

Rules For Fantastic Adventure Games
playable with paper and pencil and polyhedral dice

Into the Dungeon: Revised

2019

v1.2

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SURVIVING THE WORLD

The world is too large for anyone to map and too old for civilizations to fully record. Cities grow from their throat cut or falling down a hundred-foot pit as generals, cult leaders, or emperors. The magic of great power, but no one survives getting lost what you need and escape with your life is just as good as fighting.

Adventurers may have impressive skills or access to few live long list of brave, dead adventurers. There is a long list of dead, dead adventurers. The stars of those that have survived the ture power of the Gods and ascended to Godhood themselves.

Sage Baizlin spent her short life compiling a history of the known fauna but knew that searching bay of the deep void to be recorded on page. Tools that things too far, deep, or distant would show her in places too dark, deep, or far. Those that have lost their way can decode Runes have access to the other players, characters are currently in. One player is the Referee, who describes the situation to the other players, characters are currently in. The Referee prepares a location for the characters to explore or may use an existing adventure module. A set of polyhedral dice, pencils and paper. The Referee will tell the players what happens or if they need to roll dice to determine the outcomes of their actions. Lost knowledge of the history of men and secret sites that release spells of great power. Myths believe that this power was left by dead gods and study their tomes jealously, seeking scrolls to further their knowledge and increase their power. A single, intricate Rune can contain as much information as a whole page of common script.

WHAT DO YOU NEED?

Those that can decode arcane Runes have access to the Referee, who describes the situation to the other players, characters are currently in. The Referee interacts with the environment and have their questions answered. The Referee asks questions and lost knowledge of the history of men and secret sites that release spells of great power. Myths believe that this power was left by dead gods and study their tomes jealously, seeking scrolls to further their knowledge and increase their power. A single, intricate Rune can contain as much information as a whole page of common script.



NEW TO RPGS?

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GONG BEYOND EXPEDITIONS

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RUNES AND MAGIC

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THE GODS

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MONSTERS

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INTRODUCTION

THE WORLD

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NOTES

1. CHARACTERS

ROLLING A CHARACTER

Roll a 3d6 for each Ability Score.

STRENGTH — fortitude and physical prowess.

DEXTERITY — sneaking, athletics, and reflexes.

WILLPOWER — calling on divine power, harnessing magic, and self-discipline.

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

An Ability Score of 10 is the human average.

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

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

FEATURES

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

❖ ASSASSIN ❖

Your Enhanced attacks against unaware or helpless opponents bypass HP.

❖ BERSERKER ❖

Roll twice for HP and take the better result.

After taking first Damage in combat, increase your melee weapon Damage dice by one and gain Advantage on Saves against Critical Damage till the combat ends.

❖ BRAWLER ❖

Roll twice for HP and take the better result.

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

Advancement: The bonus die is increased by one.

❖ COMMANDER ❖

Once per combat, issue a command to one ally to Enhance their attack this round or to restore d6hp to them. The command does not count as your action.

❖ HEALER ❖

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

❖ MYSTIC ❖

Can be taken multiple times.

You can read Runic and cast Spells.

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

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

❖ SKILLED ❖

Can be taken multiple times.

Gain Advantage on Saves related to a pair of certain fields of expertise: animal handling, athletics, burbling, cheating, drinking, negotiation, quickness, stealth, etc. While you are not under pressure, you do not need to make such Save at all.

❖ SWASHBUCKER ❖

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.

❖ TACTICIAN ❖

Roll twice for HP and take the better result.

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

❖ 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 increased by one.

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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, torches, and a few days' rations.

Unarmed attacks deal d4 Damage.

If two dice are listed, the first one is for **one-handed weapons**, the second one — **two-handed**.

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

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

MELEE WEAPONS:

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.

RANGED WEAPONS:

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, Longbow, Simple Musket or Pistol, etc.

Superior Ranged Weapon (1g): d8 Damage. Elaborate or heavy bows, crossbows, and guns.

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.

OTHER ITEMS:

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

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

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

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

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

MISCELLANEOUS:

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

Carts : Cart (30s) 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).

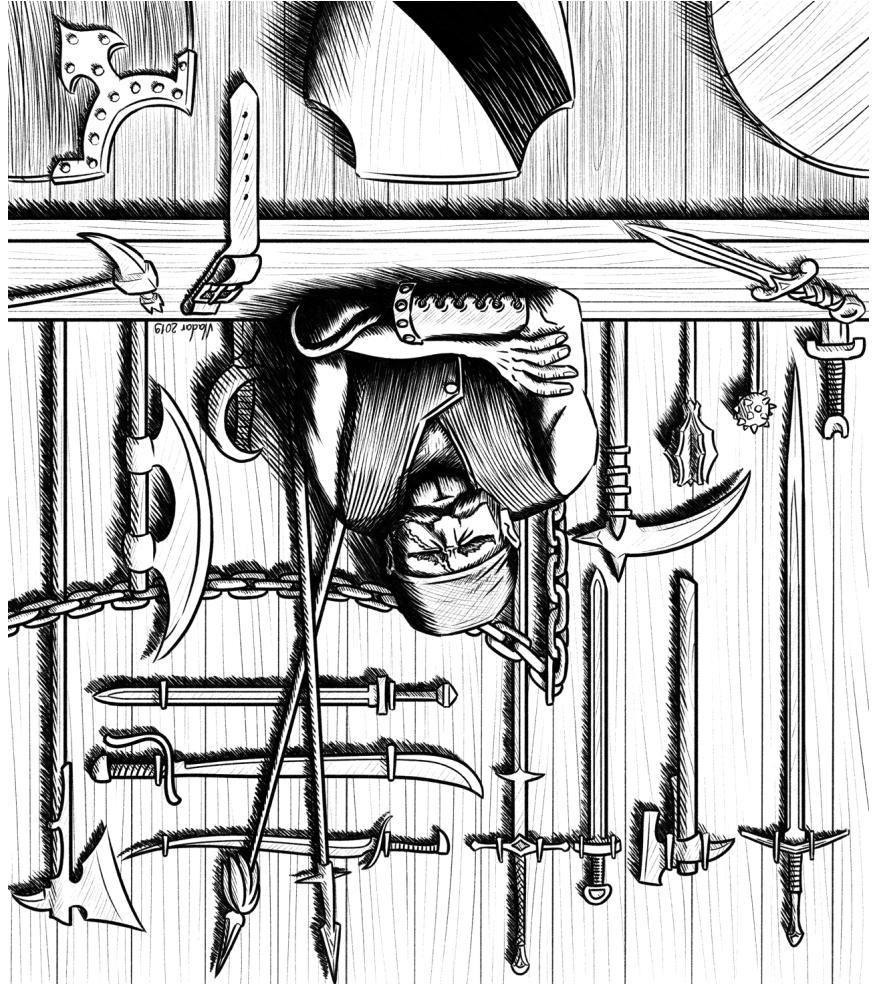
Birds : Parrot (5s) (STR 6, WIL 6, 2hp, d4 Claws) to Hawk (50s) (STR 8, WIL 8, 5hp, d6 Claws).

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 armour and shield), spear (d6).
- + Specialist (10s): dagger (d6), bow (d6), area of expertise.
- + Champion (50s): STR 14, 6+d6hp, Armour 2 (full), halberd (d8+d6, 2h), Proven Warrior.

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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.

On their turn, characters can generally move (or change items they are holding instead) and carry out one action. 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

When multiple attackers target an individual, they roll together and keep 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.

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.

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 result of any Damage rolls against the wearer.

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.

Damage

When taking damage, you 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

Characters that take Critical Damage are unable to take further action until they are tended to by an ally and have a Rest. If they are left untended to 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.

AFTER THE ADVENTURE

CLASS BENEFITS

Warriors

At Proven Level, gain a Follower with a Simple Weapon and Shield each time you visit a friendly settlement. At Expert, this is increased to d4, and at Veteran — to d6. Your Followers all count as Novice Warriors, but cannot gain further Experience Levels. At Expert, you gain an Apprentice.

Disciples

Gain the advancement Creed benefit. At Expert Level, gain d4 Followers with Simple Weapons each time you visit a friendly settlement; you may now take on an Apprentice in your Creed.

Mystics

Add a new Cantrip and three Spells (of a Circle equal or lower to your Experience Level) to your Tome. From Expert onwards, take on an Apprentice. Choose a new Signature Spell.

FOLLOWERS AND APPRENTICES

Followers have average Ability Scores and 3hp, do not have a Class nor advance in Experience Levels.

You can have up to WIL / 2 (rounded down) Followers at a time. You do not need to take all of your Followers on every Adventure, but you are responsible for their food, shelter, equipment, etc.

You can only have one Apprentice at a time, created as a new character of your class.

1. Novice

You have chosen a class and are ready to 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 at Expert Level or at least five Followers that have survived an adventure since you reached Expert Level.

5. Master

You have established or seized control of a Domain of at least one hundred people. You are granted a noble title or create your own.

♦ THE THIRD EYE ♦

APPENDIX C: CLASS-IC EDITION

- + Do not allow your Crystal to come to harm.
- + Ask for no payment who wishes to learn the art of your weapon.
- + Teach those who serve in battle.
- + Magic or false goods.

♦ THE WAR SAGES ♦

INTO THE DUNGEON: REVIVED

- Mind Sab Ritual:** Causes 6d Damage to one target. You may repeat this ritual today if you take damage from an attack.
- Ritual of Destruction:** Causes 6d Damage to one target.
- Bleeding Ritual:** You read a Canttrip in Runic and Arcane. Ability Score Loss. Whenever you attack, you bind it to your weapon. Whenever you hit with a weapon, you may ignore it. This applies to opponents and allies but not player characters. Minidless or fearless opponents are exempt as well.
- Aquahyannos Ritual:** The next time you take Critical Damage or Ability Score Loss, you may ignore it with a Will Save.
- Ritual:** Projects a message to someone else in the Dungeons. Share sense with someone (Veteran), or Veteran, or 3d (Master) Circle Spell in your Binding realm, or 3d (Master) Circle Spell in your Binding realm, or 3d (Master) Circle Spell in your Binding realm, or 3d (Master) Circle Spell in your Binding realm, or 3d (Master) Circle Spell in your Binding realm, or 3d (Master) Circle Spell in your Binding realm.

Bleeding Ritual: You read a Canttrip in Runic and Arcane. Ability Score Loss. Whenever you attack, you bind it to your weapon. Whenever you hit with a weapon, you may ignore it with a Will Save. Whenever you pass this time, you move to the next experience level. You cannot advance more than one Experience Level. After that, you move to the next experience level.

Rest: Bleeding to safety under pursuit requires a Dex Save and somewhere to run to.

Healing: A few minutes of rest and a swig of water recovers all of character's lost Hit Points. Resting may waste time or distract danger.

Proven: You are ready for your first Adventure.

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

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

Veteran: You have survived at least one Adventure since reaching Proven Level.

Condition: You can now take on an Apprentice created as a new character.

Retreat: Will Save to avoid a negative reaction.

Blinded: Creatures may require a Dex Save to carry out actions that rely on sight, their attacks are blinded.

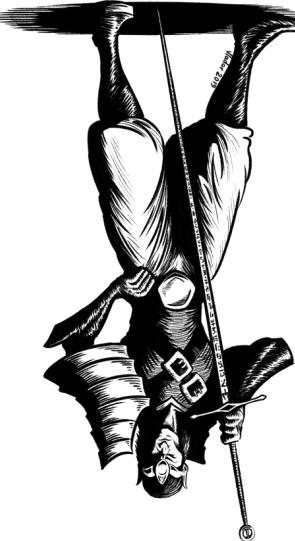
Hidden: Creature's attacks are Enhanced, but any attack or other similar action unveils the attacker.

Invisible: Creatures' attacks are Impaled.

Diminutive: Creatures do not act on their turn, have them are Enhanced.

Slow If the adventure progression of 1–3–5 feels too quick for your group, use the progression of 3–5–7 instead.

Slow Experience Progression (optional)



Damages caused by your attacks (Veteran), d8 (Vet).

Advancement: When you Save against Critical Damage cause your attack d6 (Provocative), d8 (Vet).

Muse's Ritual: When you perform during a Rest, else if they fail a Will Save at a Disadvantage.

Dilegusse Ritual: Others believe you are someone quite as if you were in shadow. You may still rise.

Sympathetic Voice Mask: You may speak in plain language as if you were on others.

+ Be humble and forgive hubris on others.

+ Seek out new experiences every day.

♦ THE VIOLET MASKS ♦

INTO THE DUNGEON: REVIVED

- Symbol — Weapon:** The Disciple's weapon of choice counts as their Symbol. Choose to deal Damage as Fire, Cold, Lighting or any other Damage type with each attack.
- Mind Crash Ritual:** Causes 6d Damage to one object remote will. You can move it and other objects remote will.

INTO THE DUNGEON: REVIVED

- EXPERIENCE LEVELS**
- After completing the requirements for the next Experience Level, you may take a break from adventure, refuting to reflect upon your experience. Descrbe this group being rounded when they lose half of their party members. Lone combatants must pass this save when they are reduced to 0hp. This applies to opponents and allies but not player characters. Minidless or fearless opponents are exempt as well.
- The leader of a group must pass a Will Save to avoid threat, or seek out mysterious treasures.
- Generally, the goal of an Adventure is to find out about a mysterious environment, destroy a powerful threat, or seek out mysterious treasures.

AFTER THE ADVENTURE

Death

Morale

Retreat

Rest

Healing

Condition

Blinded: Creatures may require a Dex Save to carry out actions that rely on sight, their attacks are blinded.

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

Invisible: Creatures do not act on their turn, have them are Enhanced.

- Slow:** If the adventure progression of 1–3–5 feels too quick for your group, use the progression of 3–5–7 instead.
- Slow Experience Progression (optional)**
- Blinded:** Creatures may require a Dex Save to carry out actions that rely on sight, their attacks are blinded.
- Hidden:** Creature's attacks are Enhanced, but any attack or other similar action unveils the attacker.
- Invisible:** Creatures do not act on their turn, have them are Enhanced.
- Diminutive:** Creatures' attacks are Impaled.
- Slow:** If the adventure progression of 1–3–5 feels too quick for your group, use the progression of 3–5–7 instead.
- Slow Experience Progression (optional)**

INTO THE DUNGEON: REVIVED

- DEATH**
- The group may take control of a Bleeding or Apprentice player.
- After and the Referee finds a way to have them join the group as soon as possible. Alternatively, the player may take control of a Bleeding or Apprentice player.
- 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.
- Generally, the goal of an Adventure is to find out about a mysterious environment, destroy a powerful threat, or seek out mysterious treasures.

EXPERENCE LEVELS

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 SCORES AND POPULATION

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

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

Each month, you must choose a focus for your Domain from the following.

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.

Prosperity: You do not need to roll to see if there is Unrest in your Domain this month.

Civil Unrest

At the end of the month, roll d20. If this is equal or lower than your SIZ, there is Unrest in your Domain. 10% of your population revolts and must be quashed or else they seize control of your Domain.

ARMIES AND WAR

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

Large Battles: When handling large numbers of combatants, they should be massed together as a unit. Units have the same Hit Points as a single combatant, but add 1 damage for how many times to one they outnumber their opponents. E.g., a unit of 200 cavemen fighting 50 spearmen outnumber them 5-to-1, gaining 5 bonus damage.

When units take Critical Damage, 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, unless they cause Blast damage.

Unit attacks against individuals are Enhanced and cause Blast damage.

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: Cannons and the like 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 (Population 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 (Population 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).

❖ THE SHADOW STEALER ❖

- Kill only your target.
- Never give up on a target.

Symbol — Ivory Locket : A beloved item, strand of hair, or object similarly linked to a person, may be placed within. The person is now considered your target. Your Damage against the target is always Enhanced.

Stalker's Ritual : You are able to glimpse at your target for a few seconds and become aware of the direction of their location and state of alertness.

Mercy Ritual : The next target you kill is only sent into a deep coma for the rest of the day.

Advancement : Gain a bonus d6 (Proven), d8 (Veteran), or d10 (Master) Damage die on your Enhanced attacks.

❖ THE SUN KING ❖

- At least one act of charity each day.
- Do not give up on a good cause.

Symbol — Golden Sun : Repels unnatural creatures that fail a WIL Save.

Sunlight Ritual : Touching a target immediately restores one Ability Score fully.

Burning Ritual : Water is blessed, running clean and acting as Fire Oil against unnatural enemies.

Advancement : Blast unnatural enemies for a bonus d6 (Proven), d8 (Veteran), or d10 (Master) Damage die at range.

❖ THE SWORDMASTERS ❖

- Only kill in a fair fight.
- Do not use ranged weapons or magic of any sort.

Symbol — Master Sword and Armour : This two-handed sword (d8) and ornate armour (2) are both required to benefit from Rituals.

Duelist Ritual : Until the end of an unaided combat with a single opponent, your melee attacks are Enhanced.

War Ritual : When you kill an opponent in melee next time, your allies' melee attacks are enhanced until your next turn.

Advancement : Gain bonus d6 (Proven), d8 (Veteran), or d10 (Master) Damage die on melee attacks.

❖ THE SILVER ORDER ❖

- Obey the law wherever you are.
- Protect the good, Smite the wicked.

Symbol — Silver Mace : When you defeat an enemy, one ally recovers d6 HP.

Shielding Ritual : Add d6 to HP of your allies until the next Rest.

Smiting Ritual : You can turn any attack against an enemy into a Smite, gaining bonus d4 Damage die. If it kills the target, you can repeat this ritual.

Advancement : Your Smite die increases to d6 (Proven), d8 (Veteran), or d10 (Master).

1ST CIRCLE

1. **Alarm:** Intruders set off an alarm audible only to you. Persistent.
2. **Animate Rope:** Makes a rope move at your command.
3. **Burning Hands:** d6 Fire Damage in a small cone.
4. **Cause Fear:** WIL Save or the target flees.
5. **Charm Person:** WIL Save or one humanoid becomes your friend until their next Rest.
6. **Chill Touch:** STR Save or the target suffers d4 STR Loss.
7. **Colour Spray:** STR Save or the target is Blinded on the next turn.
8. **Comprehend Languages:** You understand all spoken and written languages.
9. **Detect Secret Doors:** Reveals hidden doors in your vicinity.
10. **Detect Dead:** Reveals corpses and undead beings in your vicinity.
11. **Disguise Self:** Changes your appearance.
12. **Endure Elements:** Everyone adjacent to you can exist comfortably in hot or cold environments.
13. **Enlarge/Reduce:** A humanoid creature doubles or halves in size gaining Advantage/Disadvantage on STR Saves and increasing/decreasing their weapon Damage dice respectively (d4-d12 range). The target could choose to avoid effects with a STR Save.
14. **Erase:** Mundane or magical writing vanishes.
15. **Expeditions Retreat:** Run twice as fast.
16. **Feather Fall:** Objects or creatures fall slowly.
17. **Floating Disk:** Creates 3-ft-diameter horizontal disk that holds 100 lb.
18. **Grease:** Makes a small area or one object slippery. DEX Save to avoid slipping.
19. **Hideous Laughter:** WIL Save or the target laughs and Impairs their attacks until passing the Save at the end of their turn.
20. **Hold Portal:** Holds a door shut.
21. **Hypnotism:** Fascinate d6 creatures that fail a WIL Save. In combat, their attacks on the next turn are Impaired.

CREEDS

◊ THE ANCIENT WORD ◊

- + Do not suffer disrespect of any Gods, alive or dead.
- + Work to bring subjects of all Gods together.

Symbol — Marble Staff: You are able to command, but not create, lightning, water, and fire as you wish. If thrown at an enemy, these will cause d6 Blast Damage.

Commanding Ritual: You bellow a single word of power. The target must pass a WIL Save or obey: approach, halt, flee, etc.

Wrathful Ritual: Striking an opponent or structure with this staff while unleashing an ancient word of power causes d10 Damage and ignores Armour.

Advancement: You can target 1d6 (Proven), 2d6 (Veteran), or 3d6 (Master) creatures with your Commanding Ritual.

◊ THE DREAM PAINTERS ◊

- + Never refuse to paint out a story.
- + Do not use your illusions to harm the innocent.

Symbol — Brush Pendant: You can conjure illusions with sound, smell, and heat, that last until touched.

Artist's Ritual: Your next illusion persists even when touched, but vanish when attacked.

Veil Ritual: Make target invisible until touched.

Advancement: Your illusions can cause Damage up to d6 (Proven), d8 (Veteran), or d10 (Master).

◊ THE FORGOTTEN WATCHER ◊

- + Seek out all knowledge, nothing is forbidden.
- + Show no mercy to your fellow man.

Symbol — Mark of the Eye: You can read any language, including Runic. You can cast spells from scrolls and tomes but cannot use a Mystic's Focus.

Ritual of Secrets: You immediately cast a single spell that you have seen cast today without needing to read it.

Calling Ritual: You summon and control a floating glowing eye that you can see through as your own. You may exert yourself for d4 Damage (ignoring Armour, at 0hp Critical Damage is avoided by a WIL Save) to have the eye lash out with a bolt of fire for d8 Fire Damage.

Advancement: Choose a 1st (Proven), 2nd (Veteran), or 3rd (Master) Circle Spell to be able to cast as an action.

◊ THE CLOSED CIRCLE ◊

- + Carry no possessions besides your robes.
- + Partake of no luxury or desire.

Symbol — Plain Robes: These give you Armour 2 and your unarmed attacks strike for d8 Damage.

Purity Ritual: Ignore the next attack or Spell against you.

Deadly Ritual: Next time your target makes a Save against Critical Damage caused by you, it fails.

Advancement: Attack 2 (Proven), 3 (Veteran), or 4 (Master) targets each turn.

Instead of using Features and Backgrounds, you could use three original "Into the Dungeon" classes.

DISCIPLE ♦ Every character chooses a Class from the following:

Creed Warrior An adept of martial training.
Disciple: A devoted follower of a set of teachings.
Mystic: A student of runic magic.
If you must live by.

SYMBOL Warriors are at their best in a combat situation. They hit the hardest, can take the most punishment, and control the battlefield with combat techniques.

DEFENSIVE TRAINING When rolling for Hit Points (including your start-ing roll), roll twice and take the better result.

MANEUVERS When performing an attack, you may add a Mana-point that must make a Save to avoid an additive effect described by you.

MYSTIC ♦ Mystics study the science of magic. They decode the art-can Runes that give instructions of the precise methods you can read and speak Runic. The language is par-amount, grappled for their next turn, etc. A Mana-energy and imaginative Maneuvres for their attacks.

RUNE You have a Mystic's Focus and Tome Containing in-

SPELLCASTING Choose a Signature Spell to cast at half its cost.

SEE CHAPTER 4: MAGIC for additional information.

24. **Invisibility:** A creature is invisible until it attacks, within a mile.

23. **Heaviness:** Roll any one die. Persists until it causes 6 Fire Damage on touch.

22. **Heat Metal:** Heat the metal object red-hot, stuff in a medium cone. A STR Save to resist.

21. **Gust of Wind:** Blows away the rocks down the ground creating a swirl of things.

20. **Githurst:** Dex Save or Enhance attacks at the end of their turn, excluding Spells.

19. **Ghoul Touch:** Preserves one corpse for a day.

18. **Fog Cloud:** Fog obscures vision over a large area. Range ends through it are Impaired.

17. **Fog Cloud:** Fog obscures vision over a large area. Range ends through it are Impaired.

3RD CIRCLE

1. **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.
2. **Black Tentacles:** Tentacles grapple those who fail a STR or DEX Save within a medium area for their next turn.
3. **Blink:** Each turn you have a 50% chance to vanish and reappear on your next turn, avoiding the next attack against you.
4. **Clairaudience/Clairvoyance:** Hear or see at a distance.
5. **Daylight:** A large area of bright light.
6. **Deep Slumber:** Puts d6 creatures that fail their WIL Save to sleep until the Spell is broken or creatures take Damage.
7. **Displacement:** Gain Advantage on Critical Damage Saves.
8. **Dream:** Sends a message to anyone sleeping.
9. **Explosive Runes:** Deal d10 Blast Damage when read, disappearing afterwards. Persistent.
10. **Fireball:** Deal d10 Fire Damage within a medium sphere.
11. **Flame Arrows:** Ally's missiles deal bonus d6 Fire Damage.
12. **Fly:** A creature flies.
13. **Gaseous Form:** A willing creature becomes insubstantial and can fly slowly.
14. **Halt Undead:** Immobilizes all undead in your vicinity who failed their WIL Save.
15. **Haste/Slow:** One creature moves at double or half speed and gains +1 or -1 Armour respectfully.
16. **Hold Person:** Stuns one humanoid until passing a STR Save at the end of their turn.
17. **Illusory Script:** Changes one page to hide its real content that only an intended reader can decipher. Persistent.
18. **Invisibility Sphere:** Makes everyone within a small sphere invisible until they attack.
19. **Keen Edge:** The next attack with this melee weapon ignores HP and goes directly for the STR score.

20. **Lightning Bolt:** d8 Electricity Damage to all in a line ignoring Armour.
21. **Magic Circle:** Prevents a certain type of unnatural beings (extraplanar, undead, etc.) from entering or leaving unless they pass a WIL Save. Persistent.
22. **Major Illusion:** Conjure an image with sound, smell, and thermal effects. This also could be used to disguise appearance of one creature.
23. **Nondetection:** Hides the target from divination, scrying. Persistent.
24. **Rage:** Creature's attacks are Enhanced, but so are attacks against them.
25. **Sepia Snake Sigil:** Creates a small text symbol that Stuns reader until a WIL Save at the end of their turn. Persistent.
26. **Shout:** Everyone within a medium cone is deafened for one round and takes d8 Damage.
27. **Shrink Item:** An object shrinks to one-sixteenth its size and weight.
28. **Sleet Storm:** Flames are doused, ranged attacks are Impaired in a large area. A DEX Save to avoid slipping.
29. **Stinking Cloud:** Nauseating vapours, pass a STR Save or vomit and gain Disadvantage on the next Save.
30. **Suggestion:** WIL Save or the target is compelled to follow the stated course of action.
31. **Summon Gate:** Calls out to any extraplanar being that wishes to enter our plane. You have no choice which being answers, and it holds no loyalty to you.
32. **Tiny Hut:** Creates a shelter for ten creatures.
33. **Tongues:** Speak any language.
34. **Vampiric Touch:** On a failed STR Save, the target loses d6 STR, and you restore all lost HP.
35. **Water Breathing:** Creatures can breathe underwater.
36. **Wind Wall:** Deflects arrows, smaller creatures, and gases.

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.

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, 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 grappled, immobilized, and take d8 Damage now and on each subsequent turn until a successful STR or DEX Save.

Frightening Gaze: when Yeti presents itself and gazes upon its opponents, everyone must succeed on a WIL Save or be stunned on the next turn.

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, 2d8 Tusks.

Charge: a 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.

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.

SNAKE, CONSTRICTOR

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

Constrict: pass a DEX Save or be grappled, immobilized, and take d8 Damage now and on 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, a 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.

5TH CIRCLE

1. **Baleful Polymorph:** STR Save or transforms a creature into a harmless animal permanently.
2. **Banish:** WIL Save or a creature returns to its native plane. If a creature is native to the current plane, it disappears for a minute and then returns safely.
3. **Blight:** Drains life from d12 targets for d12 Damage each. When targeting Plants, roll d12 Damage twice and pick the biggest result.
4. **Break Enchantment:** Releases a single target from enchantments, alterations, curses, and petrification.
5. **Cloudkill:** You can slowly move this small cloud on the ground, causing d6 STR loss to all living creatures within it.
6. **Cone of Cold:** d12 Cold Damage to everyone within a large cone.
7. **Contact Other Plane:** Lets you ask a question of an extraplanar entity.
8. **Control Water:** Raise, lower, or part water.
9. **Dominate Person:** WIL Save or a humanoid is controlled telepathically.
10. **False Vision:** Fools scrying with an illusion.
11. **Feeblemind:** WIL Save or drop to WIL 0.
12. **Incinerate:** Set one target on fire. Deals d12 Fire Damage immediately and at the end of each next turn until a DEX Save is passed or any other way to put out the flames is found.
13. **Interposing Hand:** A hand blocks 5d6hp of Damage from one opponent.
14. **Mage's Faithful Hound:** A phantom dog can guard or attack. WIL 15, 3d6hp, d8 Bite.
15. **Mage's Private Sanctum:** Prevents anyone from viewing or scrying an area.
16. **Major Creation:** Create an item of stone and metal. Persistent.
17. **Passwall:** Creates a passage through a wooden or stone wall.
18. **Petrify:** STR Save or the target is permanently transformed into a statue.
19. **Planar Binding:** Traps extraplanar creatures that fail a WIL Save until they perform a task.
20. **Planar Gate:** Open a gate to another reality that works in both directions.

21. **Possession:** WIL Save or the target has the soul pushed out and the caster possesses their body. Their soul returns when the caster leaves the body, but if the body is slain, the soul departs and the caster's soul returns to their body.
22. **Prying Eyes:** d6 floating eyes scout for you.
23. **Secret Chest:** Hides an expensive chest on the Ethereal Plane; you retrieve it at will.
24. **Symbol of Sleep:** Reading this small rune puts the reader who failed a WIL Save into magical sleep that lasts as long as the Spell. Persistent.
25. **Telekinesis:** Moves an object, attacks a creature, or hurls an object or creature.
26. **Telepathic Bond:** A link lets allies communicate.
27. **Teleport:** Instantly transports you to a known location up to 100 miles away.
28. **Transmute Earth:** Transforms mud to rock or rock to mud.
29. **Wall of Force:** A large invisible wall is immune to damage. Lasts for d6 minutes.
30. **Wall of Stone:** Creates a large stone wall (16hp, Armour 8) that can be shaped.

GOBLIN

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

Mischiefous 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, immunity 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, d10 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 round 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, d10 Claws.

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

It can give out a single, boneshaking 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.

IMP

STR 6, DEX 16, WIL 14, 3hp, d6 Venomous Bite, all attacks (except magical weapons) 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, a 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, a target suffers d4 DEX Loss as well.

MUMMY

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

All who are surprised by a Mummy must succeed on a WIL Save or be stunned on the next turn.

Critical Damage: infects a 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 and a 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, d8 Clawed Tentacles.

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



Vulgar 2016

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.

STR 12, DEX 12, WILL 7, 9hp, Armor 2 (light armor and shield), axe (d6/d8), 3d6s in stolen coins and trinkets.

Critical Damage: A target contacts either a bone or a skull. If they are violent, they will attack and do not benefit from resting next day. If they fail, then for the less they pass a STR Save. If they succeed, they can contact either a bone or a skull.

Does not perform normal attacks. Anyone that hits collapses into a puddle of sticky ooze.

Appears as hazy, wet air until the observer isだ。 3d6s DEX Save to jump aside, assuming there is room to. The Cube cannot flee themselves but must be pulled from the Cube by every hour as they are digested. They cannot flee other means. When the Cube takes Critical Damage, it collapses into a puddle of sticky ooze.

Critical Damage in melée: A target has its brain targeted and eaten. The Brain Lord absorbs its recent memories.

Dismemberation Beam: d10 Damage. Anyone taking a STR 16, DEX 3, WILL 3, 16hp, Armor 2, and的心理 static objects up to the size of an elephant. It's likely to do damage but the beam is powerful enough to disintegrate objects.

Mind Blast: Attacks the target's mind with a Will Save.

Terror Beam: Will Save or be terrified. If you do

Totemic Beam: 1d10 Damage. Critical Damage from this energy for d8 damage. Critical Damage instead of STR and is avoided by a Will Save.

BRAIN LOAD

STR 14, DEX 14, WILL 20, 18hp, immunity to mind-affecting spells. Its psychic ability allows it to levitate, project its self to other realities, and teleportically issue any command. If the target refuses to obey the command, they must succeed on a Will Save or lose d8 Will.

GAZER

The Referee should use these examples as guides and inspiration for creating their mounted.

INTO THE DUNGEON: REVIVED

Distances/Areas:	Random 30 Spells		
Short or Close/Small — a couple of steps.	d3-d10	Spells	d3-d10
Medium — about 30 ft.	1	11	11
Far/Large or Your Vicinity — about 60 ft.	2	12	12
	22	32	32
	12	13	13
	22	32	32
	13	33	23
	23	33	23
	14	24	14
	5	25	15
	6	26	16
	7	27	17
	15	25	34
	16	26	36
	17	27	37
	18	28	38
	19	29	39
	20	30	40
	21	31	41
	22	32	42
	23	33	43
	24	24	44
	25	25	45
	26	26	46
	27	27	47
	28	28	48

INTO THE DUNGEON: REVIVED

Distances/Areas:	Random 48 Spells		
Short or Close/Small — a couple of steps.	d6-d8	Spells	d6-d8
Medium — about 30 ft.	1	11	11
Far/Large or Your Vicinity — about 60 ft.	2	12	12
	22	32	32
	12	32	32
	23	33	33
	14	34	34
	5	35	35
	6	36	36
	7	37	37
	15	35	37
	16	36	38
	17	37	39
	18	38	40
	19	39	41
	20	58	41
	21	41	41
	22	42	42
	23	43	43
	24	44	44
	25	45	45
	26	46	46
	27	47	47
	28	48	48

INTO THE DUNGEON: REVIVED

CHAPFER 4: MAGIC

APPENDIX B: BESTIARY

STR 16, DEX 16, WILL 17, 20hp, Armor 1.

Acutely seeks to destroy any other lifeforms.

Mageic does not work within the Gazer's sight. Many ways take d6 Damage, but thrown objects may cause lifted, moved, or thrown. Lifting targets thrown this far two of the following beams at different targets each turn.

Reflexive seeks to attack its target's mind with a Will Save.

STR 14, DEX 14, WILL 20, 18hp, immunity to mind-

altering spells.

Its psychic ability allows it to levitate, project its self to other realities, and teleportically issue any com-

mmand. If the target refuses to obey the command,

they must succeed on a Will Save or lose d8 Will.

ACTIONS: Attacks the target's mind with a Will Save.

CRITICAL DAMAGE IN MELEE: A target has its brain ex-

destroyed and eaten. The Brain Lord absorbs its recent memories.

GEATNOUS CUBE

STR 14, DEX 3, WILL 3, 16hp, Armor 2.

The Cube cannot flee if it is stunned.

Critical Damage in melée: A target contacts either a

bone or a skull. If they are violent, they will attack and do not benefit from resting next day.

FURRY BEATER

STR 16, DEX 6, WILL 5, 16hp, Armor 1, 6hp.

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.

GRITTY BEAST

STR 16, DEX 6, WILL 5, 16hp, Armor 1, 6hp.

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.

GOLUL

STR 12, DEX 12, WILL 7, 9hp, Armor 2 (light armor

and shield), axe (d6/d8), 3d6s in stolen coins and

trinkets.

GOOL

STR 12, DEX 12, WILL 7, 9hp, Armor 2 (light armor

and shield), axe (d6/d8), 3d6s in stolen coins and

trinkets.

GROG

STR 12, DEX 12, WILL 7, 9hp, Armor 2 (light armor

and shield), axe (d6/d8), 3d6s in stolen coins and

trinkets.

HORNED HOGWYRE

STR 12, DEX 12, WILL 7, 9hp, Armor 2 (light armor

and shield), axe (d6/d8), 3d6s in stolen coins and

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APPENDIX B: BESTIARY

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they must succeed on a Will Save or lose d8 Will.

ACTIONS: Attacks the target's mind with a Will Save.

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bone or a skull. If they are violent, they will attack and do not benefit from resting next day.

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CRITICAL DAMAGE IN MELEE: A target contacts either a

bone or a skull. If they are violent, they will attack and do not benefit from resting next day.

**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	red hair
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



RANDOM MONSTERS						
d20	Locomotion	d20	Locomotion	d20	Appearance	
1	aquatic	11	limpwing	2	burrowing	
2	colonial	8	mutated	3	climbing	
3	divine	9	natural	4	crawling	
4	elderlich	10	primitive	5	fast	
5	ethereal	11	relict	6	floating	
6	friendish	12	undead	7	flowing	
7	magical	13	running	8	flying	
8	mutated	14	shambling	9	gliding	
9	natural	15	slithering	10	immobile	
10	primal	16	slow	11	rotting	
11	relict	17	soaring	12	muscular	
12	undead	18	supernatural	13	one-legged	
13	rotting	19	teleporting	14	four-legged	
14	supernatural	20	walking	15	two-legged	
15	two-legged			16	two-armed	
16	two-armed			17	metral	
17	two-headed			18	multi-armed	
18	two-legged			19	multi-legged	
19	two-headed			20	wooden	
20	Trait					
1	acoustic	13	parasitic	2	vampiric	
2	amphibious	11	fungi	3	hypnotic	
3	amphibian	12	hooled	4	giant	
4	armored	9	mutate	5	electric	
5	armoured	8	multihanded	6	shooting	
6	army	7	mult-eyed	7	spewing	
7	army	6	one-eyed	8	swallowing	
8	army	5	overgrown	9	tiny	
9	army	4	parasites	10	two-headed	
10	armyous	3	psychic	11	two-armed	
11	auricule	2	sheathed	12	two-headed	
12	auditive	1	blind	13	two-eyed	
13	auditive			14	two-eyed	
14	auditive			15	two-eyes	
15	auditive			16	two-eyes	
16	auditive			17	two-eyes	
17	auditive			18	two-eyes	
18	auditive			19	two-eyes	
19	auditive			20	two-eyes	
20	Two-eyes					
	Understanding Ability Scores					
	1	amorphous	11	funny	2	calm
	2	amorphian	12	hooled	3	curious
	3	amimated	13	humando	4	bat
	4	bat	14	insect, arachnid	5	bird
	5	bird	15	mollusc, worm	6	bear-like
	6	bear-like	16	plat	7	caterpillar
	7	caterpillar	17	reptile, serpent	8	cuttlefish
	8	cuttlefish	18	rodent, rabbit, hedgehog, mole, shrew, etc.	9	dog-like
	9	dog-like	19	chimera*	10	fish
	10	fish	20	shape-shifting	11	insectile
	11	insectile			12	swarming
	12	nocturnal			13	screaming
	13	devoiding			14	raging
	14	elusive			15	screeching
	15	frimbully			16	peaceful
	16	gibbering			17	silent
	17	grubby			18	skitterish
	18	greedy			19	invasive
	19	greedy			20	whispersing

5. RUNNING THE GAME

Understanding Damage Dice
Sometime you'll want an element of randomness without rolling a save, particularly in situations dictated by luck for them. The referee decides what a bad roll favours the players, and a high roll means bad ability scores. For these situations, roll a d6. A low score is likely to be outside of the three surprises, but players should feel that their decisions are aware of it they are taking a risk. A game should have surprises, but the players should make the players aware of it they are taking a risk. If the die size is not a factor to do, you generally have three options:

- die size changes by one; e.g. instead of d6 Damage die, you roll d8.
- increasing/decreasing specific Damage dice: the die size changes by one; e.g. instead of d6 Damage die, you roll d8.
- increasing/decreasing damage dice: roll the weapon damage die, and a different die to your weapon Damage die.

Luck Rolls
Sometime you'll want an element of randomness without rolling a save, particularly in situations dictated by luck for them. The referee decides what a bad roll favours the players, and a high roll means bad ability scores. For these situations, roll a d6. A low score is likely to be outside of the three surprises, but the players should feel that their decisions are aware of it they are taking a risk. A game should have surprises, but the players should make the players aware of it they are taking a risk. If the die size is not a factor to do, you generally have three options:

- die size changes by one; e.g. instead of d6 Damage die, you roll d8.
- increasing/decreasing specific Damage dice: the die size changes by one; e.g. instead of d6 Damage die, you roll d8.
- increasing/decreasing damage dice: roll the weapon damage die, and a different die to your weapon Damage die.

A Note on Risk
Generally, the referee should make the players aware of it they are taking a risk. A game should have surprises, but the players should feel that their decisions are aware of it they are taking a risk. A game should have surprises, but the players should feel that their decisions are aware of it they are taking a risk. If the die size is not a factor to do, you generally have three options:

- die size changes by one; e.g. instead of d6 Damage die, you roll d8.
- increasing/decreasing specific Damage dice: the die size changes by one; e.g. instead of d6 Damage die, you roll d8.
- increasing/decreasing damage dice: roll the weapon damage die, and a different die to your weapon Damage die.

Bonus Weapon Damage Dice: roll these along with your weapon damage die. If the die size is not specified, it is equal to your weapon Damage die.

Bonus Weapon Damage Dice: roll these along with your weapon damage die. If the die size is not specified, it is equal to your weapon Damage die.

Increasing/Decreasing Specific Damage Dice: roll the weapon damage die, and a different die to your weapon damage die.

Understanding When to Roll
When a player describes what they want their character to do, you generally have three options:

- die size changes by one; e.g. instead of d6 Damage die, you roll d8.
- increasing/decreasing specific Damage dice: the die size changes by one; e.g. instead of d6 Damage die, you roll d8.
- increasing/decreasing damage dice: roll the weapon damage die, and a different die to your weapon Damage die.

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 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, full set of armour or a valuable piece of jewellery.

Creating New Magic Spells

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

Rough damage estimate:

- + Cantrips: d4
- + 1st Circle: d4 to d6
- + 2nd Circle: d6 to d8
- + 3rd Circle: d8 to d10
- + 4th Circle: d10 to d12
- + 5th 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. Most common are Acid, 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: fear, illusions, and mind control.

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 Damage die increased by one (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.

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.



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

RANDOM APPEARANCE

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

Light Armour and Accessories

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

Fabric (when appropriate)

d8	Fabric	d8	Fabric
1	cotton	5	leather
2	felt	6	linen
3	fur	7	silk
4	hair	8	wool

Full Armour and Accessories

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

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

Shield

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

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

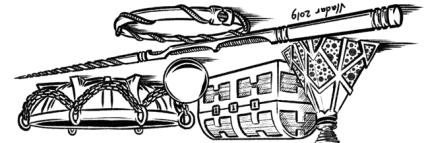
d12	Peculiarity
1	changes colour when no one is looking
2	cold to the touch
3	emits barely audible buzzing
4	faintly glows in the dark
5	heavier than it looks
6	lighter than it looks
7	oily or slimy to the touch
8	semi-transparent
9	smells weirdly but not unpleasantly
10	sometimes appears to be slightly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

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 MAGIC ITEMS

Think of its properties based on what it looks like.



100 Type	d100 Type	d100 Jewellery	d20 Jewellery	d100 Item	Missile weapons	d12 Container	d10 Container	d10 Consumable	d10 Consumable	d20 Gemment	20 Gemment
1-100 container	71-73 music, instrument	11 amulet	11 amulet	1-2 amulet or	51-52 monocular lens	1-2 amulet or	51-52 monocular lens	1-10 bottle	7 jugs	112 Container	112 Container
1-100 container	74-80 light armour	2 belt buckle	12 gorget	3-4 book or	53-54 needle	5-6 book or	53-54 needle	3 box or basket	8 pouch	4 decenter	5 drinking horn
11-30 container	81-83 full armour	4 brooch	13 headband	5-6 book	53-54 needle	7-8 braizer	57-58 pickaxe	9-10 braoom	59-60 pipe	9-10 censer	6 herb
31-40 garment	84-90 shield	5 chain	14 locket	7-8 braoom	59-60 pipe	17-18 carpet	67-68 rod or sceptre	19-20 carpet	69-70 rope	21-22 censer	71-72 saddle
41-50 jewelery	91-100 weapon	6 cloak	15 mask	9-10 braoom	59-60 pipe	19-20 carpet	67-68 rod or sceptre	23-24 comb	73-74 sand timer	25-26 corkscrew	75-76 scissors
51-70 music	91-100 weapon	7 cloak pin	16 medalion	17-18 carpet	69-70 pipe	29-30 fan	79-80 sickle	31-32 fibrette or	81-82 skull	31-32 fibrette or	81-82 skull
71-73 music, instrument	74-80 light armour	8 cloak	17 necklace	17-18 carpet	69-70 pipe	29-30 fan	79-80 sickle	33-34 gem or pearl	83-84 spectacles	35-36 hammer	87-88 spyglass
81-83 full armour	84-90 shield	9 chain	18 pendant	39-40 hook	89-90 staff	41-42 horsehoe	91-92 tabbedoth	43-44 lantern	93-94 tablet	45-46 lockpick	95-96 umbrella
91-100 weapon	91-100 weapon	10 chain	19 ring	47-48 manacles	97-98 wand	19 ring	20 vestments	10 hood	19 ring	49-50 mirror	99-100 whistle

Type	d100 Type	d20 Jewellery	d100 Jewellery	d100 Item	EXAMPLE MAGIC ITEMS	CONSUMABLES	WEAPONS AND ARMOUR	Cobra Staff	Trownwood Armor	Lucky Boomerang	Mirror Shield
1-100 container	71-73 music, instrument	1 amulet	1 amulet	1-2 amulet or	When found, this ruby amulet has Power of 2d6+6. The vial of sparkling red liquid restores 6d STR Loss. Health Potion	A multi of Health Protection	Flying Broom	Flying Carpet	Wand of Shock	This curved staff (d8, two-handed only) ends with a stylized coral head. Along with the damage, it deals 4d DEX Score Loss (affected by Armor) as well.	This carved staff (d8, two-handed only) ends with a stylized coral head. Along with the damage, it deals 4d DEX Score Loss (affected by Armor) as well.
11-30 container	74-80 light armour	2 belt buckle	12 gorget	3-4 book or	When mounted, this broom can carry up to two secret doors, traps, etc. in the direction it is pointing.	A thin glass dial can be used as a Mystic's Focus as well.	Helm of Breathing	Helm of Breathing	Wand of Shock	This amuber wand deals 6d Electricity Damage.	Wand of Shock
31-40 garment	81-83 full armour	4 brooch	13 headband	5-6 book	This obsidian rod reveals illusions, invisible entities, and shadows.	A thin glass dial even allows the wearer to sense true feelings and emotions of others.	Helm of Breathing	Helm of Breathing	Wands AND RODS	Wands AND RODS	Wands AND RODS
41-50 jewelery	84-90 shield	5 chain	14 locket	7-8 braoom	This leather cloak slows down the falling speed and carries up to 8 humans into the air (but only half as fast as a flying broom).	If needed, this crystal helm provides its wearer with a clean air supply for up to one hour.	Helm of Breathing	Helm of Breathing	Cobra Staff	Wand of Shock	Wand of Shock
51-70 music	91-100 weapon	6 cloak	15 mask	9-10 braoom	This peculiarly patterned carpet is feather-light and can carry up to 8 humans into the air (but only half as fast as a flying broom).	If needed, this crystal helm provides its wearer with a clean air supply for up to one hour.	Helm of Breathing	Helm of Breathing	Wands AND RODS	Wands AND RODS	Wands AND RODS
71-73 music, instrument	74-80 light armour	7 cloak pin	16 medalion	17-18 carpet	This peculiarly patterned carpet is feather-light and can carry up to 8 humans into the air (but only half as fast as a flying broom).	If needed, this crystal helm provides its wearer with a clean air supply for up to one hour.	Helm of Breathing	Helm of Breathing	Wand of Shock	Wand of Shock	Wand of Shock
81-83 full armour	84-90 shield	8 cloak or coronet	17 necklace	18 pendant	This peculiarly patterned carpet is feather-light and can carry up to 8 humans into the air (but only half as fast as a flying broom).	If needed, this crystal helm provides its wearer with a clean air supply for up to one hour.	Helm of Breathing	Helm of Breathing	Wands AND RODS	Wands AND RODS	Wands AND RODS
91-100 weapon	91-100 weapon	9 earring	20 ring	19 ring	This peculiarly patterned carpet is feather-light and can carry up to 8 humans into the air (but only half as fast as a flying broom).	If needed, this crystal helm provides its wearer with a clean air supply for up to one hour.	Helm of Breathing	Helm of Breathing	Wand of Shock	Wand of Shock	Wand of Shock
100 Type	d100 Type	d20 Jewellery	d100 Jewellery	d100 Item	Amulet of Health Protection	A multi of Health Protection	Diamond of Empathy	Diamond of Empathy	Poison	This dark oily liquid deals 1d2 Damage if consumed. When found, this ruby amulet has Power of 2d6+6. Re-roll one failed Save, then the clover withers away.	This dark oily liquid deals 1d2 Damage if consumed. When found, this ruby amulet has Power of 2d6+6. Re-roll one failed Save, then the clover withers away.
11-30 container	74-80 light armour	1 amulet	1 amulet	1-2 amulet or	The vial of sparkling red liquid restores 6d STR Loss. Health Potion	A thin glass dial even allows the wearer to sense true feelings and emotions of others.	Diamond of Empathy	Diamond of Empathy	Poison	This dark oily liquid deals 1d2 Damage if consumed. When found, this ruby amulet has Power of 2d6+6. Re-roll one failed Save, then the clover withers away.	This dark oily liquid deals 1d2 Damage if consumed. When found, this ruby amulet has Power of 2d6+6. Re-roll one failed Save, then the clover withers away.
31-40 garment	81-83 full armour	2 belt buckle	12 gorget	3-4 book or	The vial of sparkling red liquid restores 6d STR Loss. Health Potion	A thin glass dial even allows the wearer to sense true feelings and emotions of others.	Diamond of Empathy	Diamond of Empathy	Poison	This dark oily liquid deals 1d2 Damage if consumed. When found, this ruby amulet has Power of 2d6+6. Re-roll one failed Save, then the clover withers away.	This dark oily liquid deals 1d2 Damage if consumed. When found, this ruby amulet has Power of 2d6+6. Re-roll one failed Save, then the clover withers away.
41-50 jewelery	84-90 shield	4 brooch	13 headband	5-6 book	The vial of sparkling red liquid restores 6d STR Loss. Health Potion	A thin glass dial even allows the wearer to sense true feelings and emotions of others.	Diamond of Empathy	Diamond of Empathy	Poison	This dark oily liquid deals 1d2 Damage if consumed. When found, this ruby amulet has Power of 2d6+6. Re-roll one failed Save, then the clover withers away.	This dark oily liquid deals 1d2 Damage if consumed. When found, this ruby amulet has Power of 2d6+6. Re-roll one failed Save, then the clover withers away.
51-70 music	91-100 weapon	5 chain	14 locket	7-8 braoom	The vial of sparkling red liquid restores 6d STR Loss. Health Potion	A thin glass dial even allows the wearer to sense true feelings and emotions of others.	Diamond of Empathy	Diamond of Empathy	Poison	This dark oily liquid deals 1d2 Damage if consumed. When found, this ruby amulet has Power of 2d6+6. Re-roll one failed Save, then the clover withers away.	This dark oily liquid deals 1d2 Damage if consumed. When found, this ruby amulet has Power of 2d6+6. Re-roll one failed Save, then the clover withers away.
71-73 music, instrument	74-80 light armour	6 cloak	15 mask	9-10 braoom	The vial of sparkling red liquid restores 6d STR Loss. Health Potion	A thin glass dial even allows the wearer to sense true feelings and emotions of others.	Diamond of Empathy	Diamond of Empathy	Poison	This dark oily liquid deals 1d2 Damage if consumed. When found, this ruby amulet has Power of 2d6+6. Re-roll one failed Save, then the clover withers away.	This dark oily liquid deals 1d2 Damage if consumed. When found, this ruby amulet has Power of 2d6+6. Re-roll one failed Save, then the clover withers away.
81-83 full armour	84-90 shield	7 cloak pin	16 medalion	17-18 carpet	The vial of sparkling red liquid restores 6d STR Loss. Health Potion	A thin glass dial even allows the wearer to sense true feelings and emotions of others.	Diamond of Empathy	Diamond of Empathy	Poison	This dark oily liquid deals 1d2 Damage if consumed. When found, this ruby amulet has Power of 2d6+6. Re-roll one failed Save, then the clover withers away.	This dark oily liquid deals 1d2 Damage if consumed. When found, this ruby amulet has Power of 2d6+6. Re-roll one failed Save, then the clover withers away.
91-100 weapon	91-100 weapon	8 cloak or coronet	17 necklace	18 pendant	The vial of sparkling red liquid restores 6d STR Loss. Health Potion	A thin glass dial even allows the wearer to sense true feelings and emotions of others.	Diamond of Empathy	Diamond of Empathy	Poison	This dark oily liquid deals 1d2 Damage if consumed. When found, this ruby amulet has Power of 2d6+6. Re-roll one failed Save, then the clover withers away.	This dark oily liquid deals 1d2 Damage if consumed. When found, this ruby amulet has Power of 2d6+6. Re-roll one failed Save, then the clover withers away.
100 Type	d100 Type	d20 Jewellery	d100 Jewellery	d100 Item	Amulet of Health Protection	A multi of Health Protection	Diamond of Empathy	Diamond of Empathy	Poison	This dark oily liquid deals 1d2 Damage if consumed. When found, this ruby amulet has Power of 2d6+6. Re-roll one failed Save, then the clover withers away.	This dark oily liquid deals 1d2 Damage if consumed. When found, this ruby amulet has Power of 2d6+6. Re-roll one failed Save, then the clover withers away.

APPENDIX A: ADDITIONAL AND ALTERNATIVE RULES

INTO THE DUNGEON: REVIVED

CHAPTER 6: TREASURE AND MAGIC

ROLL FOR A RANDOM MAGIC ITEM AND ITS APPEARANCE.

THINK OF ITS PROPERTIES BASED ON WHAT IT LOOKS LIKE.

7. HAZARDS AND OBSTACLES

Spotting Hazards

As a general rule, the presence of a trap or other hazard is always noticed by characters unless they are running, visually impaired, or distracted. After this, the characters may be harmed through further inaction or lack of caution. The players should consider creative ways of getting around a hazard or disarming it completely. Risky methods may call for a Save or Luck Roll.

Locked Doors

Typically, a locked door can be picked by someone 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.

Attempts to use lockpicks and other equipment quickly under pressure generally 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 similarly be completed 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 an expedition site is unlikely to remain in one place all the time. As such, the Referee should consider having a chance of the party 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.

d6 Outcome

- 1 Roll for a Random Encounter.
- 2 Roll for a Random Encounter. Give a sign that it is nearby or has passed through.
- 3–6 Clear.

Delaying for long enough to have a meal or sleep provokes a d4 roll instead.

EXAMPLE RANDOM ENCOUNTERS

Dungeon Encounters

2d4 Encounter

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

Wilderness Encounters

d4+d6 Encounter

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

Random encounter tables can be used in a 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

Soldier

d6 Rank

1	archer	longbow
2	cavalry	lance
3	musketeer	musket
4	officer	pistol
5	pikeman	pike
6	swordsman	claymore

Equipment

Exchange your money for rolls on random equipment tables. Reroll duplicates. Mystics replace light armour with martial melee weapon.

Money Equipment

5s	simple M, 2xgear, tool, 2s
6s	simple M, simple R, 2xgear, tool, 2s
7s	simple M, shield, 1s
8s	simple M, simple R, pet, 1s
10s	simple M, shield, 2xgear, tool, 2s
12s	simple M, military R, 1s
14s	simple M, light armour, 2xgear, tool, 1s
16s	simple R, light armour, pet

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



Simple Melee Weapons

d4 Weapon

1	pitchfork	3 sledgehammer
2	quarterstaff	4 splitting maul

Martial Melee Weapons

d8 Weapon

1	axe	5 mace
2	dagger	6 spear
3	halberd	7 sword
4	lance	8 war hammer

Simple Ranged Weapons

d6 Weapon

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

Martial Ranged Weapons

d4 Weapon

1	crossbow	3 musket
2	longbow	4 pistol

Adventuring 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

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

d4 Pet

1	cat	3 owl
2	mutt	4 parrot

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CHAPTER 7: HAZARDS AND OBSTACLES
INTO THE DUNGEON: REVIVED

RANDOM CHARACTERS
Random tables for quick character generation.

Abilities
Spell or roll a d6 for a random one.

RANDOM INSPIRATION
Choose rolls for random Countips (d20) and 1st-Clue Spells (p. 17). Choose one of these spells as a Signature Spell, p. 17. Broken doors litter the floor of this room. d8 Dex loss on Critical Damage.

Balancing Edge
Must be crossed to reach whatever lies on the other side. Can be done quite safely without pressure and sliding down a slope is everpresent.

Falling Fortresses
The dungeon does not follow the common laws of geometry as it exists in a different set of dimensions.

Gravitational Anomaly
An accent structure that floats at an unreachable height, following a daily route; sometimes passing pretty close to the local mountain range.

Magic Negation Sphere
A zone of altered gravity (direction or strength).

Mild Barrier
A wall of force that exclusively blocks conscious intent beings.

Remote Activation
A portulic that opens by turning the wheel in the nearby chamber.

Underwater Passage
A flooded room with a tunnel at the bottom.

Dismisled Tunnel
There is an undiscovered cave behind just a couple feet of rock. Sounds or some other signs might suggest its presence.

Cage Pit
A trapdoor is visible unless the character is disengaged from it. Striking it triggers a trap that opens by stepping onto the trapdoor. Triggered by entering the circle marked with a symbol.

Traitor's Circle
A portulic that opens by turning the wheel in the nearby chamber.

Trapdoor
Will save or immediately attack your trusty heart. Triggering until knocked out of the circle and take damage.

Contaminating Gas
Continuing until knocked unconscious. If you pass this save, you are thrown out of the circle and take damage.

Physicality (dead languages)
PhiloLOGY (dead languages)

Physical Skills
Physicality (foreign languages)

Physical Strength (athony and physics)
Physical Strength (athony and physics)

Physical Stamina (athony)
Physical Stamina (athony)

Physical Strength (geosistence)
Physical Strength (geosistence)

Skill Rolls for a Party of Experts.

Skill	10 Feature	11 Feature	12 Feature
Assassin	1 History (archaeology)	2 History (culture and religion)	3 History (geography and politics)
Berserker	4 Life Science (botany)	5 Life Science (chemistry)	6 Life Science (medicine)
Brawler	7 Skilled	8 Swashbuckler	9 Trickster
Brute	10 Warrior		
Cammander			
Healer			
Minister			
Musician			
Scholar			
Study			

Features

Feature	10 Feature Roll for HP according to party size	11 Feature Roll for HP according to party size	12 Feature Roll for HP according to party size
10 Feature	10 zithet, duclimer	9 volit, fiddle, rebec	8 viole, mandolin
11 Feature	9 huudry-gwylt	8 lutte, marodlin	7 harp, lyre
12 Feature	6 crumhorn, shawm	5 harp, lute	4 jaw, harp
13 Feature	5 drum, tambourine	3 flute, ocarina	2 bagpipe, bladder pipe
14 Feature	4 drum, tambourine	15 Musical Instrument	1 History (artefact)
15 Feature	3 flute, ocarina	16 Grasping Vines	2 Assesssion
16 Feature	2 drum, tambourine	17 Mild Barrier	3 Brute
17 Feature	1 jaw, harp	18 Magic Negation Sphere	4 Berserker
18 Feature	0 drum, tambourine	19 Gravitation Anomaly	5 Healer
19 Feature	-	20 A wall of force that exclusively blocks conscious intent beings.	6 Minister

Control Room
A room full of levers and buttons that switch control doors, gates, and hidden devices throughout the dungeon. No markings or inscriptions present.

Example Traps
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 Dex loss on Critical Damage.

Random Inspiration
Choose rolls for random Countips (d20) and 1st-Clue Spells (p. 17). Choose one of these spells as a Signature Spell, p. 17. Broken doors litter the floor of this room. No markings or inscriptions present.

Random Characters
Random tables for quick character generation.

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8. MONSTERS

Monsters are, by their very nature, different to people and animals. Thus they often have special abilities outside of their Ability Scores. An expedition site should contain mostly unique monsters but some examples are given in this section.

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 higher Armour score.

MONSTER CONVERSION

D&D 5E

HP: 1hp per HD. Maximum of 30.

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. Increase 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 5e except:

D&D 4E

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 CHA for Monstrosities

D&D 3E AND 3.5E, PATHFINDER

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

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

OD&D, BASIC D&D, AD&D

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

If no HD specified, $HD=HP/8$ (round down).

Morale: keep using 2d6, or convert it to d20:

d20	1	2	3	4	5	6	7	8	9	10	11	12
2d6	1	2	3	5	7	9	13	16	18	19	20	

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.

d6 Temperature

1	colder than usual
2-5	normal
6	warmer than usual

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

d8 Wind Direction

1-3	adverse
4-5	side
6-8	favourable

When following 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.

d20	Wind Force	Sailing Multiplier Adverse or Side	Favourable
1-2	calm	×0	×0
3-6	breeze	×½	×½
7-14	average	×½	×1
15-18	strong	×²/₃	×1½
19-20	gale	×0	×2

Ships exposed to gale in open sea roll for a gale damage each 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 might impede vision, ranged combat and prohibit Resting before a shelter is found.

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

AERIAL TRAVEL

Flying creatures travel for 8 hours/day before resting for the night. Flying magic items have 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 and airships are affected by winds in the same manner as sailing ships.

Balloons always follow the wind direction. Each 3 hours of travel you may change altitude to catch a preferable wind (roll for a new wind direction).

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

Weight

- + 1 ton is 2000 pounds
- + 1 pound is 16 ounces

9. EXAMPLE OF PLAY

Three player-characters and their hireling torch bearer have been delving deep into a strange underground complex they stumbled on in an inhospitable desert.

Referee: The base of the long staircase leads into a spectacular room, some 30 ft high and equally wide. Its walls look like an intricate mosaic but the tiles are constantly shifting in colour. Waves of differing hues wash across the walls and the centre of the floor is dominated by a six-foot-wide circular shaft.

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

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

Toku (Warrior): Well, this is a dead end. My hunter's instincts were right!

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

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

Uthred (Warrior): I'm not scared of the wall, but I'm not stupid. I'll try tapping the wall with the handle of my axe.

Referee: 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.

Uthred: Enough to burn me?

Referee: Doesn't look like it, only slight heat.

Uthred: I place my hand boldly against the tiles.

Referee: 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.

Ezekiel: Stand by for his head exploding...

Uthred: You worry too much! How do the tiles feel?

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

Uthred: Huh, weird. Well, I'll take my hand off the wall and go check out the shaft.

Referee: 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 its back and taking up a combat stance.

Toku: Right, I'm not giving this thing a chance to pull us into the wall or whatever it's going to try. I leap at it with my daggers.

Referee: What everyone else is doing?

Uthred: I'll have at it with my axe, trying to drive it away from Ezekiel and the torch-bearer.

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

Referee: Okay, roll for damage.

Toku: (*Rolls 2d6 (two daggers) + d12 (enhanced attack), taking the highest result*) That's a 5!

Uthred: (*Rolls d8 (weapon damage) + d4 (bonus die), taking the highest result*) That's 6 damage!

Referee: (*Subtracts 7 (6 + 1 for the additional attacker damage and notices that the opponent is now at 0hp, with 3 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.

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

Referee: The copy of Uthred drops its axe on the ground and reaches forward to try and grab Toku. Give me a DEX Save.

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

Referee: (*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.

Ezekiel: 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.

MANUFACTURE OF MAGIC EQUIPMENT

Basic magic equipment can be created by a Mystic by spending the required amount of funding and time.

Focus : 10s in consumables, 1 day, a suitable item.

Scroll : 20s/Circle in consumables, 1 day/Circle. Successful on X-in-6, X = 1 + Mystic Level – Circle, consumables are lost either way. (Designing a new scroll, if the Referee allows it, costs and takes at least ×10 as much and requires some rare ingredients.)

PETS' EXPERIENCE

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

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.

Consumed daily by	Food	Water
Humans	2 lb	½ gal (4 lb)
Horses and such	20 lb	5 gal (40 lb)
Elephants	200 lb	50 gal (400 lb)

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	2	× d6
3	enough	4	× 2d6
4	plenty	7	× 3d6
5	excess	13	× 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 1 (up to 5).

When buying resources to increase the Amount by 1 (up to 5), pay its price multiplied by your current Amount × d6.

STRUCTURES AND SIEGES

CONSTRUCTION

Structure	Wood	Stone
Bridge	1g	5g
Building, 1 floor, P=120 ft	1g	5g
Gatehouse, P=120 ft	10g	50g
Keep, small, P=160 ft	20g	100g
Keep, big, P=240 ft	—	300g
Tower, small, P=80 ft	5g	25g
Tower, big, P=120 ft	10g	50g
Wall, 100 ft	5g	25g
Dungeon, 10 ft cube	1g (earth), 5g (rock)	
Moat, 100 ft	1g (earth), 5g (rock)	
Road, 1 mile	5g	× 2 on Rugged terrain

Construction Crew (four dozen people lead 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 two and a whole turn to reload.

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

The weight of a siege engine is about 1 ton.

STRUCTURAL DAMAGE

Armour range represents thickness of the material.

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 MISSHAPS	
81-82 Your main weapon shrinks to one-sixteenth its size for an hour.	d100 Mishap
83-84 Your tongue becomes forked.	81-82 Your main weapon shrinks to one-sixteenth its size for an hour;
85-86 Your canines grow long and sharp.	83-84 Your tongue becomes forked.
87-88 You grow a tail.	85-86 Your canines grow long and sharp.
89-90 You grow horns.	87-88 You grow a tail;
91 You grow gills.	89-90 You grow horns.
92 Your feet turn into hooves.	91 You grow gills.
93 Your nails grow into sharp talons (bonuses for d6 unarmored Damage die).	92 Your feet turn into hooves.
94 Your skin becomes very tough. Chain Armor is amended.	93 Your nails grow into sharp talons (bonuses for d6 unarmored Damage die).
95 One of your Ability Scores increases by mour 1 when not wearing any armor.	94 Your skin becomes very tough. Chain Armor is amended.
96 One (new) hat grows to a yearly amount.	95 One of your Ability Scores increases by mour 1 when not wearing any armor.
21-24 Your eye color changes randomly.	96 One (new) hat grows to a yearly amount.
13-16 Your hair falls out.	21-24 Your eye color changes randomly.
25-28 Your hair grows to a yearly amount.	13-16 Your hair falls out.
29-32 You grow a random body part.	25-28 Your hair grows to a yearly amount.
33-36 Your hair grows to a yearly amount.	29-32 You grow a random body part.
37-40 Your skin is covered in a random growths.	33-36 Your hair grows to a yearly amount.
44-46 You disappear for a minute.	37-40 Your skin is covered in a random growths.
47-49 You fall unconscious until Rest.	44-46 You disappear for a minute.
50-52 You are invisible for an hour or until you black out cast a spell.	47-49 You fall unconscious until Rest.
53-55 Your ears become pointed and hairy.	50-52 You are invisible for an hour or until you black out cast a spell.
56-58 You are deafened until Rest.	53-55 Your ears become pointed and hairy.
59-61 Your voice is very loud until Rest.	56-58 You are deafened until Rest.
62-64 You are mute until Rest.	59-61 Your voice is very loud until Rest.
66-67 You see invisible things for an hour.	62-64 You are mute until Rest.
68-70 You are blinded until Rest.	66-67 You see invisible things for an hour.
71-72 You are obscured by a cloud of smoke.	68-70 You are blinded until Rest.
73-74 Your HP drop to 0.	71-72 You are obscured by a cloud of smoke.
75-76 Your HP are restored.	73-74 Your HP drop to 0.
77-78 You double in size for an hour. Gain Armor advantage on STR Saves and increase your weapon Damage die by one (up to d12).	75-76 Your HP are restored.
79-80 You have in size by one (down to d12). Gain Defense advantage on STR Saves and lower your weapon Damage die by one (up to d12).	77-78 You double in size for an hour. Gain Armor advantage on STR Saves and increase your weapon Damage die by one (up to d12).
<i>(Counts fill the table)</i>	

APPENDIX A: ADDITIONAL AND ALTERNATIVE RULES

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

CHARACTERS

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 (or keep the old one), and roll d20 for each Ability Score. If the roll is higher than the Ability Score, it increases by 1 (up to 18).

GODS, RELIGION, AND DISCIPLES

The nature of divine presence is highly dependent on a specific setting and thus is left to your discretion. Some worlds could be completely devoid of divine influence (though local cults might still have supernatural powers from some other source), while dwellers of other worlds can regularly observe their gods' interventions in the deals of mortals.

Disciple Class and its Creeds from the **Appendix C: Classic Edition** could be used as a Feature to represent the most devoted adepts of cryptic cults. Unlike other Features, this one has a prerequisite of the character being a worshipper of the relevant set of teachings. When obtaining a new Experience Level, follow standard rules. Additionally, from Expert onwards, Disciples gain d4 (up to their WIL / 2, rounded down) Followers (3hp, Simple Weapon) each time they visit a friendly settlement and are responsible for their food, shelter, equipment, etc.

INJURIES

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

d20 Injury

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

d12 Broken Limb

1-2	left hand
3-4	right hand
5	left arm
6	right arm

d12 Broken Limb

7-8	left foot
9-10	right foot
11	left leg
12	right leg

LIGHT

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.

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.

LOAD CAPACITY

Characters can lift a maximum amount of load equal to their STR squared (in pounds). Half of this load can be carried without any impediment in speed. Twice as much can be dragged on the ground.

STR	Carry (%), 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

Aside from speed penalty, a heavy load reduces HP to 0. The same HP reduction happens when carrying more than three bulky items. Items are considered bulky if they require both hands to carry or otherwise unwieldy, for example, two-handed weapons, full armour, a Mystic's Tome, 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 Madness Level exceeds 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 **Shudder**.

5-7 **Scream** loudly, making a lot of noise.

8-10 **Flail** around, attacking a random nearby target on your next turn.

11-13 **Panic** and run away. 2-in-6 chance to drop your weapon while doing so.

14-15 **Frenzy**. Spend your turns attacking a random nearby target. After attacking an ally, succeed on a WIL Save to recover.

16-17 **Blindness** until Rest.

18-19 **Paralysis** until any incoming Damage, or someone takes an action to shake it off.

20 **Faint**. Need to be tended to by an ally and have a Rest to regain consciousness.

d20 Prolonged Effect

1-4 **Nightmares**.

5-7 **Hallucinations**. By Referee's discretion.

8-10 **Muteness**. Lose the ability to speak.

11-13 **Phobia**. Attacks against the cause of the phobia are Impaired.

14-15 **Paranoia**. Disadvantage on WIL Saves.

16-17 **Dizziness**. Disadvantage on DEX Saves.

18-19 **Weakness**. Disadvantage on STR Saves.

20 **Stupor**. 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.