97-98	wand
49-50	mirror	99-100	whistle

1<sup>ST</sup> CIRCLE

- Alarm:** Intruders set off an alarm audible only to you. Persistent.
- Animate Rope:** Makes a rope move at your command.
- Burning Hands:** d6 Fire Damage in a small cone.
- Camouflage:** Everyone adjacent to you is difficult to notice and track.
- Cause Fear:** Will Save or the creature flees until passing a Will Save at the end of their turn.
- Charm Person:** Will Save or one humanoid becomes friendly until their next Rest.
- Chill Touch:** STR Save or a living creature suffers d4 STR Loss.
- Colour Spray:** DEX Save or the target is blinded on the next turn.
- Comprehend Languages:** You understand all spoken and written languages.
- Courage:** Until Rest, a willing creature is immune to fear but unable to retreat from battle.
- Detect Dead:** Reveals corpses and undead beings in your vicinity.
- Detect Secret Doors:** Reveals hidden doors in your vicinity.
- Disguise Self:** Change your facial appearance.
- Endure Elements:** Everyone adjacent to you can exist comfortably in hot or cold environments.
- Enlarge/Reduce:** A humanoid that you touch doubles or halves in size Raising or Lowering their weapon Damage dice respectively. The target could choose to avoid effects with a STR Save.
- Erase:** Mundane or magical writing vanishes when you touch it.
- Feather Fall:** Objects or creatures in a small sphere fall slowly.
- Floating Disk:** Creates a 3-ft-wide horizontal disk that holds 100 lb, floats 3 ft off the ground, and slowly moves by your command.
- Glue:** One object gets stuck to another one. When cast on a creature, they need to succeed on a STR Save or cannot move.
- Grease:** Makes a small area or one object slippery. DEX Save to avoid slipping.
- Gust of Wind:** Blows away or knocks down stuff in a medium cone. A STR Save to resist.
- Hideous Laughter:** Will Save or a humanoid laughs, impairing their attacks for the duration.
- Hold Portal:** Holds a door shut.
- Hypnotism:** Fascinate d6 creatures that fail a Will Save. In combat, their attacks on the next turn are impaired.
- Identify:** Unveils basic properties of a magical item you hold, such as how to activate it and its general effect. Details of workings, hidden properties, curses, etc. are not revealed.
- Jump:** A creature can jump twice as far and high.
- Magic Missile:** d4 Damage, goes around corners, ignores Armour.
- Mount:** Summons a riding horse. It disappears after taking any Damage.
- Obscuring Mist:** Fog obscures a small area around you. Ranged attacks are impaired.
- Protection:** You ignore the next instance of harm from a specific source.
- Pyrotechnics:** Spread or extinguish fire, turn it into blinding light or choking smoke.
- Shield:** An invisible disk grants you +1 Armour and blocks Magic Missiles.
- Shocking Grasp:** Touch for d6 Electricity Damage, ignoring Armour.
- Silent Image:** Creates a minor motionless illusion of your design.
- Sleep:** Puts d6 relaxed living creatures into a slumber and others feel lethargic. Lowering their Damage dice.
- Summon Creature:** Calls an unintelligent extraplanar creature up to the size of a small dog. It holds no loyalty to you.
- Swarm:** Summons a swarm of bats, rats, or spiders. Harmless, but distracting.
- True Strike:** The target of your next attack must succeed on a DEX Save, or the attack ignores HP going directly for the STR Score.
- Unseen Servant:** An invisible force (STR 5, 1hp, cannot attack) obeys your commands.

2<sup>ND</sup> 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.
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 targeted 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.
41. **Silence:** No sounds could be produced in a medium area, including Spell casting.
42. **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.
45. **Summon Beast:** Calls an intelligent extraplanar 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.

## Money 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 Melee Weapons (10s) (d6/d8)

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)

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 additional random table required.

### BACKGROUNDS

d8	Background	d8	Background
1	Criminal	5	Noble
2	Hunter	6	Sailor
3	Labourer	7	Scholar
4	Minstrel	8	Soldier

d6	Criminal Tool	d6	Criminal Tool
1	Blackjack (sap)	4	Loaded dice
2	Crowbar	5	Lockpicks
3	Grappling hook	6	Marked cards

d6	Labour	d6	Labour
1	Farming	1	Farming
2	Gardening	2	Gardening
3	Herding	3	Herding
4	Logging	4	Logging
5	Masonry	5	Masonry
6	Minning	6	Minning

d10	Musical Instrument	d10	Musical Instrument
1	Bagpipe, bladder pipe	1	Bagpipe, bladder pipe
2	Drum, tambourine	2	Drum, tambourine
3	Flute, ocarina	3	Flute, ocarina
4	Jaw harp	4	Jaw harp
5	Harp, lyre	5	Harp, lyre
6	Crumhorn, shawm	6	Crumhorn, shawm
7	Hurdy-gurdy	7	Hurdy-gurdy
8	Lute, mandolin	8	Lute, mandolin
9	Viol, fiddle, rebec	9	Viol, fiddle, rebec
10	Zither, dulcimer	10	Zither, dulcimer

d20	STR	DEX	WIL	Money
1	16	12	10	8s
2	10	12	10	8s
3	12	12	10	8s
4	15	12	10	8s
5	10	14	10	8s
6	12	10	14	8s
7	14	10	12	7s
8	12	15	10	6s
9	10	11	13	8s
10	14	12	9	7s
11	11	14	10	7s
12	8	16	13	5s
13	11	13	9	8s
14	9	11	14	7s
15	13	11	9	7s
16	11	9	13	7s
17	13	9	11	6s
18	9	13	11	6s
19	13	9	11	5s
20	9	11	13	5s

Choose or roll for a Feature, roll for HP accordingly.

d4,d4	Feature	d4,d4	Feature
1,1	Assassin	3,1	Ironclad
1,2	Beastmaster	3,2	Mystic
1,3	Berserker	3,3	Sharpshooter
1,4	Brawler	3,4	Skilled
2,1	Commander	4,1	Swashbuckler
2,2	Duelist	4,2	Tactician
2,3	Gunslinger	4,3	Thaumaturge
2,4	Healer	4,4	Warrior

**Mystic** rolls for random Cantrips (d20) and 1st Circle Spells (Random 36 Spells table from Chapter 4: Magic, page 12). Choose one of these Spells as a Signature Spell or roll a d6 for a random one.

**Skilled** rolls for two fields of Expertise.

d10	Expertise	d10	Expertise
1	Animal handling	6	Quickness
2	Athletics	7	Stealth
3	Burgling	8	Navigation
4	Charming	9	Negotiation
5	Drinking	10	Tracking

**Thaumaturge** rolls for a pair of random Gifts.

### 3<sup>RD</sup> CIRCLE

- Absorb Element:** A creature touched by you is immune to a specific type of elemental Damage.
- Black Tentacles:** Tentacles grapple those who fail a STR or DEX Save within a medium area, impairing their attacks until they pass a STR Save at the end of one of their turns.
- Blink:** Each turn you have a 50% chance to vanish and reappear on your next turn, avoiding the next attack against you.
- Clairaudience/Clairvoyance:** Hear or see at a distance or through a wall as if you were there.
- Daylight:** A large area of bright light strong enough to overwhelm even magical darkness.
- Deep Slumber:** Puts d6 living creatures that fail their WIL Save to sleep until the Spell is broken or creatures take Damage.
- Displacement:** Gain Advantage on Critical Damage Saves. Persistent.
- Dream:** Sends a message to anyone sleeping.
- Explosive Runes:** Inscribe Runes that deal d10 Blast Damage when read or touched, disappear- ing afterwards. Persistent.
- Fireball:** Deal d10 Fire Damage within a medium sphere.
- Flame Arrows:** Ally's missiles deal bonus d6 Fire Damage.
- Fly:** A creature flies.
- Gaseous Form:** A willing creature becomes insubstantial and can fly slowly. The target or caster can end the effect at will. Persistent.
- Halt Undead:** Immobilizes all undead in your vicinity who failed their WIL Save.
- Haste/Slow:** One creature moves at double or half speed, gains +1 or -1 Armour, and Advantage/Disadvantage on DEX Saves respectively.
- Hold Person:** Stuns one humanoid until pass- ing a STR Save at the end of their turn.
- Illusory Script:** Touch a page to change or hide its real content that only an intended reader can decipher. Persistent.
- Invisibility Sphere:** The target and everyone within a small sphere nearby are Invisible until they attack or step away too far from the target.
- Keen Edge:** The next attack with this melee weapon ignores HP and goes directly for the STR Score.
- Lightning Bolt:** d8 Electricity Damage to all in a line ignoring Armour.
- Magic Circle:** Prevents a certain type of unat- tral beings (extraplanar, undead, etc.) from en- tering or leaving unless they pass a WIL Save.
- Major Illusion:** Conjure an image with sound, smell, and thermal effects. This also could be used to disguise the appearance of one creature.
- Obscure:** Hides one target from divination and scrying or misleads such attempts.
- See Invisibility:** Reveals Invisible creatures and Persistent.
- Septa Snake Sigit:** Inscribe a small text symbol that stuns reader until a WIL Save at the end of that turn.
- Shrink Item:** Touch a non-magical object to shrink it to one-sixteenth of its size and weight.
- Sleet Storm:** Flames are doused, and ranged at- tacks are Impaired in a large area. A DEX Save to avoid slipping.
- Stinking Cloud:** Nauseating vapours fill a medium area. Anyone inside the cloud must pass a STR Save or vomit, gaining Disadvantage on the next Save. The Save is repeated at the start of each turn for those staying in the area.
- Suggestion:** WIL Save or the target that under- stands you is compelled to follow the uttered course of action. Saves against actions that are harmful to the target are rolled with Advantage.
- Summon Gate:** Calls out to any extraplanar be- ing that wishes to enter our plane. You have no choice which being answers, and it holds no loy- alty to you.
- Tiny Hut:** Creates a shelter for ten creatures.
- Tongues:** You can speak any language.
- Vampiric Touch:** On a failed STR Save, a living creature loses d6 STR, and you restore all HP.
- Water Breathing:** Creatures chosen by you can breathe underwater.
- Wind Wall:** A line of strong wind deflects ar- rows, smaller creatures, and gases.



4<sup>TH</sup> CIRCLE

1. **Animate Dead:** Creates up to d4 undead skeletons and zombies from corpses. You have control over them while the Spell lasts.
2. **Arcane Eye:** Creates an invisible floating eye 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 you 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 nothing, 4: attack their enemies.
8. **Contagion:** Infects a living creature with a horrible 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 eavesdropping.
12. **Dimension Door:** Teleports you within a 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 of one terrain type, wall, floor, ceiling, etc.
18. **Locate Creature:** Indicates the direction to a familiar creature.
19. **Minor Creation:** Creates one small cloth or a 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.
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.
24. **Remove Curse:** Touch a creature to free it from any magical Disadvantages or Impairments.
25. **Resilient Sphere:** A force globe protects but 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 answer.
29. **Solid Fog:** Blocks vision and slows movement in a large area.
30. **Stone Shape:** Sculpts a small cube of stone into 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.
34. **True invisibility:** A creature can attack and stay Invisible.
35. **Wall of Fire:** Passing through this large wall causes d10 Fire Damage.
36. **Wall of Ice:** Creates a large ice wall (12hp, Armour 3) or hemisphere. Can trap creatures inside, unless they pass a DEX Save.

## WEATHER

Keep in mind that different climates might require adjusting the tables. For example, you might want to use the Sky table with a d8 or d12 roll for dry climates 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	×½ ×½
7–14	average	×½ ×1
15–18	strong	×¾ ×1½
19–20	gale	×0 ×2

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

d8	Gale Damage
1	Wrecked. Ship, cargo, and ½ crew is lost.
2	Broken mast. No sailing speed.
3	Broken half of oars. ½ rowing speed.
4	Torn sail. ½ sailing speed.
5–6	Overboard. Lost d6 crew members.
7–8	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

Flying creatures travel for 8 hours/day before resting for the night. Flying magic items have the energy to function for the same daily amount of time.

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

Travel for **8 hours/day** before resting for the night.

**Grid** of 5-mile tiles simplifies distance calculations.

Terrain	Example	Miles	Grid
Clear	grassland, plains	20	4
Rugged	desert, forest, hills	15	3
Difficult	jungle, mountains, swamp	10	2

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

**Exhaustion Check:** make a STR Save or lose d4 STR (if mounted or on a vehicle — for your mounts).

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

Speed Modifier	Miles	Grid
Roads	+5	+1

**Forced March** for extra 2 hours, +5

**Large Groups** –5

**Encumbrance** over 50 lb on foot, –5

**Harsh Weather** –5

**Extreme Weather** –10

**Concurrent Activities** (exploring, sneaking, foraging, etc.) –10

**Mounted:** +5

+ Horses on clear terrain +5

+ Camels in a desert +5

+ Elephants in a jungle +5

+ Rugged or difficult terrain –5

+ Difficult terrain –10

**Vehicles:** –5

+ Rugged terrain –10

**Passengers** occupy ½ t of cargo space. Cargo and Riders/Passengers values are mutually exclusive.

**Mount**

Mount	Cargo	Riders	Cost
Donkey	½ t (200 lb)	1	20s
Mule	½ t (250 lb)	1	20s
Horse	½ t (400 lb)	2	1g
Camel	¼ t (500 lb)	2	1g
Elephant	2 t (4000 lb)	8	5g

Vehicle	Horses	Cargo	Passengers	Cost
Cart	1	½ t	4	30s
Carriage	2	1 t	8	60s
Wagon	4	2 t	16	1g

**Going Astray** is a possibility when traversing unfamiliar or heavily obscured terrain, in dense fog or heavy rain, etc. If you have some additional advantage in navigation, roll a d6; otherwise, roll a d4.

Roll	Outcome
1	Lost! Wander off to an unknown place.
2	Going in circles. No travel progress today.
3	Meandering. Halved travelled distance.
4+	On course.

**Horizon** is 3 miles away at sea level, 6 miles at 25 ft elevation (roof, hill), 12 miles at 100 ft (ship's mast, treemap, tower). The landscape can obstruct the view. Tall objects can be seen behind the horizon.



## WATERBORNE TRAVEL

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

Vehicle	Miles	Grid	Crew	Cargo	Cost
Raft (100 ft²)	10	2	1	¼ t	—
Sailboat	15	3	1	1 t	50s
Rowboat	60	12	1	5 t	15g
Keelboat	30	6	10	20 t	25g
Longship	90	18	50	10 t	100g
Sailing ship	90	18	10	100 t	150g
Galley	90	18	100	150 t	200g

Keelboats, longships and galleys have both sails and oars but cannot go against the wind under sail. **Covered Distance** depends on weather and other conditions. Going upstream reduces the covered distance by 10 miles/day, and going downstream increases it by the same amount. Makeshift rafts move downstream only, with the speed of the stream.

**Fare** might vary from 1p per person to cross a river or lake to 1s per person for every 5 miles travelled in 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 ½ t (200 lb) of cargo space per month of travel.

**Steege Engines** could be mounted on keelboats (1), sailing ships (2), and galleys (3).

5<sup>TH</sup> CIRCLE

18. **Mass Suggestion:** WIL Save or creatures are compelled to follow the proclaimed course of action. Saves against suggestions that are harmful to the targets are rolled with Advantage.

19. **Mystic's Faithful Hound:** A phantom dog can guard or attack and will never leave the caster's vicinity. WIL 15, 3d6hp, d8 Bite. Persistent.

20. **Mystic's Private Sanctum:** Creates an illusion that prevents anyone from viewing or scrying an area. Persistent.

21. **Mystic's Saving Grace:** When the target takes Damage, you can choose to take it instead, ending this Spell. At 0hp it acts like a Spell casting Damage, targeting your WIL. Persistent.

22. **Passwall:** Creates a passage through a wooden or stone wall while the Spell lasts.

23. **Perfect Weapon:** Summon a melee (d10/d12) or ranged (d10) weapon that ignores all supernatural resistances. It disappears after rolling maximum Damage. Persistent.

24. **Permutation:** A willing target suffers d4 to d12 Ability Score Loss, and another one restores as much of any Ability Score Loss. The die, Abilities, and targets are chosen by you.

25. **Petrify:** STR Save or the target is permanently transformed into a statue.

26. **Planar Binding:** Traps an extraplanar creature that fails a WIL Save until it performs a task.

27. **Planar Gate:** Open a gate to another reality that works in both directions.

28. **Frying Eyes:** 6d floating eyes scout for you.

29. **Secret Chest:** Hides an expensive chest in the extraplanar space; you retrieve it at will.

30. **Symbol of Sleep:** Inscribe a Rune that puts the reader who failed a WIL Save into a magical sleep that lasts as long as this Spell. Persistent.

31. **Telekinesis:** Moves an object, attacks a creature, or hurts an object or creature. Damage depends on the object's size; thrown creatures take appropriate falling Damage.

32. **Telepathic Bond:** Creates a link that lets allies communicate. All targets must be in your vicinity at the moment of casting. Persistent.

33. **Teleport:** Instantly transports you to a known location up to 100 miles away.

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

35. **Wall of Force:** A large invisible wall is immune to Damage. Lasts for 6 minutes.

36. **Wall of Stone:** Creates a large stone wall (16hp, Armour 8) that can be shaped.



## RATIONS

While seafaring or travelling through inhospitable 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

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

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 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 ¼ 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.

## STRUCTURES AND SIEGES

### CONSTRUCTION

Structure	Wood	Stone
Bridge, 100ft	1g	5g
Building, 1 floor, P=100 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	5g	25g
Tower, big, P=200 ft	10g	50g
Wall, 100 ft	1g	5g
Dungeon, 10 ft cube	20s (earth), 1g (rock)	
Moat, 100 ft	1g (earth), 5g (rock)	
Road, 1 mile	5g on Clear terrain, 10g on Rugged, 20g 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

Require a crew of three and a whole turn to reload. A reduced crew will reload in two or three turns.

Engine	Cost	Damage	Ammo
Ballista	1g	d12	10s bolt
Catapult	1g	d10	5s ball
		d10 Blast	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 and Armour 5 (wood of medium thickness).



MAGIC MISHAPS

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

d100 Mishap

- 1-4 Your exude a strong smell for a day. (d4)
- 5-8 Your clothes' colour changes randomly.
- 9-12 Your clothes grow one size. Gain Disadvantage on DEX Saves until amended.
- 13-16 Your eye colour changes randomly.
- 17-20 Your eyes shed bright light for a day.
- 21-24 Your hair colour changes to a random one (newly grown hair is normal).
- 25-28 Your hair falls out.
- 29-32 Your hair grows to a yearly amount.
- 33-36 Your skin acquires a saturated shade of a random colour for d12 months.
- 37-40 Your skin is covered in a random growth for d12 months. (d4) 1: fur, 2: scales, 3: feathers, 4: spines.
- 41-43 You disappear for a minute.
- 44-46 You are Shunned until Rest.
- 47-49 You fall Unconscious until Rest.
- 50-52 You are Invisible for an hour or until you attack or cast a Spell.
- 53-55 Your ears become pointed and hairy.
- 56-58 You are deafened until Rest.
- 59-61 Your voice is very loud until Rest.
- 62-64 You are mute until Rest.
- 65-67 You see invisible things for an hour.
- 68-70 You are Blinded until Rest.
- 71-72 You are obscured by a cloud of smoke.
- 73-74 Your HP drop to 0.
- 75-76 Your HP are restored.
- 77-78 You double in size for an hour. Gain Advantage on STR Saves and Kaise your weapon Damage die.
- 79-80 You halve in size for an hour. Gain Disadvantage on STR Saves and Lower your weapon Damage die.
- 81-82 Your main weapon shrinks to one-sixteenth its size for an hour.
- 83-84 Your tongue becomes forked.
- 85-86 Your canines grow long and sharp.
- 87-88 You grow a tail.
- 89-90 You grow horns.
- 91 You grow gills.
- 92 Your feet turn into hooves.

d100 Mishap

- 93 Your nails grow into sharp talons (bonus damage on unarmed Damage die).
- 94 Your skin becomes very tough. Gain Armour 1 when not wearing any armour.
- 95 One of your Ability Scores increases by one (up to 20). (d6) 1-2: STR, 3-4: DEX, 5-6: WIL.
- 96 One of your Ability Scores decreases by one (down to 3). (d6) 1-2: STR, 3-4: DEX, 5-6: WIL.
- 97 You grow a random body part.
- 98 You lose a random body part.
- 99 Your clothes burst in flames. Take d6 Damage now and d6 at the end of your next turn, unless extinguished.
- 100 You are petrified.

d12 Colour	d12 Colour	d12 Body Part	d12 Body Part
1 snow white	7 lemon yellow	2 ash grey	8 malachite green
3 jet black	9 sky blue	4 crimson red	10 ultramarine blue
5 chestnut brown	11 lavender violet	6 pumpkin orange	12 orchid magenta
1 tooth	7-9 toe	2-4 finger	10-11 foot
5-6 arm	12 eye		

Basic magic equipment can be created by a Mystic by spending the required amount of funding and time. **Focus:** 10s in resources, d4 days, a suitable item. **Scroll:** 20s × Circle in resources, d4 days × Circle. Successful on X-in-6, X = 1 + Mystic Level – Circle, if the Referee allows it, costs and takes at least × 10 as much and requires some rare ingredients.) **Tome** is a collection of Scrolls bound together for convenience. The binding costs 10s and takes a day. When a pet survives three Adventures. Use the same Ability Score and HP increase rules as characters do.

PETS' EXPERIENCE

If you want to allow experience for pets, do it **once**, when a pet survives three Adventures. Use the same

5. RUNNING THE GAME

The Core of Good Refereeing

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

Knowing When to Roll

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

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

A Note on Risk

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

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

Understanding Ability Scores

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

Understanding Saves

A save is made when anyone puts themselves at risk. **STR Save:** Avoiding harm through exerting physical force or withstanding strain on your body.

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

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

Marching Order and Combat Turn Sequence

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

Luck Rolls

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

Knowledge Rolls

Characters have a 2-in-6 chance to know something outside their area of knowledge and past experience; Specialists have a 4-in-6 chance for their narrow specialization (e.g. History (Archaeology)).

Poison

Characters might impart attacks, cause Ability Score Loss, effects like Blindness. Disadvantage to certain Saves, etc., but usually only alive targets are affected.

How Much Damage?

Damage from falling rocks, explosions, and other sources outside of normal combat is in a d4-d12 range and counts separately from combat attacks.

Ongoing effects causing continuous damage count as an extra attack, rolling together with other attacks.

A Critical Damage Save unless stated otherwise. **Ability Score Loss** rolls are not Damage rolls, hence they are neither affected by Armour nor require a Critical Damage Save unless stated otherwise.

**Attack Notation:** NdX means rolling N X-sized dice and taking the best single one. If the monster can target multiple opponents, Damage dice can be separated accordingly and rolled as distinct attacks.

Treat rolls that **ignore Armour** as higher by the targeted's Armour score when selecting the best roll. E.g., *4 Damage from a pistol is better than 5 Damage from a longbow, when fired against a target with Armour 2.*

**Raising/Lowering Damage Dice:** The die size changes by one size in d4-d12 range.

Understanding Damage

**Bonus Weapon Damage Dice:** Rolled together with weapon Damage die. If not specified, equal to your weapon Damage die (stronger one if wielding two).

**Attack Notation:** NdX means rolling N X-sized dice and taking the best single one. If the monster can target multiple opponents, Damage dice can be separated accordingly and rolled as distinct attacks.

Treat rolls that **ignore Armour** as higher by the targeted's Armour score when selecting the best roll. E.g., *4 Damage from a pistol is better than 5 Damage from a longbow, when fired against a target with Armour 2.*

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Then the attacks are grouped and rolls are made.

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## 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
- + **1<sup>st</sup> Circle**: d4 to d6
- + **2<sup>nd</sup> Circle**: d6 to d8
- + **3<sup>rd</sup> Circle**: d8 to d10
- + **4<sup>th</sup> 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.

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

**Squalid** (d4s/month): Suffer d4 Ability Score Loss 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.

STR	Carry (½), lb	Lift, lb	Drag (×2), lb
1	½	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	40½	81	162
10	50	100	200
11	60½	121	242
12	72	144	288
13	84½	169	338
14	98	196	392
15	112½	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

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.

#### d20 Immediate Effect

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

### 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.



## APPENDIX A: ADDITIONAL AND ALTERNATIVE RULES

“Into the Dungeon: Revised” is intended as a rules-light game. Keep this in mind when deciding to use any of the rules presented in this appendix.

### CHARACTERS

#### BALANCED CHARACTERS

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

#### EPIC CHARACTERS

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

#### MUNDANE CHARACTERS

If you want player characters to be ordinary people, roll 2d8 + 1 for Ability Scores, and d6 for HP. Take no Features but choose a Background as usual.

To advance such character to Novice, choose a Feature, reroll HP taking the better result, and roll d20 for each Ability Score. If the roll is higher than the Ability Score, it increases by 1 (up to 18).

#### FORTUNE FAVOURS THE BRAVE

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

- + Roll for HP once more and take the better result.
- + Increase one Ability Score by 1 (up to 20).

### CONTEST

In an opposed contest when a simple Save would not suffice, both sides roll a Save. If one of the sides succeeds, it wins. If both sides succeed, the lower roll wins. On a tie, the higher Ability Score wins. If weapons are involved, the attack might be subtracted from the roll or added to the opponent's one.

### GROUP SAVES

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

### INJURIES

On a failed Critical Damage Save, roll for an injury. Effects of an injury could be fixed by Healing.

#### d20 Injury

1-4	<b>Bruise.</b> Nothing serious.
5-7	<b>Scar.</b> This will leave a mark.
8-9	<b>Concussion.</b> Disadv. on WIL Saves.
10-11	<b>Cracked rib.</b> Disadv. on DEX Saves.
12-13	<b>Torn muscle.</b> Disadv. on STR Saves.
14-15	<b>Broken gear.</b> Order: shield → armour → weapon. Fixing gear costs half its price.
16	<b>Fractured skull.</b> d6 WIL Loss.
17	<b>Broken ribs.</b> d6 DEX Loss.
18	<b>Internal bleeding.</b> d6 STR Loss.
19	<b>Broken limb.</b> Roll for a limb. A second hit to the same limb will result in its loss.

20	<b>Gravely injured.</b> Next failed Critical Damage Save will result in death.
3-4	left/right leg (cannot run, jump, etc.)
(d4) 1-2	left/right arm (cannot use it)
19	hit to the same limb will result in its loss.
18	hit to the same limb will result in its loss.
17	hit to the same limb will result in its loss.
16	hit to the same limb will result in its loss.
15	hit to the same limb will result in its loss.
14	hit to the same limb will result in its loss.
13	hit to the same limb will result in its loss.
12	hit to the same limb will result in its loss.
11	hit to the same limb will result in its loss.
10	hit to the same limb will result in its loss.
9	hit to the same limb will result in its loss.
8	hit to the same limb will result in its loss.
7	hit to the same limb will result in its loss.
6	hit to the same limb will result in its loss.
5	hit to the same limb will result in its loss.
4	hit to the same limb will result in its loss.
3	hit to the same limb will result in its loss.
2	hit to the same limb will result in its loss.
1	hit to the same limb will result in its loss.

**Torches, lanterns, and campfires** illuminate in a 30-ft radius. Big bonfires might cast light twice as far. Candles and such illuminate only in a 10-ft radius and thus are not commonly used by Adventurers. Mist, smoke, and such reduce the radius in half. **Torch** lasts for about an hour. When used as a weapon, it deals d4 Fire Damage but might go out. **Lantern** lasts for about four hours, can be dimmed at any moment, and refilled with lamp oil.

### EXAMPLE MAGIC ITEMS

#### ARMOUR AND WEAPONS

##### Cobra Staff

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

##### Ironwood Armour

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

##### Lucky Boomerang

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

##### Mirror Shield

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

### CONSUMABLES

#### Deadly Poison

This dark oily liquid deals d6 STR Loss prompting a Critical Damage Save if consumed. On a failed Save, the consumer dies. When applied to a suitable weapon or a set of projectiles, Critical Damage Saves from it are made at Disadvantage until the next Rest.

#### Four-Leaf Clover

Reroll one failed Save, then the clover withers away.

#### Health Potion

The vial of sparkling red liquid restores d6 STR Loss.

#### Needle of Negation

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

### WANDS AND RODS

#### Rod of Reveal

This obsidian rod reveals illusions, invisible entities, secret doors, traps, etc. in the direction it is pointing.

#### Wand of Shock

This amber wand deals d6 Electricity Damage ignoring Armour.

#### Turnskin

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

#### Spider Silk Gloves

Made of enchanted spider silk, these elegant gloves allow the wearer to climb any surface. The same advantage on appropriate Saves as well.

#### Ring of Regeneration

This willow ring restores 1 STR Loss per day.

#### Mask of Disguise

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

#### Helm of Breathing

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

as fast as a flying broom).

#### Flying Carpet

This peculiarly patterned carpet is feather-light and can carry up to 8 humans into the air (but only half

#### Flying Broom

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

#### Diadem of Empathy

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

#### Cloak of Descent

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

## 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 methods 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 d6.

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

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

#### Dungeon 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 hunters
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
2	street brawl; a 2-in-6 chance that watchmen are already present
3	brash urchin tries to steal a purse or some random item from a character
4	group of servants carrying a palanquin
5	travelling merchant selling exotic goods
6	drunkard looking for trouble
7	loud advertiser for a nearby establishment
8	crippled beggar at the street corner
9	street food merchant
10	broken cart blocking the road
11	city watch patrol of 2d4 watchmen
12	band of street performers
13	priest collecting charity for a local temple
14	watchmen escorting a caught thief
15	local holiday parade
16	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 room.

(*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 horse-like 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 shaft?

**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 pitch-black pit before you feel a tingling sensation over your bodies. WIL Saves all round!

(*Groans fill the table*)

EXAMPLE OBSTACLES

<b>Control Room</b>	A room full of levers and buttons that switch corridors, gates, and hidden devices throughout the dungeon. No markings or instructions are present.
<b>Crystal Floor</b>	A floor is made of a crystal material smoother than ice. Movement is highly difficult, and the risk of falling and sliding down a slope is everpresent.
<b>Distorted Dimensions</b>	The dungeon does not follow the common laws of geometry as it exists in a different set of dimensions.
<b>Flying Fortress</b>	An ancient structure that floats at an unreachable height, following a daily route, sometimes passing pretty close to the local mountain range.
<b>Grasping Vines</b>	Triggered on nearing strange-looking vines. Take damage each turn until you break free. STR Save to break free each turn, otherwise you are immobile.
<b>Magical Negation Sphere</b>	A mysterious device on top of the colossal stone spire sucks out magical energy thus disabling Spells and magic objects the closer you get to it, starting with 5 <sup>th</sup> Circle Spells and leaving Mystics with just their Cantrips in the nearest proximity to it. Magic items have a reduced chance of successful operation as well (from 5-in-6 to 1-in-6 chance accordingly).
<b>Mind Barrier</b>	Eternally swinging over a corridor in a sequence. Can be blocked only by a very strong metal pole or other suitable objects.
<b>Swinging Blade Trap</b>	DEX Save to pass through without harm, otherwise precariously. Broken darts litter the floor of this room. d8 Damage. d8 DEX Loss on Critical Damage.
<b>Stupefying Dart Trap</b>	A dart pipe is visible at the base of the chest. Triggered by opening the chest without taking appropriate precautions. Broken darts litter the floor of this room. d8 Damage. d8 DEX Loss on Critical Damage.
<b>Swinging Blade Trap</b>	Eternally swinging over a corridor in a sequence. Can be blocked only by a very strong metal pole or other suitable objects.
<b>Remote Activation</b>	A portcullis that opens by turning the wheel in the nearby chamber.
<b>Underwater Passage</b>	A flooded room with a tunnel at the bottom.
<b>Unfinished Tunnel</b>	There is an undiscovered cave behind just a few feet of rock. Sounds or some other signs might suggest its presence.

9. EXAMPLE OF PLAY

<b>Reference:</b> The base of the long staircase leads into a spectacular room, some 30 feet high and equally wide. Its walls look like an intricate mosaic but the tiles are constantly shifting in colour. Waves of different hues wash across the walls and the centre of the floor is dominated by a six-foot-wide circular shaft.	<b>Ezekiel (Mystic):</b> <i>(Sketching down the room on his rough map)</i> Are there any exits other than the way we came?
<b>Reference:</b> Just the shaft in the middle of the room.	<b>Toku (Warrior):</b> Well, this is a dead end. My hunter's instincts were right!
<b>Ezekiel:</b> The walls look strange...I'm being very careful not to touch them and tell my torch bearer to do the same.	<b>Toku:</b> Oh come on, we hired him because he's disposable! Maybe Uthred should try touching them.
<b>Uthred (Warrior):</b> I'm not scared of the wall, but I'm not stupid. I'll try tapping the wall with the handle of my axe.	<b>Reference:</b> The pattern of the tiles doesn't seem to respond, but as you're inspecting them more closely, you can feel that they're giving off slight heat.
<b>Uthred:</b> Enough to burn me?	<b>Reference:</b> Doesn't look like it, only slight heat.
<b>Uthred:</b> I place my hand boldly against the tiles.	<b>Reference:</b> As soon as Uthred's hand touches the wall, the shifting colours stop, and a pulsing blue pattern starts to radiate from around Uthred's hand.
<b>Ezekiel:</b> Stand by for his head exploding...	<b>Uthred:</b> You worry too much! How do the tiles feel?
<b>Reference:</b> They feel much like you'd expect a smooth mosaic too, but they are giving off a faint warmth.	<b>Uthred:</b> Huh, weird. Well, I'll take my hand off the wall and go check out the shaft.
<b>Uthred:</b> And if he's still standing after that, I'll try to chop his head off!	<b>Reference:</b> I never thought I'd have to choose between killing Toku and Uthred. I'm going to use the Chill Touch Spell I have held to destroy the copy of Uthred.
<b>Reference:</b> As soon as you remove your hand from the wall, it starts to shift colours again and you now see the tiled shape of a person, looking almost like your own reflection. Barely a second later, the room is filled with crackling noise and the tiled visage of Uthred somehow steps out of the wall, hefting the axe from his back and taking up a combat stance.	<b>Toku:</b> Right, I'm not giving this thing a chance to leap at it with my daggers.
<b>Reference:</b> What everyone else is doing?	<b>Uthred:</b> I'll have at it with my axe, trying to drive it away from Ezekiel and the torch bearer.
<b>Ezekiel:</b> I'll enhance Toku's attack with my Guided Strike cantrip.	<b>Reference:</b> Okay, roll for damage.
<b>Toku:</b> (Rolls 2d6 (two daggers) + d12 (enhanced attack), taking the highest result) That's a 5!	<b>Uthred:</b> (Rolls d8 (weapon damage) + d4 (bonus die), taking the highest result) That's 6 damage!
<b>Reference:</b> (Subtracts 7 (6 + 1 for the additional attacker) damage and notices that the opponent is now at 0hp, with damage left over) You kick the thing back, knocking it off balance and cutting through its side. (Rolls a STR Save vs Critical Damage, succeeding) The copy roars out in static fuzz but it's still standing.	<b>Uthred:</b> There's only room for one Uthred here!
<b>Reference:</b> The copy of Uthred drops its axe on the ground and reaches forward to try and grab Toku. Give me a DEX Save.	<b>Toku:</b> (Rolls a DEX Save) Erm...that's a 20.
<b>Reference:</b> (Over the groans of the table) The creature grabs Toku and tries to push him against one of the walls. A blue pulsing pattern forms on its surface. A moment later the colours shift into Toku's shape and the copy steps forward from the wall. Over to you guys.	<b>Ezekiel:</b> I never thought I'd have to choose between killing Toku and Uthred. I'm going to use the Chill Touch Spell I have held to destroy the copy of Uthred.
<b>Uthred:</b> And if he's still standing after that, I'll try to chop his head off!	<b>Reference:</b> I never thought I'd have to choose between killing Toku and Uthred. I'm going to use the Chill Touch Spell I have held to destroy the copy of Uthred.

## 8. MONSTERS

Monsters are, by their very nature, different to people and animals. Thus they often have special abilities outside of their Ability Scores. A dungeon 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.

## MONSTER CONVERSION

### 5<sup>TH</sup> EDITION

**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

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 non-player-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.

### Extra Limbs

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.

### Weakness

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.