

Starting Inventory

Begin with a Waterskin and d4 Days of Water and Food.

Additionally roll on 5 tables of your choice, from the ones listed below.

Light d6

- I Bit of Dirty Clandine Wax
- II d4 Lard Candles (3h)
- III d4 Torches (1h)
- IV Firesteel
- V Lantern (d4 hours of oil)
- VI d2 Magnesium Strips (20s)

Tools d8

- I Sharp Needle
- II Rusty Bucket
- III Metal File
- IV Shovel
- V Hand Saw
- VI Grappling Hook
- VII d2 Lockpicks
- VIII Crowbar (d4-1)

Support d6

- I Flea ridden blanket, warm
- II Tar stained sharpening stone
- III Shield with no proper strap
- IV Medicine Box
- V Uneven armour plates, might repair armour
- VI "Life Elixir" is what's written on it...

Weapons 2d8 d8 if beginning with a ~~SKULL~~

- I Reroll, the ~~SKULL~~ is burned into that weapon
- II Femur from an Elderly (d1)
- III Shiv (d2)
- IV Hatchet (d2+1)
- V Staff (d4)
- VI Reliable Knuckle Dusters (2d2)
- VII Well-Used Sword (d4)
- VIII Warhammer (d6-1)
- IX Spear (d4+1)
- X Longsword (d6)
- XI Bow (d6, d10 arrows)
- XII Flail (d8, heavy)
- XIII Longbow (d6+1, d12 arrows)
- XIV Pollaxe (d8+1, heavy)
- XV Crossbow (d8, d6 bolts)
- XVI Zweihänder (d10, heavy)

Clothing d8 Thin Threadbare if not rolling

- I Heretical Occult Cloak
- II Very Fancy, Quite Itchy
- III Priest's Robes, Bad at Insulating
- IV Messy and Ugly, Very Comfy
- V Common Clothes, Blend in with Crowds
- VI Damaged Guard Uniform, Reroll Armour
- VII Padded and Warm, Good for Cold
- VIII Hunter's Attire, Roll Another Table, Attracts Attention

Storage d4

- I Pouch (2 small items)
- II Chest (3 Items)
- III Sack (6 Items)
- IV Backpack (10 Items)

Combat d6

- I Bear Trap (no disarm mechanism)
- II d2 Arrowheads laced with Poison
- III Flash Bomb (no fuse)
- IV 10 Caltrops
- V Black Poison (d2 doses)
- VI Small Bomb

Armour d6

- 1-3 Light (fur, leather, etc; tier 1)
- 4-5 Medium (scale, mail, etc; tier 2)
- 6 Heavy (plate, splint, etc; tier 3)

Ingredients d10

- I Vomit
- II Iron Shavings
- III Sulfur
- IV An Assortment of Herbs
- V Small Jar of Anointing Oil
- VI Jar of Leaches
- VII Sipping Achohol
- VIII Small Bag of Salt
- IX Pouch of Blackpowder
- X Dried Psychotropic Mushrooms

Misc d6

- I d2 Chalks
- II Chain (2m)
- III d10 Lead Bearings
- IV d10 Nails
- V 3d20 Silver
- VI Hempen Rope (10m)

Silver d6

- 1-3 Poor d4x5
- 4-5 Modest d8x10
- 6 Rich d20x10

Modifiers d20

You may reroll Any result from the Tables listed above, but must as well roll on this table and apply the result to the item.

- 1 It's Heretical and Cursed
- 2 Is broken
- 3-4 Missing a vital component
- 5 Made to be used once
- 6-7 Material is of poor quality
- 8 Worn-out, is unreliable (d6, on 1 it Fails Terribly)
- 9 Used as a Ritualistic Item
- 10 Practically worthless
- 11-12 It's makeshift/improvised
- 13-14 Needs repair
- 15 The design is bewildering
- 16 Obsolete design
- 17 Is a recently stolen item
- 18 Combine with previous item
- 19-20 Item is improved

Abilities

1-4	-3
5-6	-2
7-8	-1
9-12	0
13-14	+1
15-16	+2
17-20	+3

Vigor	Fleeing, Melee Fighting, Resist Poison, Carrying, Pushing
Instinct	Dodging, Sneaking, Perception of Time, Reaction Time
Sense	Ranged Fighting, Using Magicks, Seeing, Hearing
Wit	Intellect, Knowledge
Tenacity	Resist Cold/Heat/Magicks, Sanity, Ability to Push Through

Roll 3d6 and using the table on the left, convert the result into each ability score. The sum is not used again and can be discarded.

- + By default you can carry three items, this can be increased using a backpack, pouch, etc.
- + After exceeding 5+Vigor Slots all Vigor and Dodge tests are +2DR.
- + The Stack value determines how many of that item can fit into a single slot.
- + You can never fill more than 16 Slots at once.
- + Heavy Items take up two slots.

ARMOUR

Tier	Defense	Debuff	Price
1 Hide, Leather, etc.	-d2	None	25s
2 Scale, Mail, etc.	-d4	+2DR Vigor and Dodging	110s
3 Plate, Splint, etc.	-d6	+4DR Vigor, +2DR Dodging	220s
4	-d8	+8DR Vigor, +6DR Dodging	

- + Poison, Heat and Magicks are unaffected by Armour.
- + Damaged Armour still affects Vigor and Dodging Tests.
- + Armour reduced below the 1st tier is Ruined and cannot be repaired.

HIT POINTS

- + Begin with Tenacity + d8 HP, But never below 1HP.
- + When your hp drops to 0 you are **Broken**, check the ^{Page Four} **Broken Table** using the damage that caused you to Break.
- + Losing HP while Broken kills the character instantly.
- + Recieving any amount of healing removes the broken status.

Roll Morale if: (DR10 Tenacity)

- Half the group fails morale.
- The group is overpowered.
- The leader is killed.
- Half the group is eliminated.
- The Group Is Outnumbered.
- Last remaining has 1/3 HP.

Morale

1. Try to convince allies to give up, -3 Morale
2. Drop your weapon and stare blankly for next turn
3. You become unresponsive to allies
4. Become hesitant, +3 to DR
5. Can only attack one enemy
6. Run away and hide
7. Use a random item in panic
8. Can attack but not defend
9. DR12 toughness or faint
10. Can't recognise friend from foe
- 11-12. Surrender



Omens

- + 2 Max Omens by default
- + Regain d2 after resting
- + Unused omens carry over onto the next day

Use Omens To:

- + Reroll a dice roll that is not a **Crit** or a **Fumble**
- + Neutralize a **Crit** or **Fumble**
- + Lower one test's DR by -4
- + Lower damage dealt to you by d6
- + Deal maximum damage with one attack

Resting

A full night's sleep restores **d6 HP** by default. Sleeping in a bad place, bad weather, or without fire can reduce that to a **d4** or even **d2**.

A warm and steady meal doubles the healing, while skipping a meal doesn't heal at all and causes you to become hungry, **+2DR Vigor** and **Tenacity**.

After 2 days without food and water you begin starving, **d4 hp is lost daily**.

Without sleep you become tired, **+2DR Instinct** and **Sense** every day. Won't heal on the next rest.

Time Points

You receive 4 time points every day

- Morning 6am-11am
- Noon 11am-4pm
- Evening 4pm-9pm
- Night 9pm-6am

You can Choose on what you spend the points, ex:

Traveling
Investigating a Location
Stopping at a Settlement
Finding A Water Source
Hunting Prey

If the 4th isn't used on resting You become Tired.

Initiative d6

1-3 enemies go first
4-6 PCs go first

Players may decide the order in which they take their turns, or roll **Instinct+d6** to determine it

Crit

Natural 20

Attack: Double damage, Armour reduced one tier.

Defence: Gain a free attack.

Fumble

Natural 1

Attack: The weapon breaks or is lost.

Defence: Take double damage, armour reduced one tier.

Violence

If you fail Defence, the enemy hits you.

Melee	Vigor	DR12
Ranged	Sense	DR12
Firearm	Sense	DR14
Defence	Instinct	DR12

+2DR for improvised weapons

Infection

If you have taken damage in combat, roll a **d4** after that battle. if the result is equal or higher to your current hp your wounds are **Infected**.

An infected character does not benefit from Healing, and **d2 HP is lost daily**.

Magicks

† When reading a **Scroll**, test **DR12 Sense**. On Success, the scroll is activated and you reduce your total **Power** accordingly.

† Rolling below the DR causes you to lose **d2 HP**, and not be able to cast for **1 hour**.

While rolling a **Fumble** causes the **Scroll** to crumble to ashes, you lose **d6 HP instead**, cannot cast for **d6 days**, and must roll on the **Arcane Catastrophes** table.

† **Scrolls** require a Free Hand to cast; They will not work while wearing Medium or Heavy Armour.

† Each **Scroll** uses an individual **Equipment Slot** unless stored in a **Tome**.


Power

d4 + Wit (Reroll Every Rest)


Feats

Choose one Feat from the Feat Table. You must meet the requirements in order to choose it. Feats may be awarded as a narrative achievement.


Crushing

- 
1. Hit in the gut. Lose next round coughing blood.
 - 2-3. Knocked out for d4 rounds.
 4. Shattered limb.
 5. Fractured skull. **Bleeding out in d4 minutes.** You'll hear a ringing forever.
 6. Caved-in skull. **Death in d2 rounds.**
 - 7-8. Hit to chest explodes heart. Blood gushes from your mouth, eyes, and ears.
 - 9+ Chest completely crushed. Your corpse is a blend of blood, bone, and equipment.


Puncturing

- 
1. Bullet lodged in your ribcage. Remove it before acting or become infected.
 - 2-3. Arrow to the knee. you'll limp even if you survive.
 4. Nicked an artery. If you move, you will **bleed out in d4 minutes.**
 5. You fall to the ground, test Toughness DR14 or loose movement from waist down.
 - 6-7. Shot lodged in eye socket. Brain leaking out. **Death in d2 rounds.**
 8. Headshot. Dead.
 - 9+ You're dead, ripped to shreds. Blood sprays everywhere.


Ripping

- 
1. Lose d4 fingers.
 - 2-3. Lose an eye or ear.
 - 4-6. Limb severed. **Bleeding out in d4 minutes.**
 7. Enemy's weapon gets stuck inside you. **Death in d4 rounds.**
 8. Main artery slashed. **Death in d2 rounds.**
 9. Decapitation.
 - 10+ Cut from neck to waist. Blood pools around your corpse, making ground slippery.


Burning

- 
1. Fumes close your throat. Toughness DR12 test to act again.
 - 2-3. Limb Destroyed.
 4. Nose and inner ear ruined. Deaf, can't smell, or taste. **Bleeding out in d6 minutes.**
 - 5-6. Skin melted. Bones turning to ashes. **Death in d2 rounds.**
 - 7-8. Blackened skin. Stench of burnt meat and hair. You're dead.
 - 9+ Burned to oblivion, along with everything you had.


Toxic

- 
- 1-2. Nauseated. DR+4 to any test until you drink fresh water and vomit.
 3. Immune system compromised. **Lose d2 Toughness.**
 4. Throat closes. **Death in d4+1 rounds without help.**
 5. Black goo spills from your eyes and mouth. **Suffocate in d2 min,** and can't see or speak.
 - 6-7. Multiple organ shutdown. Vomit everywhere. **Death in d2 rounds.**
 - 8+ Your insides liquify. Your skin comes off in patches as you collapse.

Tooth and Claw

- 
- 1-2. Beast latches itself onto your arm. Automatic damage until removed.
 3. Claw to the face. Eye destroyed.
 4. Torn limb. **Bleeding out in d4 minutes.**
 - 5-6. Shaken back and forth. **Bleeding out in d2 minutes** with the beast on top of you.
 7. Abdomen slashed open. Guts hang and blood spouts. **Death in d2 rounds.**
 - 8+ Face bitten off. Then head. Then neck. Gore galore.

Trauma

- 
- 1-2. Personality affected: **get a Bad Habit.**
 3. Panic attack, fight, flee, or freeze.
 4. Seizure for d4 rounds and chew your tongue off.
 - 5-6. Shattered mind, babble gibberish. **Decrease Presence by 1.**
 7. Drop your weapons and walk crying to the nearest sharp point.
 - 8+ Claw your eyes out and slit your own throat. **Anyone who sees you takes 1 damage.**

Equipment

Bear Trap		20s	DR14 to spot, d8 damage
Bound Tome		50s	10 pages, fits 4 scrolls
Rusty Caltrops	10 Stack	2s	d4 damage + infection on 4
Chalk	5 Stack	1s	
Cigar	4 Stack	14s	
Heavy Chain		10s	5m
Ink	2 Stack	10s	
Iron Nails	15 Stack	5s	10psc
Ladder		7s	
Lockbox		20s	Holds 2 normal-sized items.
Magnesium Strip	4 Stack	4s	d4 rounds
Manacles		10s	
Mirror		15s	
Parchment	3 Stack	25s	
Wire		20s	1m
Wooden Bucket		4s	
Torch	4 Stack	2s	
Waterskin		4s	4 days of water
Oil lamp		10s	
Sack		4s	Holds 6 normal-sized items
Backpack		8s	Holds 10 normal-sized items
Lantern Oil	4 Stack	5s	5h
Dried Food	8 Stack	3s	1 Day
Firesteel		4s	
Rope		4s	10m
Lard Candle	5 Stack	2s	
Shovel		6s	
Shears		9s	
Hammer		8s	
Crowbar		8s	
Fishing Net		5s	
Grappling Hook		12s	
Metal File		10s	
Warhorn		18s	
Lockpick	3 Stack	5s	
Toolbox		20s	9 nails, hammer, small saw, tongs
Whistle		3s	

Support

Life Elixir	20s	Regain d4 HP instantaneously.
Liquid Courage	18s	Removes a creature's morale for d2 hours. 2 doses.
Medicine Tin	23s	Regain d6 HP, 2d2 uses. d4 minutes to apply
Bandages	4 Stack	6s Regain d4 HP after resting.
Armour pins	10s	Increase armour tier for d2 days, but cannot heal while the pins are in place
Inky Ointment	35s	Removes Infection. Minute to apply. 3 uses.
Antidote	20s	Removes and prevents, the effects of poisons for an hour.
Salt	3 Stack	4s Good for Preserving 3 days of food
Whetstone	8s	Sharpens 10 weapons
Sewing Kit	8s	Sewing Needle, 1m Thread, scraps of cloth
Alcohol	6s	-4DR to Morale Tests, +2DR everything else.
Spare Armour Plates	18s	Repairs armour, But +2DR to Vigor until professionally repaired.
Shield	20s	-1 Damage. You can choose to ignore damage from one attack but shield breaks.

Poison

Black Ooze	20s	DR14 or d6 damage + blind for one hour. 2 doses.
Tears of SHE	60s	DR8 or ...
Fungal Rot	15s	DR12 or d4 damage + hallucinations for d4 hours. 2 doses.
Seeping Sap	30s	DR12 or +4DR to All Tests for d4 days. 2 doses.
The Blood	20s	DR12 or d10 damage. 2 doses.
Goblin Gum	15s	d2 damage. 2 doses.
Kölkyn Acid	35s	Reduces Armour by a tier. Difficult to Handle.
Ashen Salt	20s	Causes a morale test to anyone inhaling. 1 dose.
Sleeping Powder	20s	DR12 or fall asleep in d2 rounds.

Weapons

d2	Femur	-
d2+1	Knife	6s
d2+1	Throwing Knife	7s
d2+1	Sling	8s
d4-1	Staff	20s
d4	Arming Sword	5s
d4	Broadaxe	15s
d4	Javelin	12s
2d2	Razor Whip	28s
d4+1	Mace	25s
d4+1	Spear	14s
d6	Longsword	32s
d6	Bow	22s
d6+1	Warpick	48s
d6+1	Longbow	35s
d8	Battle Axe	40s
d8	Crossbow	42s

Heavy Weapons

d6	Pike (4m)	45s
d6	Bec De Corbin (Ignores Armour)	90s
2d4	Flail	43s
d8+1	Siege Crossbow	65s
d8+1	Pollaxe	73s
d10	Zweihander	65s

10 Arrows	10s
5 Bolts	10s

Repair

Armour

Tier 1 to 2	25s
Tier 2 to 3	40s
Special	70s

Weapons

Simple	10s
Complex	20s
Firearms	60s

Services

3s	Night in Hospice	30-60s	Bribe, Clerk
1s	Drink	5-15s	Bribe, Rabble
2s	Steady Meal	6s	Heal Wounds
		20s	Heal Disease
20-40s	Bribe, Guard	10s	Heal Hemorrhage

Blackpowder Weapons

- | Handgonne d6. 80s
- | Hand Culverin d6. One-handed. 160s
- | Culverin d8. 220s
- | Arquebus d10. 360s
- | Heavy Arquebus d12. Long Range. 480s Heavy

Bottled Fire d6. 60s
Small Bomb d10. 30s
Large Bomb 3d4
Roll another damage die on the result of 1. Repeat. 60s
Flash Bomb d2
DR16 or blind for d2 min. 60s

- | Dragon
2d4. Uses 2 shots per load. Deals full damage in melee range or 1 damage die to each of two adjacent targets at range. One-handed. 400s

- | Blunderbuss Heavy
2d6. Uses 2 shots per load. Deals full damage in melee range or 1 damage die to each of the two adjacent targets at once. 500s

- | Mortar Beyond Heavy
4d8. Must be rolled around using a pack animal. Arcing Trajectory.
Action to aim, action to fire. Inaccurate. d4+1 minutes to reload. 1800s

- | Ribauldequin Heavy
6d6. Uses 9 shots per load. Roll an attack against every target in front of you, then divide damage by the total number of targets or 3, whichever is higher. Round up. d4+3 minutes to reload. Small Shots to load. 1200s

- | Cannon Beyond Heavy
4d10. Must be rolled around using a pack animal. Action to aim, Action to fire. Deals d8 damage to the idiot standing directly behind when it fires. d4+1 minutes to reload. 2000s

- + Blackpowder weapons have LOUD and explosive results, Lesser creatures roll morale when fired at.
- + Most of these weapons fire once before needing to be reloaded, which takes d6+2 rounds by default.
- + You can't reload with an enemy within melee range.
- + All blackpower weapons Ignore Armour.

Lead Shot	2s	4 Stack
Cannonball	30s	Heavy
Small Powdershot	5s	4 Stack
Large Powdershot	10s	2 Stack
Cannon Shot	60s	
Powder Keg	800s	Heavy

Weapons with max damage higher than 8 need LARGE powdershots to load

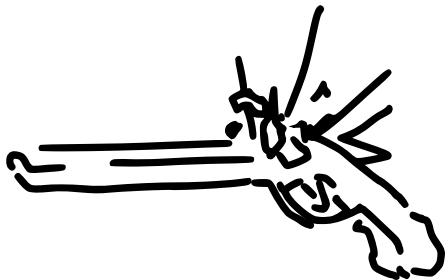
Ammunition

Carcass Heavy
Used like a cannonball, explodes on hit, setting everything ablaze. d4 damage every round. 300s

Misfires d12

Caused by fumbling with a Friearm

1. You get sparks in your eyes. All Sense tests are +2DR until next time you heal.
2. It doesn't fire. Will need to be fully cleaned and repaired before being used again.
- 3-4. The gun EXPLODES. Everyone nearby must test DR14 agility or take half damage, you automatically fail.
5. Every character tests agility, lowest gets hit.
6. Fails to fire, goes off later, in d4 rounds.
- 7-8. All of your powder ignites. Take 1 damage for every small powdershot, 2 for large, and d8 for cannon shot.
9. The gun EXPLODES, dealing it's damage to the wielder.
- 10-11. The weapon doesn't fire. You must spend the next round fiddling with the mechanism to shoot again.
12. Roll twice and combine the effects.



Imagine that there's good art here

~~UNCLEAN SCROLLS~~

020

Numbers in parenthesis are the power cost

- 1 PALMS OPEN THE SOUTHERN GATE: (2) Ball of fire erupts dealing d8 damage around it
- 2 TONGUE OF ERIS: (1) A creature of your choice is confused for d10 minutes
- 3 TE-LE-KIN-ESIS: (1) Move an object (no heavier than a donkey) up to d10*3 meters for 4 minutes
- 4 LUCY-FIRES LEVITATION: (3) Hover for Instinct + d10 rounds
- 5 DAEMON OF CAPILLARIES: (2) One creature suffocates for d6 rounds, they panic gasping for breath
- 6 NINE VIOLET SIGNS UNKNOT THE STORM: (1) Produce a lightning bolt dealing d6 damage at it's path
- 7 METZHUOTL BLIND YOUR EYE: (3) A creature becomes invisible for d10 rounds or until damaged, attacking/defending with DR6
- 8 FOUL PSYCHOPOMP: (1) Summon d4 skeletons (they do not obey you and attack everyone)
- 9 EYELID BLINDS THE MIND: (2) d4 creatures fall asleep for 1 hour unless they succeed DR14
- 10 DEATH: (5) All creatures within 10m die, Turning to pale ash
- 11 SELF IMMOLATE: (3) You erupt in flames losing d4+1 HP, everyone closeby takes d10 damage
- 12 IMMATERIAL FLUTTER OF TIDES: (1) All creatures test DR12 or lose all their POWER, you automatically fail
- 13 BERGEN STONE ENTOMBS: (2) Turn a creature or item you touch into a stone statue for d8 rounds
- 14 BLAZE SEAL THE GATE: (1) Fire can't hurt one creature for d6 rounds
- 15 FALSE STIMMT: (2) One creature must only speak lies for d6 minutes
- 16 REND THE SEALS: (1) Unlock a single lock, or disarm a trap
- 17 VAMPIRIC SEEP: (2) Steal d6 hp from a creature
- 18 SEVEN SHACKLES OF AGONY: (2) Bind a creature with yourself, for d4 minutes any damage dealt to you will also be dealt to them
- 19 MINDS VIGIL: (1) Cause a creature to be unable to sleep for d6-Sense days, -2 to DR every day
- 20 LIES: (-d4) BUT exceeding 5 + Wit turns the wielder into black ashes

You know what, Have this



Sacred Scrolls d20

- 1 GRACE OF A DEAD SAINT: <3> d2 creatures regain d10 hp each
- 2 GRACE FOR A SINNER: <1> A creature of your choice gets +d6 on one roll
- 3 WHISPERS PASS THE GATE: <2> Ask three questions to a deceased creature
- 4 AEGIS OF SORROW: <3> A creature of your choice gains 2d6 extra hp for 1 minute
- 5 UNMET FATE: <5> One creature is awakened with terrible memories. If they have been dead for longer than 10min, or consumed by flames, you must succeed DR18, or this scroll crumbles to ashes
- 6 BESTIAL SPEECH: <2> You may speak with animals for d20 minutes
- 7 FALSE DAWN/NIGHT'S CHARIOT: <1> Light or pitch black for 2d6 minutes
- 8 HERMETIC STEP: <1> You find all traps in your path for 2d10 minutes
- 9 ROSKOE'S HOLLOW OFFER: <3> Switch 2 similarly sized creatures' health, they must not have seen the shimmering fields
- 10 ENOCHIAN SYNTAX: <4> One creature blindly obeys a single command
- 11 ICH-BIN-LUFT: <1> Become invisible for the next d2 rounds, attacking/defending at DR6
- 12 DISCOMBOBULATE MESSIAH: <0> One random creature regains d6 hp
- 13 GRACEFUL KHLOSTÜK: <3> A creature of your choice does double damage for d2 rounds
- 14 BLIND EYES SPOKE THE TRUTH: <2> One person speaks whatever they are thinking outloud for d6 minutes
- 15 HERMIT'S EYES: <2> Switch eyesight with one other creature for d10 min
- 16 LIGHT OF SHE: <2> Everyone near makes a DR15 Tenacity test, or becomes mad with fear for d2 rounds
- 17 STALWART AMALGAMATE: <4> The target's armour goes up 1 tier for d4 days, but all Vigor tests are made with +4 DR
- 18 THE GAZE OF HE: <2> If the target has morale, they go berserk for d4 turns
- 19 EYES LIFT THE GATE: <2> See the invisible and shrouded for 2d8 minutes.
- 20 DIES IRAE: <0> Regain an Omen... BUT...