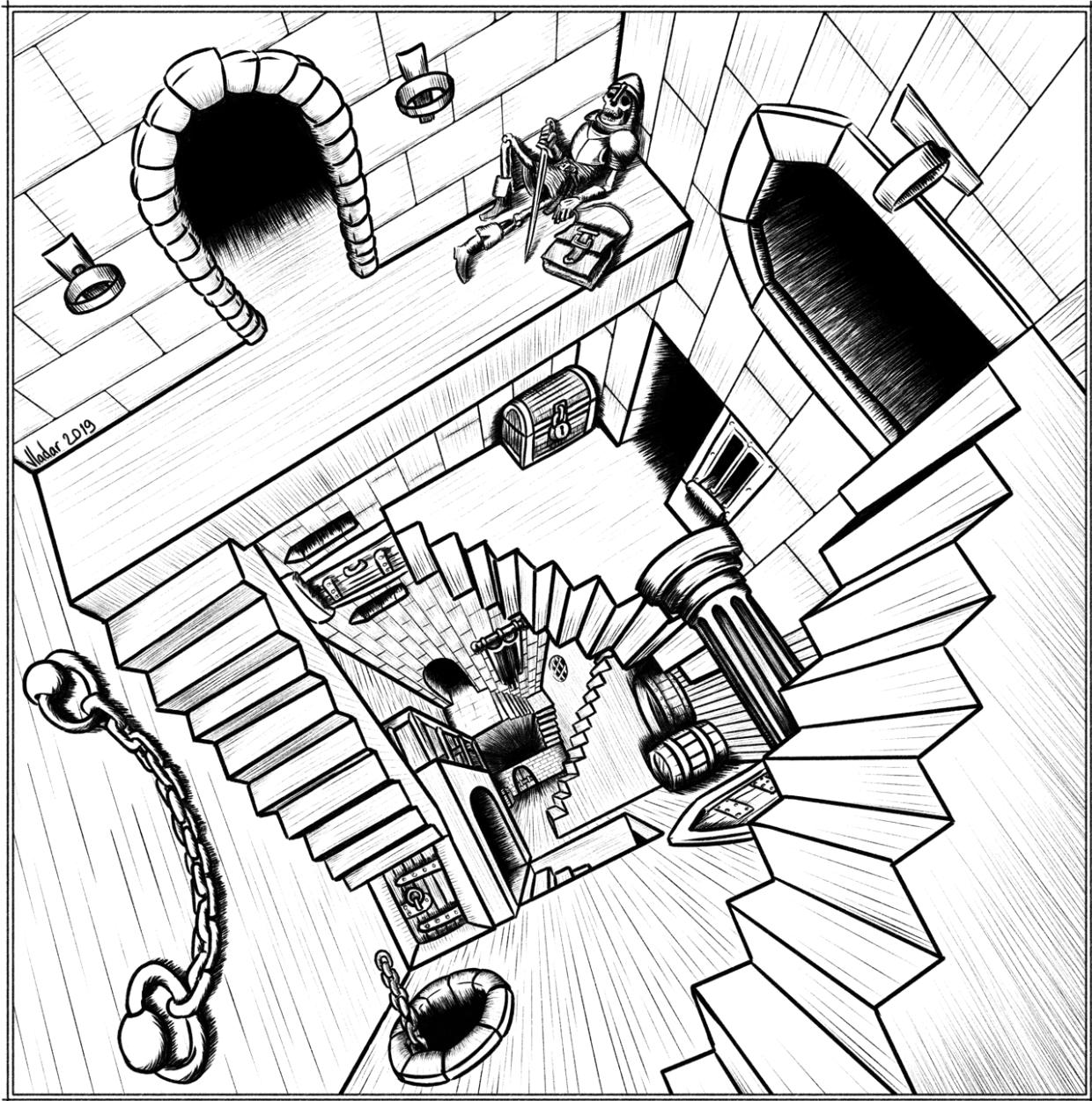


Into the Dungeon: Revived

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



"Into the Dungeon: Revived" by Vladimir Arabadzhi is based on "Into the Dungeon: Playtest Edition" by Chris McDowall and licensed under the Creative Commons Attribution - NonCommercial - ShareAlike 3.0 Unported License.

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INTRODUCTION

THE WORLD

The world is too large for anyone to map and too old for scriptures to fully record. Cities grow from the ruins of fallen civilizations before them and new technology thrives alongside ancient devices. Adventurers return from every direction with tales of bizarre places, both wondrous and horrific.

You are an Adventurer, braving the unknown in search of riches, fame, knowledge, or power.

THE GODS

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

MONSTERS

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

RUNES AND MAGIC

Those that can decode arcane Runes have access to lost knowledge of the history of men and secret rites that release spells of great power. Mystics 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.

SURVIVING THE WORLD

Adventurers may have impressive skills or access to magic of great power, but no one survives getting their throat cut or falling down a hundred-foot pit. Run, sneak, surrender, or bribe. Whatever it takes to get what you need and escape with your life is just as good as fighting.

GOING BEYOND EXPEDITIONS

There is a long list of brave, dead adventurers. The few live long enough to go onto much greater things as generals, cult leaders, or emperors. There are even stories of those that have uncovered the true power of the Gods and ascended to Godhood themselves.



NEW TO RPGs?

HOW DO YOU PLAY?

One player is the Referee, who describes the situation the other players' characters are currently in. The players may then ask questions and have their character interact with the environment. The Referee will tell the players what happens or if they need to roll dice to determine the outcomes of their actions.

WHAT DO YOU NEED?

A set of polyhedral dice, pencils and paper. The Referee prepares a location for the characters to explore or may use an existing adventure module.

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.

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

♦ 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, burgling, cheating, drinking, negotiation, quickness, stealth, etc. While you are not under pressure, you do not need to make such Save at all.

♦ SWASHBUCKLER ♦

Roll twice for HP and take the better result.

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

♦ 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.



CREATING YOUR OWN FEATURES

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

Combat-related Features usually roll twice for HP taking the better result.

The usual Feature benefit could be:

- bonus Damage die for some condition (for Advancement start with d4 and increase by one)
- additional effect for character's attacks
- Advantage on some specific set of Saves
- special trick.

Try to balance new Features with the existing ones.

ANCESTRY FEATURES (OPTIONAL)

If the Referee allows non-human characters (and only during the new character creation), you can choose one of these Features instead.

♦ DWARF ♦

You are immune to poison and can see in the dark as if it were dim light. You are experienced and comfortable in an underground setting.

♦ ELF ♦

You have advantage on Saves against mind-altering magic (hypnosis, sleep, stun, etc.). You are experienced and comfortable in a wilderness setting.

♦ HALFLING ♦

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

BACKGROUNDS

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

♦ CRIMINAL ♦

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

♦ MINSTREL ♦

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

♦ NOBLE ♦

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

♦ SAILOR ♦

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

♦ SCHOLAR ♦

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

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

♦ SOLDIER ♦

Gain one martial weapon and a military rank.

CREATING YOUR OWN BACKGROUNDS

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

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

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).

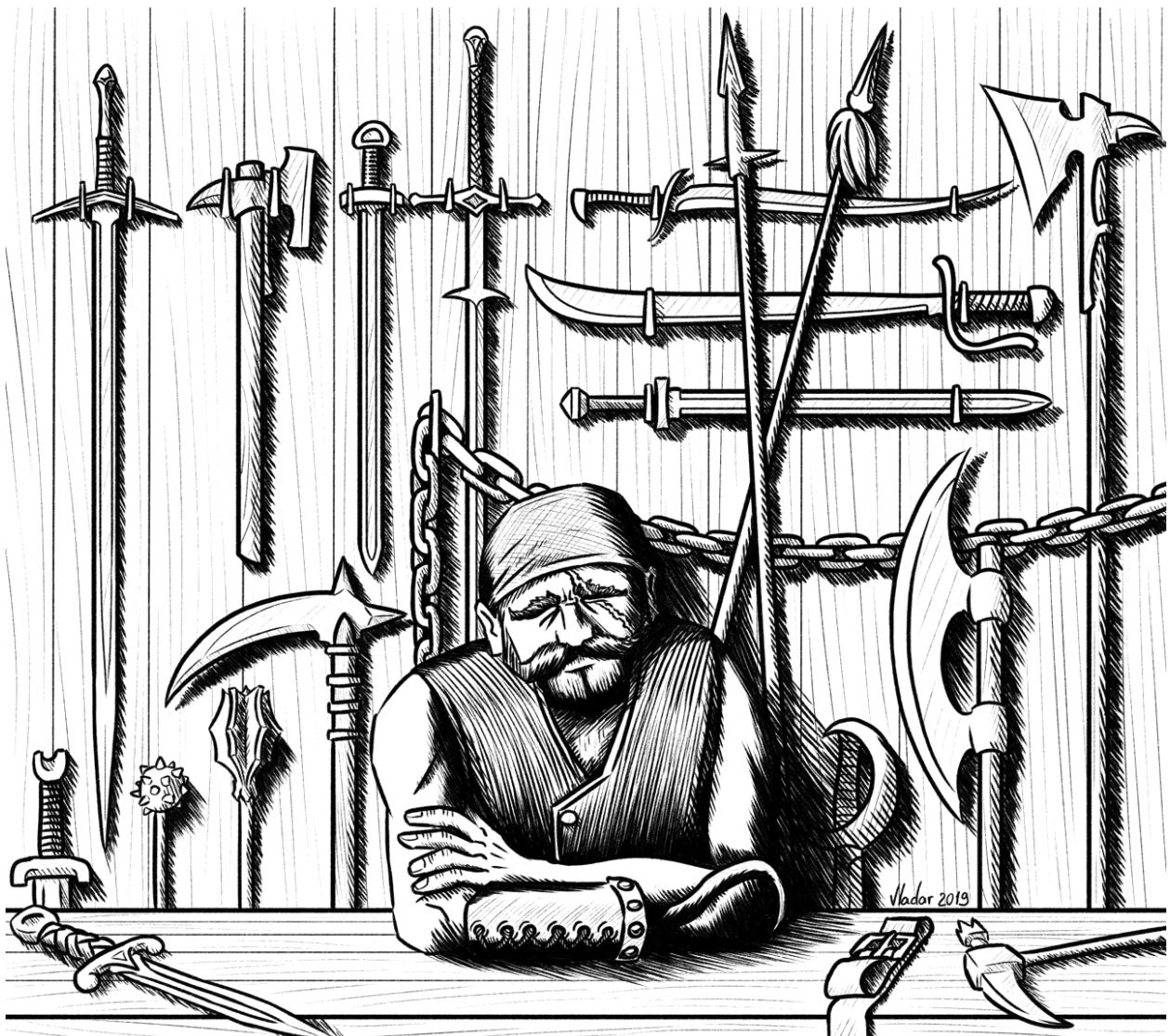
Dogs : Mutt (5s) (STR 8, WIL 6, 2hp, d4 Bite) to Hound (50s) (5hp, d6 Bite).

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.



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.

Death

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

Morale

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

Retreat

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

Rest

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

Healing

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

Assumed Ability Scores

Any Ability Score not listed is treated as 10.

Reaction

When a reaction to a character is uncertain, pass a WIL Save to avoid a negative reaction.

CONDITIONS:

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

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

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

Stunned creatures do not act on their turn, have disadvantage on DEX Saves, and attacks targeted at them are Enhanced.

Unconscious creatures are reduced to 0hp.

AFTER THE ADVENTURE

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

EXPERIENCE LEVELS

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

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

1. Novice

You are ready for your first Adventure.

2. Proven

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

3. Expert

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

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

4. Veteran

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

5. Master

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

Slower Experience Progression (optional)

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

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).

4. MAGIC

Spells

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

Mystics can cast any spell of a Circle **equal or lower** to their Mystic Level.

Ongoing effects last until you cast another Spell.

Persistent Spells have their effects last as long as you wish or until you cast the same spell again.

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

Focus

Every Mystic carries a Focus, typically an orb, wand, or staff that allows to instantly cast a Prepared Spell or any Cantrip you know as an action, while performing the proper gestures and incantations.

It can also be used to **dispel** the ongoing effect of another Mystic's Spell unless they pass a WIL Save.

A Focus does not work when wearing armour.

Prepared Spells

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

Casting a Prepared Spell causes Damage equal to its Spell Circle $\times 2$ **to the caster** ignoring Armour. At 0hp, this Damage targets WIL instead of STR: pass a WIL Save or fall unconscious for a few minutes.

Signature Spells

Each time you take Mystic Feature, choose a new Signature spell to cast without preparation and at half its cost (1hp per Spell Circle).

Scrolls of new spells found by Mystics are usually attached to the Tome for the convenience of usage. See **Manufacture of Magic Equipment** in **Appendix A** for the additional information on creation of Focuses and Scrolls.

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

CANTRIPS

1. **Acid Splash:** An orb deals d4 Acid Damage and lightly corrodes wood.
2. **Arcane Mark:** Incribes a personal rune (visible or invisible). Persistent.
3. **Daze:** A humanoid must pass a WIL Save or be Stunned on the next turn.
4. **Detect Magic:** Detects Spells and magic items in your vicinity (blocked by walls, doors, etc.).
5. **Detect Poison:** Detects poison in one creature or small object.
6. **Disrupt Undead:** Deals d4 Damage to one undead, ignoring Armour and resistances.
7. **Flare:** Sends up a flare that can be seen for some distance. If shot at target, cause d4 Fire Damage.
8. **Ghost Sound:** Figment sounds.
9. **Guided Strike:** The target gains bonus weapon Damage die on their next attack.
10. **Light:** A small object that you are holding sheds light as a torch.
11. **Mage Hand:** 5-pound telekinesis.
12. **Mending:** Makes minor repairs on an object.
13. **Message:** Whispered one-way conversation with someone in your vicinity.
14. **Open/Close:** Opens or closes unlocked objects.
15. **Prestidigitation:** Performs minor tricks.
16. **Provocation:** A creature must pass a WIL Save or be provoked to attack you.
17. **Ray of Frost:** A ray deals d4 Cold Damage.
18. **Resistance:** A creature ignores normally annoying affects such as sweltering heat, itchy skin diseases, or a sandstorm. Persistent.
19. **Spark:** Touch for d4 Electricity Damage ignoring Armour.
20. **Ventriloquism:** Throws voice.

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. **Expeditious 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.

22. **Identify:** Unveils properties of a magical item. Hidden properties, curses, etc. are not revealed.
23. **Jump:** A creature can jump twice as far and high.
24. **Magic Missile:** d4 Damage, goes around corners, ignores Armour.
25. **Magic Weapon:** Make a weapon Magical (increase Damage die by one (up to d10), ignore all supernatural resistances).
26. **Mount:** Summons a riding horse. It disappears after taking any Damage.
27. **Obscuring Mist:** Fog surrounds you. Ranged attacks through it are Impaired.
28. **Protection:** Ignore the next instance of harm from a specific source.
29. **Ray of Enfeeblement:** DEX Save or all attacks Impaired until Rest.
30. **Shield:** An invisible disc grants +1 Armour and blocks Magic Missiles.
31. **Shocking Grasp:** d6 Electricity Damage in melee, ignoring Armour.
32. **Silent Image:** Creates a minor motionless illusion of your design.
33. **Sleep:** Puts d6 relaxed targets into a slumber and others feel lethargic, decreasing Damage die by one, down to d4.
34. **Summon Creature:** Calls an unintelligent extraplanar creature up to the size of a small dog. It holds no loyalty to you.
35. **True Strike:** The target of your next attack must succeed on a DEX Save, or the attack ignores HP going directly for the STR score.
36. **Unseen Servant:** An invisible force (STR 5, 1hp, cannot attack) obeys your commands.

2ND CIRCLE

1. **Acid Arrow:** d6 Acid Damage now and a d6 STR loss next round unless washed.
2. **Alter Self:** Take on a form of a similar creature.
3. **Arcane Lock:** Magically locks a portal or chest. Persistent.
4. **Bear's Endurance:** A creature gains Armour 2.
5. **Blindness:** STR Save or Blinded until Rest.
6. **Blur:** Your details cannot be seen. Attacks against you are Impaired.
7. **Bull's Strength:** Unarmed melee attacks cause d8 Damage, Advantage on STR Saves.
8. **Cat's Grace:** Grants Advantage on DEX Saves.
9. **Command Undead:** An undead creature must pass a WIL Save or obeys your command.
10. **Continual Flame:** Makes a permanent, heatless torch. Can be cast on objects. Persistent.
11. **Darkness:** Creates a medium area of supernatural shadow.
12. **Darkvision:** See in natural darkness in your vicinity.
13. **Deafness:** All within a medium area are deafened.
14. **Detect Thoughts:** WIL Save or else allows "listening" to surface thoughts of the target.
15. **False Life:** Regain any lost STR, but it vanishes again after a minute or if you cast another spell.
16. **Flaming Sphere:** Creates a rolling ball of fire, d8 Fire Damage on a failed DEX Save. Each turn you can choose the direction of its movement. After dealing its Damage, it stops for this turn.
17. **Fog Cloud:** Fog obscures vision over a large area. Ranged attacks through it are Impaired.
18. **Gentle Repose:** Preserves one corpse for a day.
19. **Ghoul Touch:** STR Save or Stunned until passing a STR Save at the end of their turn, exuding stench that makes those nearby sickened.
20. **Glitterdust:** DEX Save or Enhance attacks at targeted creature. Reveals invisible things.
21. **Gust of Wind:** Blows away or knocks down stuff in a medium cone. A STR Save to resist.
22. **Heat Metal:** Heat one metal object red-hot. Each turn it causes d6 Fire Damage on touch.
23. **Heroism:** Reroll any one die. Persistent.
24. **Invisibility:** A creature is invisible until it attacks.

25. **Knock:** Opens a locked or magically sealed door.
26. **Levitate:** The target moves up and down at your will, floating down safely afterwards. A WIL Save to levitate targets heavier than you.
27. **Locate Object:** Directs toward the object.
28. **Magic Mouth:** Speaks once when triggered. Persistent.
29. **Minor Illusion:** Conjure an image with sound.
30. **Mirror Image:** Creates d4 decoy duplicates of you. The duplicate disappears when hit.
31. **Misdirection:** Misleads divinations on one target. Persistent.
32. **Owl's Wisdom:** Perceive the world with heightened senses. Advantage on WIL Saves.
33. **Phantom Trap:** Makes an item seem trapped. Persistent.
34. **Protection from Arrows:** A creature is immune to mundane ranged attacks.
35. **Pyrotechnics:** Turns fire into blinding light or choking smoke.
36. **Resist Element:** A creature is immune to a specific type of elemental Damage.
37. **Rope Trick:** A rope leads to extradimensional space accommodating up to eight creatures.
38. **Scorching Ray:** Deals d8 Fire Damage.
39. **See Invisibility:** Reveals invisible creatures or objects in your vicinity.
40. **Shatter:** Sonic vibration causes d6 Blast Damage to objects or crystalline creatures, ignoring Armour.
41. **Silence:** No sounds could be produced in a medium area, including Spell casting.
42. **Spectral Hand:** Creates a disembodied glowing hand to deliver one of your touch Spells as an action on one of your next turns.
43. **Spider Climb:** Walk on walls and ceilings.
44. **Summon Beast:** Calls an intelligent extraplanar beast. It holds no loyalty to you.
45. **Swarm:** Summons a swarm of bats, rats, or spiders. Harmless, but distracting.
46. **Touch of Idiocy:** STR Save or lose d4 WIL.
47. **Web:** Fills a medium area with sticky spider-webs. STR Save or cannot move on this turn.
48. **Whispering Wind:** Sends a short message within a mile.

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. Persistent.
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.

4TH CIRCLE

1. **Animate Dead:** Creates up to d4 undead skeletons and zombies from corpses.
2. **Arcane Eye:** Creates an invisible floating eye you can see through and control.
3. **Bestow Curse:** The target gains Disadvantage on all Saves until Healed.
4. **Chain Lightning:** Strikes d10 targets for d10 Electricity Damage each ignoring Armour.
5. **Charm Creature:** WIL Save or a creature treats you as an ally.
6. **Confusion:** WIL Save or creatures behave oddly. In combat, roll a d4 on their turn, 1: attack their allies, 2–3: do nothing, 4: attack their enemies.
7. **Contagion:** Infects a creature with a horrible disease, reducing one Ability Score by d6 immediately and each subsequent day until Healed.
8. **Create Water:** A spring starts spilling water from the ground or wall.
9. **Crushing Despair:** Everyone in a large area makes a WIL Save or their attacks are Impaired.
10. **Detect Scrying:** Alerts you of the magical eavesdropping.
11. **Dimension Door:** Teleports you within a medium distance.
12. **Dimensional Anchor:** Bars extradimensional movement.
13. **Fear:** Creatures within a large cone must pass a WIL Save or flee.
14. **Fire Shield:** Creatures attacking you in melee take d6 Fire Damage; you are protected from heat and cold.
15. **Fire Trap:** An opened object deals d12 Fire Damage. Persistent.
16. **Globe of Invulnerability:** Stops Spells up to the 3rd Circle inside a small sphere.
17. **Illusory Terrain:** Change the visual appearance of one type of terrain, a wall, floor, ceiling, etc.
18. **Locate Creature:** Indicates the direction to a familiar creature.
19. **Minor Creation:** Creates one small cloth or a wooden object. Persistent.

20. **Nightmare:** WIL Save each night or the target wakes with half its HP and will not recover them until they have a full rest without Nightmares. Persistent.
21. **Phantasmal Killer:** A fearsome, invincible illusion that only the target can see. Attacks for d10 Damage before disappearing. On Critical Damage the target must succeed on a WIL Save or die from terror.
22. **Polymorph:** Gives one willing creature a new permanent form.
23. **Rainbow Pattern:** Lights fascinate creatures. In combat, they are Stunned until passing a WIL Save at the end of their turn.
24. **Remove Curse:** Frees a creature from any magical Disadvantages or Impairments.
25. **Resilient Sphere:** A force globe protects but traps one creature. Pass a DEX Save to avoid it.
26. **Scrying:** Spies on the target from a distance.
27. **Secure Shelter:** Creates a sturdy cottage.
28. **Sending:** Instantly delivers a short message anywhere. A recipient can send back a short answer.
29. **Solid Fog:** Blocks vision and slows movement in a large area.
30. **Stone Shape:** Sculpts a small cube of stone into any shape.
31. **Stoneskin:** A creature gains Armour 3 but running and swimming are impossible.
32. **Symbol of Pain:** Reading this small rune causes pain. The reader loses d4 STR immediately and must pass a WIL Save or be Stunned and scream until passing a WIL Save at the end of their next turn. Persistent.
33. **Summon Being:** Calls any chosen extraplanar being to our plane. It holds no loyalty to you.
34. **True Invisibility:** A creature can attack and stay invisible.
35. **Wall of Fire:** Passing through this large wall causes d10 Fire Damage.
36. **Wall of Ice:** Creates a large ice wall (12hp, Armour 3) or hemisphere. Can trap creatures inside, unless they pass a DEX Save.

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:** Frees 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.

Random 30 Spells

d3.d10	Spell	d3.d10	Spell	d3.d10	Spell
1.1	1	2.1	11	3.1	21
1.2	2	2.2	12	3.2	22
1.3	3	2.3	13	3.3	23
1.4	4	2.4	14	3.4	24
1.5	5	2.5	15	3.5	25
1.6	6	2.6	16	3.6	26
1.7	7	2.7	17	3.7	27
1.8	8	2.8	18	3.8	28
1.9	9	2.9	19	3.9	29
1.10	10	2.10	20	3.10	30

Random 36 Spells

d6.d6	Spell	d6.d6	Spell	d6.d6	Spell
1.1	1	3.1	13	5.1	25
1.2	2	3.2	14	5.2	26
1.3	3	3.3	15	5.3	27
1.4	4	3.4	16	5.4	28
1.5	5	3.5	17	5.5	29
1.6	6	3.6	18	5.6	30
2.1	7	4.1	19	6.1	31
2.2	8	4.2	20	6.2	32
2.3	9	4.3	21	6.3	33
2.4	10	4.4	22	6.4	34
2.5	11	4.5	23	6.5	35
2.6	12	4.6	24	6.6	36

Random 48 Spells

d6.d8	Spell	d6.d8	Spell	d6.d8	Spell
1.1	1	3.1	17	5.1	33
1.2	2	3.2	18	5.2	34
1.3	3	3.3	19	5.3	35
1.4	4	3.4	20	5.4	36
1.5	5	3.5	21	5.5	37
1.6	6	3.6	22	5.6	38
1.7	7	3.7	23	5.7	39
1.8	8	3.8	24	5.8	40
2.1	9	4.1	25	6.1	41
2.2	10	4.2	26	6.2	42
2.3	11	4.3	27	6.3	43
2.4	12	4.4	28	6.4	44
2.5	13	4.5	29	6.5	45
2.6	14	4.6	30	6.6	46
2.7	15	4.7	31	6.7	47
2.8	16	4.8	32	6.8	48

Distances/Areas:**Short or Close/Small** — a couple of steps.**Medium** — about 30 ft.**Far/Large or Your Vicinity** — about 60 ft.



5. RUNNING THE GAME

Knowing when to Roll

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

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

A Note on Risk

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

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

Understanding Ability Scores

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

Understanding Saves

A save is made when a character has put themselves at risk.

STR Save: Avoiding harm through exerting physical force or withstanding strain on your body.

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

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

Understanding Damage Dice

Increasing/Decreasing specific Damage dice: the die size changes by one; e.g. instead of d6 Damage, you roll d8.

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.

Luck Rolls

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

Knowledge Rolls

Characters have a 2-in-6 chance to know something outside their area of knowledge and past experiences; experts have a 4-in-6 chance for their wide area of expertise, and know everything about their narrow specialization (e.g. History (Archaeology)).

How Much Damage?

Damage from falling rocks, explosions, and other sources outside of normal combat is typically between d4 and d12 and counts independently, unlike damage from usual attacks in combat.

Consider how it would affect an average person. A fall that is quite likely to injure an inexperienced character might cause d6 Damage, but a huge rock that would crush most might do d12.

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

The Core of Good Refereeing

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

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.



EXAMPLE MAGIC ITEMS

Amulet of Health Protection

When found, this ruby amulet has Power of 2d6+6.

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

Cloak of Descent

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

Diadem of Empathy

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

Flying Broom

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

Flying 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).

Helm of Breathing

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

Spider Silk Gloves

Made of enchanted spider silk, these elegant gloves allow the wearer to climb any surface. The same adhesive property might impose Advantage or Disadvantage on appropriate Saves as well.

Turnskin

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

Mask of Disguise

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

Ring of Regeneration

This willow ring restores 1 STR Loss per day.

CONSUMABLES

Four-Leaf Clover

Reroll one failed Save, then the clover withers away.

Health Potion

The vial of sparkling red liquid restores d6 STR Loss.

Needle of Negation

When this thin silver needle is broken, it disrupts ongoing spell effects in a small area for a minute.

Poison

This dark oily liquid deals d12 Damage if consumed. When applied to a sharp weapon, it deals d6 DEX Loss on the next Damage to the STR Score.

WANDS AND RODS

Rod of Reveal

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

Wand of Shock

This amber wand deals d6 Electricity Damage ignoring Armour.

WEAPONS AND ARMOUR

Cobra Staff

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

Ironwood Armour

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

Lucky Boomerang

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

Mirror Shield

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

See Random Magic Items in Appendix A for additional inspiration.

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

EXAMPLE TRAPS

Stupefying Dart Trap

A dart pipe is visible at the base of the chest. Triggered by opening the chest without taking appropriate precautions. Broken darts litter the floor of this room. d8 Damage. d8 DEX loss on Critical Damage.

Balancing Ledge

Must be crossed to reach whatever lies on the other side. Can be done quite safely without pressure, but when having to run or under attack, make a DEX Save or fall to the lower level, requiring a rope to climb back up.

The lower level contains crocodiles (STR 13, DEX 5, WIL 5, 9hp, Armour 1, d8 Bite).

Swinging Blade Trap

Eternally swinging over a corridor in a sequence. Can be blocked only by a very strong metal pole or other suitable objects.

DEX Save to pass through without harm, otherwise taking d10 Damage while passing through.

Grasping Vines

Triggered on nearing strange-looking vines. Take d6 Damage each turn until you break free. STR Save to break free each turn, otherwise you are immobile. Highly flammable.

Cage Pit

A trapdoor is visible unless the character is distracted, sprinting, or the vision is impaired. Triggered by stepping onto the trapdoor.

Triggering the trap causes d8 Damage, a metal cage traps the victim until released with a key, and an alarm mobilizes someone unpleasant.

Traitor's Circle

Triggered by entering the circle marked with a symbol depicting a dagger being thrust into a heart.

WIL Save or immediately attack your closest ally, continuing until knocked unconscious. If you pass this Save, you are thrown out of the circle and take d6 Damage.

EXAMPLE OBSTACLES

Control Room

A room full of levers and buttons that switch corridors, gates, and hidden devices throughout the dungeon. No markings or instructions present.

Crystal Floor

A floor is made of a crystal material smoother than ice. Movement is highly difficult, and a risk of falling and sliding down a slope is everpresent.

Distorted Dimensions

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

Flying Fortress

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

Gravitational Anomaly

A zone of altered gravity (direction or strength).

Magic Negation Sphere

A mysterious device on top of the colossal stone spire sucks out magic energy thus disabling spells and magic objects the closer you get to it, starting with 5th Circle spells and leaving Mystics with just their Cantrips in the nearest proximity to it. Magic items have a reduced chance of successful operation as well (from 5-in-6 to 1-in-6 chance accordingly).

Mind Barrier

A wall of force that exclusively blocks conscious sentient beings.

Remote Activation

A portcullis that opens by turning the wheel in the nearby chamber.

Underwater Passage

A flooded room with a tunnel at the bottom.

Unfinished Tunnel

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

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:

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

IDEAS FOR MONSTER CREATION

Appearance and Behaviour

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

Characters' Features

Apply Features from Chapter 1 to non-player characters and monsters, especially "bosses".

Effect on Critical Damage

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

Pairing

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

Power-ups

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

Special Abilities and Attacks

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

Tactics and Weapons

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

Vulnerabilities, Resistances, and Immunities

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

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

EXAMPLE MONSTER ABILITIES

Absorption

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

Charge

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

Extra Limbs

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

Grapple

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

Indomitable

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

Swallow

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

Volatile

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

Weakness

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

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.

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

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

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

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

Uthred: Yes!

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Toku: Water!

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

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

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

Ezekiel: Fine! Into the hole!

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

Referee: You're all leaping down now?

(The group all nod reluctantly)

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

(Groans fill the table)

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: **Class-ic 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	d12	Broken Limb
1–2	left hand	7–8	left foot
3–4	right hand	9–10	right foot
5	left arm	11	left leg
6	right arm	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 (½), lb	Lift, lb	Drag (×2), lb
1	½	1	2
2	2	4	8
3	4½	9	18
4	8	16	32
5	12½	25	50
6	18	36	72
7	24½	49	98
8	32	64	128
9	40½	81	162
10	50	100	200
11	60½	121	242
12	72	144	288
13	84½	169	338
14	98	196	392
15	112½	225	450
16	128	256	512
17	144½	289	578
18	162	324	648
19	180½	361	722
20	200	400	800

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.

MAGIC MISHAPS

Improper use of a magical device, spellcasting inside an anti-magic zone, destruction of a magic item, or any other dangerous interaction with magic might lead to a mishap. Succeed on a WIL Save or suffer a random consequence.

d100 Mishap

- 1–4 You exude a strong smell for a day. (d4) 1: mint, 2: garlic, 3: vinegar, 4: sulphur.
- 5–8 Your clothes' colour changes randomly.
- 9–12 Your clothes grow one size. Gain Disadvantage on DEX Saves until this problem is amended.
- 13–16 Your eye colour changes randomly.
- 17–20 Your eyes shed bright light for a day.
- 21–24 Your hair colour changes to a random one (new hair grows normal).
- 25–28 Your hair falls out.
- 29–32 Your hair grows to a yearly amount.
- 33–36 Your skin acquires a saturated shade of a random colour for d12 months.
- 37–40 Your skin is covered in a random growth for d12 months. (d4) 1: fur, 2: scales, 3: feathers, 4: spines.
- 41–43 You disappear for a minute.
- 44–46 You are stunned until Rest.
- 47–49 You fall unconscious until Rest.
- 50–52 You are invisible for an hour or until you attack or cast a spell.
- 53–55 Your ears become pointed and hairy.
- 56–58 You are deafened until Rest.
- 59–61 Your voice is very loud until Rest.
- 62–64 You are mute until Rest.
- 65–67 You see invisible things for an hour.
- 68–70 You are blinded until Rest.
- 71–72 You are obscured by a cloud of smoke.
- 73–74 Your HP drop to 0.
- 75–76 Your HP are restored.
- 77–78 You double in size for an hour. Gain Advantage on STR Saves and increase your weapon Damage dice by one (up to d12).
- 79–80 You halve in size for an hour. Gain Disadvantage on STR Saves and lower your weapon Damage dice by one (down to d4).

d100 Mishap

- 81–82 Your main weapon shrinks to one-sixteenth its size for an hour.
- 83–84 Your tongue becomes forked.
- 85–86 Your canines grow long and sharp.
- 87–88 You grow a tail.
- 89–90 You grow horns.
- 91 You grow gills.
- 92 Your feet turn into hooves.
- 93 Your nails grow into sharp talons (bonus d6 unarmed Damage die).
- 94 Your skin becomes very tough. Gain Armour 1 when not wearing any armour.
- 95 One of your Ability Scores increases by one (up to 20). (d6) 1–2: STR, 3–4: DEX, 5–6: WIL.
- 96 One of your Ability Scores decreases by one (down to 3). (d6) 1–2: STR, 3–4: DEX, 5–6: WIL.
- 97 You grow a random body part.
- 98 You lose a random body part.
- 99 Your clothes burst in flames. Take d6 damage now and d6 at the end of your next turn, unless extinguished.
- 100 You are petrified.

Random Colour

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

Random Body Part

d20	Part	d20	Part
1	teeth	11–14	toe
2–5	finger	15–17	foot
6–8	hand	18–19	leg
9–10	arm	20	eye

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, $X = 1 + \text{Mystic Level} - \text{Circle}$, consumables are lost either way. (Designing a new spell, if the Referee allows it, costs and takes at least $\times 10$ 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	$\frac{1}{2}$ 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	$\times 1$
2	low	2	$\times d6$
3	enough	4	$\times 2d6$
4	plenty	7	$\times 3d6$
5	excess	13	$\times 4d6$

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 $\times d6$.

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, $\times 2$ 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	d10 Blast	20s bomb
		d12 Blast	25s shot

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).

TRAVEL

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

Grid of 5-mile tiles simplifies distance calculations.

Terrain	Example	Miles	Grid
Clear	grassland, road, trail	25	5
Rugged	desert, forest, hills, mud, snow	20	4
Difficult	jungle, mountains, river, swamp	15	3

To speed up calculations chose a dominant terrain for each day of travel and apply it to the whole day.

Rest for a day for every 6 days travelled. Not resting, or marching more than 8 hours per day results in d4 STR Loss.

Speed Modifier	Miles	Grid
Concurrent activities (exploring, sneaking, foraging, etc.)	-10	-2
Large groups	-5	-1
Harsh weather	-5	-1
Extreme weather	-10	-2
Mounts (except mules, donkeys, etc.):		
+ Clear terrain	+5	+1
+ Difficult terrain		
(except for camels in a desert and elephants in a jungle)	-5	-1
Vehicles:		
+ Roads	+5	+1
+ Rugged terrain	-5	-1
+ Difficult terrain	impassable	
Encumbrance over 50 lb (on foot)	$\times \frac{1}{2}$	
Forced march	$\times 2$	

Mount	Cargo	Riders	Cost
Mule, Donkey	$\frac{1}{6}$ t (400 lb)	1	20s
Horse, Camel	$\frac{1}{4}$ t (500 lb)	2	1g
Elephant	2 t (4000 lb)	8	5g

Vehicle	Horses	Cargo	Passengers	Cost
Cart	1	$\frac{1}{2}$ t	4	30s
Carriage	2	1 t	8	60s
Wagon	4	2 t	16	1g

Passengers occupy $\frac{1}{8}$ t of cargo space. Cargo and Riders/Passengers values are mutually exclusive.

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

d6	Outcome
1	Lost! You wander off to an unknown place.
2	Going in circles. No travel progress today.
3	Meandering. Halved travelled distance.
4–6	On course.

Horizon is 3 miles away on a flat surface (for an Earth-sized planet), 12 miles at 100 ft height (ship's mast, tower), etc.: $distance \approx \sqrt{1.5 \times elevation}$.

WATERBORNE TRAVEL

Travel for 12 hours/day. With a double crew, you can switch shifts to continue travelling at night.

Vehicle	Miles	Grid	Crew	Cargo	Cost
Raft (100 ft ²)	10	2	1	$\frac{1}{4}$ t	—
Rowboat	15	3	1	1 t	50s
Sailboat	60	12	1	5 t	15g
Keelboat	30	6	10	20 t	25g
Longship	90	18	50	10 t	100g
Sailing ship	90	18	10	100 t	150g
Galley	90	18	100	150 t	200g

Keelboats, longships and galleys have both sails and oars but cannot go against the wind under sail.

Covered Distance depends on weather and other conditions. Going upstream reduces covered distance by 10 miles/day, and going downstream increases it by the same amount. Makeshift rafts move downstream only, with a speed of the stream.

Fare might vary from 1p per person to cross a river or lake to 1s per person for each 5 miles travelled in a long-distance voyage.

Passengers occupy 1 t of cargo space.

Rations of food and water for one person take up $\frac{1}{10}$ t (200 lb) of cargo space per month of travel.

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

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
5–8	cloudy
9–12	overcast

d20 Sky

13–14	drizzle or fog
15–18	rain or snow
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	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	×¾	×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

RANDOM TABLES AND INSPIRATION

RANDOM CHARACTERS

Random tables for quick character generation.

Abilities

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

Features

Choose or roll for a Feature roll for HP accordingly.

d10	Feature	d10	Feature
1	Assassin	6	Mystic
2	Berserker	7	Skilled
3	Brawler	8	Swashbuckler
4	Commander	9	Tactician
5	Healer	10	Warrior

Skilled rolls for a pair of expertises.

d8	Expertise	d8	Expertise
1	animal handling	5	drinking
2	athletics	6	quickness
3	burgling	7	stealth
4	cheating	8	negotiation

Mystic rolls for random Cantrips (d20) and 1st Circle Spells (“Random 36 Spells” table from Chapter 4: Magic, p.17). Choose one of these spells as a Signature Spell or roll a d6 for a random one.

Background

Choose or roll for a background and on any additional random table required.

d6	Background	d6	Background
1	Criminal	4	Sailor
2	Minstrel	5	Scholar
3	Noble	6	Soldier

Criminal

d6	Criminal Tool	d6	Criminal Tool
1	blackjack (sap)	4	loaded dice
2	crowbar	5	lockpicks
3	grappling hook	6	marked cards

Minstrel

d10	Musical Instrument
1	bagpipe, bladder pipe
2	drum, tambourine
3	flute, ocarina
4	jaw harp
5	harp, lyre
6	crumhorn, shawm
7	hurdy-gurdy
8	lute, mandolin
9	viol, fiddle, rebec
10	zither, dulcimer

Scholar

d12	Study
1	History (archaeology)
2	History (culture and religion)
3	History (geography and politics)
4	Life Science (herbalism)
5	Life Science (medicine)
6	Life Science (zoology)
7	Philology (dead languages)
8	Philology (folklore and literature)
9	Philology (foreign languages)
10	Physical Science (astronomy and physics)
11	Physical Science (chemistry)
12	Physical Science (geoscience)

Soldier

d6	Rank	Weapon
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, 2×gear, tool, 2s
6s	simple M, simple R, 2×gear, tool, 2s
7s	simple M, shield, 1s
8s	simple M, simple R, pet, 1s
10s	simple M, shield, 2×gear, tool, 2s
12s	simple M, military R, 1s
14s	simple M, light armour, 2×gear, tool, 1s
16s	simple R., light armour, pet

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

**Simple Melee Weapons**

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

Martial Melee Weapons

d8	Weapon	d8	Weapon
1	axe	5	mace
2	dagger	6	spear
3	halberd	7	sword
4	lance	8	war hammer

Simple Ranged Weapons

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

Martial Ranged Weapons

d4	Weapon	d4	Weapon
1	crossbow	3	musket
2	longbow	4	pistol

Adventuring Gear

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

Tools

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

Pet

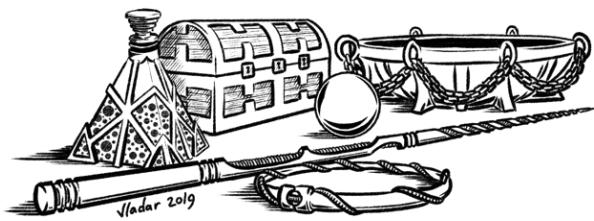
d4	Pet	d4	Pet
1	cat	3	owl
2	mutt	4	parrot

RANDOM MAGIC ITEMS

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

Type

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



Container

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

Consumable

d10	Consumable	d10	Consumable
1	bean or seed	6	herb
2	candle or torch	7	ink
3	chalk	8	oil
4	dust	9	ointment
5	food (fruit, pastry, etc.)	10	potion

Garment

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

Jewellery

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

Miscellaneous

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

Musical Instrument

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

Light Armour and Accessoires

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

Full Armour and Accessoires

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

Shield

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

Weapon and Ammunition

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

RANDOM APPEARANCE

Attribute	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	

Fabric (when appropriate)

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

Material (when appropriate)

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

Peculiarity (1-in-6 chance to be present)**d12 Peculiarity**

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

RANDOM MONSTERS

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

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

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

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

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

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

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

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

* Roll two more times.

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



APPENDIX B: BESTIARY

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

BRAIN LORD

STR 14, DEX 14, WIL 20, 18hp, immunity to mind-altering spells.

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

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

Critical Damage in melee: a target has its brain extracted and eaten. The Brain Lord absorbs its recent memories.

FILTH EATER

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

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

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



GAZER

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

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

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

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

Disintegration Beam: d10 Damage. Anyone taking Critical Damage is turned to dust. Will completely destroy static objects up to the size of an elephant.

GELATINOUS CUBE

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

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

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

GNOLL

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

Their stink is highly recognisable 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.

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.

**RUST MONSTER**

DEX 12, WIL 5, 6hp, d6 Bite.

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

SKELETON

DEX 13, WIL 12, 5hp, Armour 2 (only against piercing attacks such as arrows and spears), blunt sword (d6).

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

PURPLE WORM

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

Critical Damage: a target is stung, losing 3d6 STR.

Could try to swallow a medium or smaller creature. The target must pass a DEX Save or be swallowed whole, losing d10 DEX each turn and d8 STR every hour as they are digested. When rolling against Critical Damage, the Worm must succeed on an additional STR Save or regurgitate all swallowed creatures.

RED DRAGON

STR 20, WIL 12, 25hp, Armour 3, d10 Claws, Advantage on Saves from magic.

Can speak but generally chooses not to unless properly motivated.

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

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

**SNAKE DEMON**

STR 17, DEX 17, WIL 16, 18hp, Armour 1, six swords (6d6, can target multiple melee opponents).

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.

APPENDIX C: CLASS-IC EDITION

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

CHOOSING A CLASS

Every character chooses a Class from the following:

Warrior: An adept of martial training.

Disciple: A devoted follower of a set of teachings.

Mystic: A student of runic magic.

❖ WARRIOR ❖

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 the Hit Points (including your starting roll), roll twice and take the better result.

Offensive Training

Gain bonus weapon Damage die.

Manoeuvres

When performing an attack, you may add a Manoeuvre to it. The attack is carried out as usual, and the opponent must make a Save to avoid an additional effect described by you.

Examples include being pushed, tripped, disarmed, grappled for their next turn, etc. A Manoeuvre cannot cause extra damage on its own, but it may make use of an environmental hazard that would cause extra damage to the target. The Referee should be generous in allowing the player to think of interesting and imaginative Manoeuvres for their attacks.

❖ DISCIPLE ❖

Disciples follow a particular Creed which guides their way of life. In return, they can perform daily Rituals and carry a Symbol that becomes imbued with power.

Creed

Choose a Creed to follow. This determines what Rituals you can perform, your Symbol, and the laws you must live by.

If you break any of your Creed laws, you must atone by actively enforcing each law of your Creed. Any benefits from Rituals or Symbols are immediately lost until the atonement is complete.

Symbol

A Disciple’s symbol bestows certain powers as long as they remain blessed.

Rituals

Each Ritual you know can be activated once each day as an action.

❖ MYSTIC ❖

Mystics study the science of magic. They decode the arcane Runes that give instructions of the precise methods of casting spells.

Runic

You can read and speak Runic. The language is particularly found on ancient scrolls, spell tomes, and magical artefacts.

Spellcasting

You have a Mystic’s Focus and Tome containing instructions for two Cantrips and six 1st Circle Spells. Choose a Signature Spell to cast at half its cost.

See Chapter 4: Magic for additional information.

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 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.

❖ 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 GREY MOURNERS ❖

- Honour the dead and guide their souls.
- Do not harm the restless or woken dead.

Symbol — The Pale Book : Undead creatures will not harm you and you may speak with them.

Restful Ritual : Repeating the final line of this Ritual over a body prevents it from being resurrected or turned into undead and allow a single question to the departing soul.

Guiding Ritual : An immaterial spirit aids you however you wish but cannot interact with the material world and can only communicate with you.

Advancement : Control 1 (Proven), 1d6 (Veteran), or 3d6 (Master) undead creatures that fail a WIL Save. They do not benefit from Rest or Healing.

❖ THE OLD FAITH ❖

- Obey and protect the natural order.
- Shun steel and other unnatural materials.

Symbol — Wooden Cudgel : You can talk with animals or plants and they will not harm you. Strikes for d6.

Guardian Ritual : A single animal serves you unquestioningly for the rest of the day.

Vengeful Ritual : Gain the senses of a beast.

Advancement : Animals or plants that fight alongside you gain bonus d6 (Proven), d8 (Veteran), or d10 (Master) Damage die.

❖ THE IRON JUDGES ❖

- Allow no injustice to occur.
- Do not kill.

Symbol — Iron Rod : WIL Save to avoid the effects of any Spell against you. Strikes for d6.

Truth Ritual : The next target you touch with your Symbol must answer the next question truthfully.

Redemption Ritual : Restore a being that died recently to life as long as they have not broken the Creed leading to their death.

Advancement : When you pass your WIL Save (granted by your Iron Rod) against a 1st (Proven), 2nd (Veteran), or 3rd (Master) Circle Spell, reflect it on the caster.

❖ THE PRIMAL ZEALOTS ❖

- Make your ancestors proud and never surrender.
- Use of spells and magical items is dishonourable.

Symbol — Ancestral Totem : Choose one of the following (or make your own) and gain its aspect:

- **Bear** — +1 Armour;
- **Stag** — run twice as fast;
- **Wolf** — bonus weapon Damage die.

Guiding Ritual : You automatically succeed on your next Save.

Raging Ritual : Until the end of combat, you have advantage on STR Saves and can attack two targets per turn. This effect ends if you have not attacked or taken Damage since your last turn.

Advancement : You have a 1-in-6 (Proven), 2-in-6 (Veteran), or 3-in-6 (Master) chance to repeat your Raging Ritual when you take Damage in combat for the first time.

❖ 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 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).

❖ 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.

Duellist 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 THIRD EYE ❖

- *Do not allow your Crystal to come to harm.*
- *Do not knowingly allow your mind to be tainted by magic or false gods.*

Symbol — Mind Crystal : This shard of crystal floats at your will. You can move it and other objects remotely.

Mind Stab Ritual : Cause d8 Damage to one target. You may repeat this ritual today if you take d4 Damage (ignoring Armour) immediately.

Autohypnosis Ritual : The next time you take Critical Damage or Ability Score Loss, you may ignore it with a WIL Save.

Advancement : Project a message to someone (Proven), share senses with someone (Veteran), or read someone's surface thoughts (Master).

❖ THE WAR SAGES ❖

- *Ask for no payment for service in battle.*
- *Teach those who wish to learn the art of your weapon.*

Symbol — Weapon : The Disciple's weapon of choice counts as their Symbol. Choose to deal Damage as Fire, Cold, Lightning or any other Damage type with each attack.

Ritual of Destruction : Your weapon's next attack ignores Armour or any other type of resistance.

Binding Ritual : You read a Cantrip in Runic and bind it to your weapon. Whenever you attack, you may cast it on the target as well as attacking normally. The Cantrip remains bound to the weapon until a new one replaces it.

Advancement : You can use 1st (Proven), 2nd (Veteran), or 3rd (Master) Circle Spell in your Binding Ritual.

❖ THE VIOLET MASKS ❖

- *Seek out new experiences every day.*
- *Be humble and enforce humbleness on others.*

Symbol — Violet Mask : You may sneak in plain sight as if you were in shadow. You may still require a Save, but you can attempt normally impossible manoeuvres.

Disguise Ritual : Others believe you are someone else if they fail a WIL Save at a Disadvantage.

Muse's Ritual : When you perform during a Rest, your allies are Healed.

Advancement : When you Save against Critical Damage cause your attacker d6 (Proven), d8 (Veteran), or d10 (Master) Damage.



AFTER THE ADVENTURE

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

EXPERIENCE LEVELS

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

When advancing to a new Experience Level, you gain d6hp and roll d20 for each Ability Score. If the roll is higher than the Ability Score, it increases by one to a maximum of 20. You also gain an additional benefit from 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.

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.

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