

THE BLACK AND WHITE HACK

# MACCHIATO MONSTERS

A Lost Pages Book, Extranumero Issue

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Allergy advice: the “OSR Toy” logo contains Gorgonmilk

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# WELCOME!

**Macchiato Monsters** is a collection of rules for adventures in a dungeaverse built around the characters. To play, you need to be familiar with tabletop roleplaying games of the old school variety. All the rules I need as a referee are within these pages, but as you're not me, you may want to ignore or replace some of them. That's perfectly fine. It's what old school gaming is about.

Whether you got this book to start a campaign from scratch, play in an existing setting, or customise your own ruleset, I hope it'll be of use.

## What I stole

As the name suggests (perhaps too subtly), **Macchiato Monsters** was originally an adaptation of **The Black Hack** (Black), with the classes and magic system from **Whitehack** (Mehrstam). Both of these are inspired by **the original fantasy game** (Gygax & Arneson). Macchiato Monsters became its own thing through playtesting and experimenting. Along the way, I drew from **the B/X boxes** (Moldvay, Marsh & Cook), **Into the Odd** (McDowall), **NanoChrome** (Grümpf), **Maze Rats** (Milton), and probably a few more.

During development, I ran material from classic and OSR products: **A Red and Pleasant Land** (Sabbath), **Keep on the Borderlands** (Gygax), **Planète Hurlante** (Batronoban), **Ravenloft** (Hickman & Hickman), **RND** (Stieha), and **Yoon-Suin** (McGrogan), as well as the literary works of Vance and Burroughs.

## Definition of Product Identity

This game is released under the Open Game License, so let me just say that the art, logos and the name Macchiato Monsters are Product Identity. The rest is up for grabs as long as you respect the terms of the OGL (see page 32).

**These people deserve a coffee for helping out and playtesting:** Nali Bencheikh, Léandre Bernier, Bruno Bord, Fabrice 'Kahlong' Brabon, Sophia Brandt, Jerzy A. Brzozowski, Matthieu Chalaux, Peggy Chassenet, Docteur Chestel, Sébastien 'Minu' Chianese, Michaël Croitoriu, Coralie David, James Dingo, Cyril Feillet, Didier Fontana, Quentin Forestier, Jeremy Friesen, Guillaume Jentey, Khelren, Loïc Girault, Olde House Rules, Paolo Greco, David Grossoleil, Maël Kavian, Eric Lamberti, Jérôme Larré, Sébastien Latour, Côme Martin, Mathieu Mazzoni, Magi Max, Ghislain Morel, Philippe Morlaas, Ray Otus, Antoine Pempie, Joel Priddy, Amy Robson, Gaël Rouzic, Alexandre Sauter, Roland Scaron, Gherhard Sildoenfein, Chris Stieha, Nathanaël Terrien, Gianni Vacca, Bastien 'Acritarche' Wauthoz, Whidou Whadou, Sean Wills, Tom Z. And soon, hopefully, you.

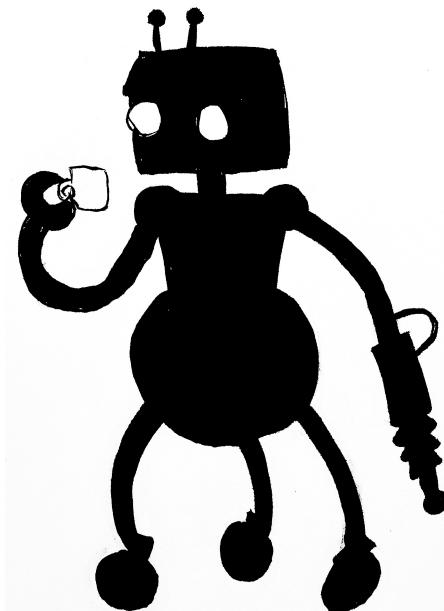
## This is a living beta

I have been running **Macchiato Monsters** non-stop for over a year in various settings. I am still ironing out the kinks with the help of some fearless referees. Welcome to the club! Any feedback you may have is appreciated. You can get in touch via email ([eric@nieudan.com](mailto:eric@nieudan.com)) or find me **on Google+**. What I'd specifically would like to know:

- Game context: homebrew setting, published module, converted campaign?
- Your degree of experience in RPGs and old school gaming, and your players'.
- What didn't work for you at the table?
- What was unclear or nebulous?
- What changes did you make to the rules?
- Would you play again?
- If I have more questions, I'll include them on the web page linked below.

## Get the campaign tools

The finished book will include over 20 additional pages of tables and suggestions, useful for prep and at the table. As an example, I included the Sandbox Worksheet I use for one-shot adventures at the back of this edition.



# CORE MECHANICS

## Stat checks

Whenever your character is in danger, or is attempting something risky, you make a stat check. Roll d20 under (or equal to) one of your stats, chosen by the referee. The referee narrates how it goes, but they can always ask for your input. Critical rolls (1 on the die) and fumbles (natural 20) double the effect or damage. They can also bring an interesting consequence or side effect into play.

## Advantage and disadvantage

To reflect difficulty, situation and other external factors, the referee will sometimes give you advantage or disadvantage. Roll two dice instead of one.

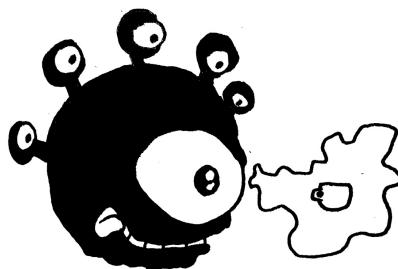
- If you have disadvantage, keep the best result.
- If you have advantage, keep the worst result.

## Risk dice

A risk die, or dR, can be of any polyhedral type (d12, d10, d8, d6, d4). As you will see throughout these rules, sometimes risk dice are rolled to get a value (such as armour), other times just to know how close to a certain threat or event the characters are. Whatever the reason, on a result of 1-3 the die is stepped down (meaning it drops by one type: d12 becomes d10, d10 becomes d8, etc.). A dR cannot go below d4; the specific rule for each risk will tell you what happens then.

In general, assume a 1-3 means an escalation of the risk, and the maximum number is a lucky break (you can assume a 3 is better than a 2, which is not as bad as a 1). If a risk die is stepped down to nothing, the crap hits the blade barrier. Keep this in mind when you need to interpret the result for a dR you just made up, or if you don't have the right table handy.

**Text conventions.** In this book, 'you' is addressed to the player. Boxed text like this is an optional rule or a piece of advice, both addressed to the referee. From page 27 on, the text assumes the referee is reading (players shouldn't look at monsters stats anyway).



# MAKING A CHARACTER

1. Roll 3d6 in order for STRength, INTelligence, WISdom, DEXterity, CONstitution, and CHArisma. Swap two scores if you like.
2. Come up with a trait (a race, occupation, background, or faction)
3. Record your hit die, armour and weapon training (all d6)
4. Choose two (or the same entry twice):
  - Add 1d4 to a stat that is 10 or less
  - Write down another trait
  - Gain a hit die
  - Magic training: come up with two spells (see magic rules)
  - Combat training: step up your hit die
  - Specialist training: come up with an ability (1/day)
5. Roll your hit dice for your current hit points total. You can spend 1 point of CON to roll again (keep the best result).
6. Roll for languages and ask the referee about alignment in their world.
7. Roll for your equipment, weapons, and armour (pages 8-9). Talk to the referee and decide what your gear says about your character.

For level zero characters, skip step 4 and only roll d4, d6, and d8 on the equipment tables. You may want to let players who have no idea for their character roll their equipment first.

## Levelling up

Every new level, choose two (each entry only once):

- Add 1 point to a stat of your choice (to a maximum of 18)
- Gain one hit die. Roll your hit dice and record your new hit points total (if better than previously)
- Learn a new spell (magic training required)
- Gain one attack, mêlée or missile (combat training required)
- Gain an ability, and an extra use for an existing one (specialist training required)

At levels 4, 7, and 10, take another trait or choose a training

## Traits

Traits are what define your character: origins, factions, occupations, etc. They tell us:

- what your character **is**: dwarf, green Thark, or dandelion pixie.
- what your character **does**: trader, witch, duke... even cleric, thief, or magic-user.
- what your character **belongs to**: organisations that provide resources and help.
- where your character **comes from**: a city, a forest, a distant moon.

The referee will have questions about your traits; answer them to make sure everyone is on the same page. Your ideas help building the setting. Don't panic if you don't have all the answers now. The details will emerge through play.



Whenever you make a check in a situation where your trait is relevant, you get advantage (or avoid getting disadvantage). A trait will also allow you to roll for actions that another character wouldn't be able to attempt, such as climbing vertical walls, or taming an astral slug-dragon.

Sometimes, the referee will give you disadvantage because of a trait (for instance if you're a known member of a thieves guild negotiating with the Church of Law, or a giantkin trying to disappear in a crowd).

### **Combat training**

Each time you take combat training, step up your hit die (from d6 to d8 to a maximum of d10). Combat training also gives your character the ability to wield better weapons and wear more efficient armour. The maximum armour or damage die you can have is equal to your hit die type.

### **Specialist training**

A specialist ability reflects your character's unique skill. It works once a day and, unless it's a really impressive feat, does not require a check. Talk with the referee to establish what it does, especially if there is a mechanical advantage or if it breaks the rules in some way.

Some ideas: faithful pet, resist pain, twin weapons, silver tongue, detect lie, light sleeper, trick shots, martial arts, acrobatics... Use other games for inspiration.

An ability is the only way to get advantage on combat checks (without taking risks). This has to reflect one of the character's traits, however. For example, an assassin can backstab a guard if undetected, or a duellist can feint when fighting a sentient adversary with a rapier.

**Lethal abilities.** You can allow a character with specialist training to trade advantage in combat for double damage.

## Magic training

Spells are freely described in a few words, such as Control Undead, Sense Magic, Battlefire, Summon Animals, Flight... You come up with the spells your character knows. The more precise the wording, and therefore the narrower the focus of the spell, the easier it is to use. See magic rules for details (page 17).

**Player rumours.** You can let the adventurers fill in the blanks whenever they hear about a place, a monster, or a culture you haven't defined yet. Have the character who might know about it (via a trait or otherwise) check INT.

- On a success, the player gets to say something that is at least partially true. Ask them more questions if needed.
- On a failure, someone else (you or a player) can say something that is not entirely true.

## Languages

Your character speaks either some form of common tongue, or the language of their native culture. At creation, check INT, WIS, and CHA. Each success gives you an extra language. The referee will say if languages need to be decided before the game starts or if you can do so during the adventure.

# GEAR AND GOLD

You start with randomly determined stuff, including armour and weapons. Roll one of each d20, d12, d10, d8, d6, and d4 however you choose on the tables below. Rolling several dice on the same table gets you several items. You do not have to roll on every table.

Beginner adventurers often have to make do with what they can find. Making up a reason for having unlikely items will add colour to your character. If you end up with a weapon or suit of armour your character couldn't use (i.e. with a die higher than your hit die), the referee may let you swap it for something else.

## Equipment and food

1. Bread and ham d4, ragged cloth bag, sock filled with pebbles.
2. Dry biscuits and nuts d8, backpack, blanket, rope d10, pilgrim hat.
3. Jar of snail soup d6, ox, rolled up carpet, 2 sacks, crowbar.
4. Boiled turnips and butter d6, empty saddlebags, bedroll, 2 bear traps.
5. Liver and tomato sausage d4, torches d6, grave robber's tools d8, iron spikes.
6. Dried beans and salted meat d8, calligrapher's tools d8, holy symbol d6, lantern & oil d8.
7. Freshly killed rabbits d4, traps, sack, bedroll, candles d4, dice.
8. Dried apples d8, shepherd's dog, backpack, tent d10, torches d6.
9. Road bread and salted fish d8, large net, bounty letter, manacles.
10. Flour and dried meat d4, old horse, rain coat, torches d6.
11. Boar terrine and ale d6, holy water d6, alchemist's tools d8, candles d4.
12. Confit duck and cabbage d6, bag of charcoal, fishing pole, playing cards.
13. Fresh bread and fruit d6, oil lamp d4, local map, shovel, rope ladder.
14. Live hen in a cage d6, bedroll, torches d6, cook's tools, tarot cards.
15. Blood sausage and bad wine d6, locksmith's tools, backpack, lantern & oil d8.
16. Honey and lemon cakes d4, beautiful travel clothes, war horse, magical ingredients d8.
17. Spicy otter pies d6, courtier's tools d8, fine cloak, songbird in a cage.
18. Fish cakes and dry wine d6, con man's tools, rope d10, loaded dice.
19. Sealed meals d8, scroll maker's tools d8, wizardly hat, spyglass, magical ingredients d8.
20. Peppered cheese and cider d4, fine horse, cartographer's tools d8, torches d6.

## Wealth and valuables

1. A piece of string and a tooth
2. A bag of rusty nails
3. Furs worth copper d10
4. Pocketful of copper d6
5. A length of silk worth silver d10
6. Funeral urns worth silver d6
7. Stack of encoded letters, bag of silver d4
8. Leather pouch of silver d8
9. Religious books worth silver d12
10. Large bag of silver d10
11. Stolen jewellery worth silver d12
12. Embroidered pouch of electrum d6
13. Fancy clothes worth electrum d8
14. Electrum ingot worth d10
15. Velvet bag of electrum d10
16. Signet ring worth gold d8
17. Money belt with gold d4
18. Strongbox of platinum d6
19. A portrait of you, bag of gems d4
20. A rare magical scroll, pouch of silver d6

## Mêlée weapons

1. Cudgel or stick d4
2. Dagger or poniard d4
3. Whip or scourge d4
4. Hatchet or mace d6
5. Voulge d6\*
6. Short sword or sax d6
7. Quartermaster d6
8. Rapier or cutlass d6
9. Spear d6/d6\*
10. Bill-hook or corseque d8\*
11. Dane axe or warhammer d8/d8\*
12. Long sword or scimitar d8
13. Mace or hammer d8
14. Pike or halberd d8\*
15. Bec de corbin d8\*
16. Bastard sword d8\*
17. Lucerne hammer d10\*
18. Lochaber axe d10\*
19. Morgenstern or heavy flail d10
20. Flamberge or zweihander d10\*

\* advantage to damage, disadvantage to stat check

## Missile weapons

1. Polished rocks d4 (bag d10)
2. Throwing knives d4 (belt d4)
3. Darts d6 (quiver d6)
4. Sling d4 (bag of stones d10)
5. Hand crossbow d6 (bolts d8)
6. Duelling pistol d6 (powder and bullets d4)
7. Bolas d4
8. Javelins d6 (quiver d4)
9. Long bow d8 (arrows d8)
10. Blunderbuss d8 (powder and nails d4)
11. Horse pistol d8 (powder and bullets d4)
12. Nomad bow d6 (arrows d8)
13. Throwing axes d6 (belt d4)
14. Heavy throwing blade d6
15. Repeating crossbow d8 (bolts d10)
16. Grenades d10 (belt d4)
17. Crossbow d10 (bolts d8)
18. Atlatl d8 (javelins d6)
19. Heavy crossbow d10\* (bolts d6)
20. Musket d10\* (powder and bullets d4)

\* advantage to damage, disadvantage to stat check

## Armour

1. Ill-fitting helmet d4\*
2. Buckler or leather shield
3. Hide tunic and fur hat d4\*
4. Leather coat and round shield d4
5. Gambeson or padded leather d4\*
6. Cuir bouilli d6
7. Leather harness d6
8. Studded leather with shield d6
9. Breastplate d6
10. Ring or splint mail d8
11. Scale mail or lorica d8
12. Breastplate with helmet and shield d8
13. Mail shirt with helmet d8
14. Mail and leather with shield d8
15. Hauberk with round shield d8
16. Rusty composite plate d10
17. Breastplate and mail with coif d10
18. Heavy half plate with tower shield d10
19. Adorned platemail with kite shield d10
20. Full plate with heater shield d10

\* Combine with other armour to step up your risk die to a maximum of d10

**Option: black powder weapons are...** Deadly: double the damage rolled. Unreliable: damage is a risk die; clean your gun to refresh the die. Noisy: After a fight, the referee automatically rolls the encounter risk die (see page 21).

## Encumbrance

You can comfortably carry one item per CON or STR point (your choice). Armour doesn't count towards this number. If you're willing to be encumbered, you can carry a number of items equal to your STR+CON.

When encumbered, the referee may give you disadvantage on checks involving freedom of movement or fleetness of foot. Your travelling speed is reduced as well (see *Wilderness travel*, page 23).

## Wealth: bags of coin

In **Macchiato Monsters**, we record wealth and treasure as bags of coin. Each bag, pouch, sock, etc. has an associated risk die, just like arrows or rations. You may have a pouch of copper  $d6$  at your belt, or find a bag of gold  $d10$  on a dead ogre.

The type of coin indicates the goods and services you can buy with it (see the table opposite). These are copper (CP), silver (SP), electrum (EP), gold (GP), platinum (PP), and myth-metal (MP).

To buy something when you have the right coin or above, roll the dR.

### Splitting and merging bags

You can merge two bags of the same value (and the same metal) to get a bag of the next type. For example, two purses of gold  $d4$  will get you a pouch of gold  $d6$ .

To split bags, take the die's maximum result and divide it however you want. A chest of silver  $d12$  could be split into two bags of silver  $d6$ , three pocketfuls of silver  $d4$ , or a bag of silver  $d8$  and a pouch of silver  $d4$ .

### Selling your loot

Valuable items are treated as bags of coin: a statue worth electrum  $d8$  for instance. If you use it to pay for something, assume you sold it for the equivalent in coins. The referee can allow bargaining (with or without a CHA check) to get more.

**Exchange rates.** A bag of coin  $d12$  can be exchanged for a  $d4$  of the next higher coin. A character can also buy a bag of a lower denomination (see table opposite) like they would any other item. This is useful when they don't want to risk their platinum just to buy lunch.

**Example:** Babakoa the knight wants a suit of plate mail. She has a bag of silver  $d12$  and a pouch of gold  $d6$ , but needs electrum. She can either pay in gold (rolling her gold dR), use her gold to buy a bag of electrum from the equipment list (rolling her gold dR for the purchase, then her new electrum  $d6$  to get the suit of armour), or convert her silver  $d12$  into electrum  $d4$  and buy the plate mail with that. She chooses to buy an electrum bag with her gold and rolls 2. She now has gold  $d4$ . The GM, always willing to let rolls inform the fiction, explains that the gnomes she went to looked distressed, and may have charged her more than usual.

Coin	Weapons and armour	Equipment	Lodging (week) and food (day)	Services	Money (optional)
CP	Simple weapons, leather armour	Consumables, d4 components	Kitchen floor, bread, soup, tea	Information from a beggar or urchin	-
SP	Common weapons and armour	Regular gear, magic focus, d6 components	Common room, stew or pie, ale	Armour and shield repairs	Copper d6
EP	Plate mail, guns, two-handed weapons	Quality gear, d8 components	Private room, roast meat, pudding, wine	Potions and scrolls	Silver d6
GP	Fine weaponry, ornate armour	Exceptional items, d10 components	Luxury room, venison, fine wine	Spy, oracle, high-level bribe	Electrum d6
PP	Custom made	Magical items, d12 components	Your own valet, fancy elven cuisine	Raising a friend from the dead	Gold d6
MP	Enchanted to specifications	Unique artefacts	Palace, owlbear terrine, virgin tears	Everything has a price and you can afford it	Platinum d6

## Equipment lists

Most expendable items have a risk die. Roll it after every use (or after combat); if it is stepped down below d4, you've run out.

Weapon damage dice are not risk dice. That said, the referee may want to have you roll damage as a dR when your character is stupid enough to parry a minotaur's axe with a rapier.

**Random availability.** You can equip NPCs and stock shops with the random tables on page 8 and 9. The richer the person, the higher the die you roll (for hirelings, use their risk die – see page 25). For shops, consider that all the results below your roll are available.

**The dice build the world.** The bags of coin system may feel weird to certain players. Don't use it if it doesn't work for the group. But these rules can bring colour, detail, and plot hooks to your game:

Your night at the inn cost you all your silver while the rest of the party didn't seem to lose anything? Well the innkeeper might be biased against half elves like you. Should someone say something to that racist arsehole?

There isn't enough electrum to share among all of you. Are you going to sell it for gold, rent a small house for the group, or share it anyway, and promise Sergeant Tam again that she will get the first magic weapon you find?

Weapons (mêlée / missile)	Damage
Dagger, knife, blackjack / Dart, sling	d4
Short sword, quarterstaff*, club / Javelin, short bow	d6
Sword, mace, spear, polearm*, axe / Longbow, crossbow, pistol	d8
Great sword*, battle axe, lance, flail / Musket, heavy crossbow	d10

\* advantage to damage, disadvantage to stat check

Armour	Risk die
Gambeson, hide, leather armour	d4
Studded leather, ring or scale mail	d6
Chain hauberk, half-plate mail	d8
Full plate mail with helmet	d10

Item	dR*	Notes
Arrows or bolts	d8	roll at the end of a fight, or to add to damage
Backpack	-	carry 2 extra items
Bag of coins	d6	roll for advantage when bribing, negotiating, etc.
Booze	d4	how many people get advantage to morale, resist fear, etc.
Coffee beans	d6	how many people get advantage to resist sleep, drowsiness
Holy symbol	d6	number of extra targets to turning spells
Holy water	d6	2dR damage on one undead, demon, etc.
Iron spikes, caltrops	d6	area covered in square metres
Lantern	-	roll oil dR when resting
Mule	d8	carries 10+dR items. Risk die is for obedience
Oil	d8	dR damage for 2 rounds
Powder and bullets	d6	roll at the end of a fight
Rations or food	d6	roll every day or to recover hit points
Road rations	d8	roll when making camp
Rope	d10	number of people who get advantage using the rope
Specialised tools	d8	get advantage to a type of task (lock picking, alchemy...)
Tent	d10	extra HP regained after a full night (divide amongst PCs)
Torches	d6	roll when you rest or to deal damage

\* on average – other quantities are possible

## EXPERIENCE AND GOALS

Characters level up after reaching a number of goals equal to their next level. Each goal is defined by the players with the referee's approval. Some examples: clear a goblin nest, rescue a lost knight, find out who killed the innkeeper, explore a portion of wilderness, bring back enough gold to fund the next expedition, travel through a haunted forest, steal the duke's ring...

Some goals may be more difficult or time consuming than others. The referee should make sure that a goal requires one or two game sessions on average.

Start each session by listing the party's goals, adding new ones to the list. It's never too late to update the list if the characters accomplish something noteworthy that wasn't written down. A fair referee can also grant half-goals if you came close, but couldn't entirely cross an objective off the list.



# FIGHTS, AND HOW TO AVOID THEM

## Time, distance, and action

Wargames, being competitive, need specific rules for who can do what and go where in what amount of time. Roleplaying games, even the old school kind, are about meeting challenges and experiencing adventure. The referee should draw quick maps to help everyone understand the situation, but they should never let characters spend whole turns running towards enemies.

### Turns

Each player character gets a turn, until everyone has one. Then every adventurer still standing gets another turn – and so on. The turn order depends on who's doing what (see below). On your turn, your character can attack, move, cast a spell, reload a gun... anything that would be feasible in a few seconds.

**Make it clear.** Establish what the monsters are doing before asking the players how their characters react. Make sure they are aware of who is attacking them, how it is happening, and what they risk by rolling the d20 of Destiny.

### No square grids!

We don't bother with distance. Your character is able to move a few paces during their turn. If all you're doing during your turn is running, then you can go farther. How far? Ask the referee. Have them draw a map if the situation is not clear.

### Fighting for your life

Each turn, you roll the d20 only once. It's all or nothing. Use STR in mêlée and DEX with missile weapons. The situation may call for another stat (INT to find the best place to hide, WIS to call a spirit to your aid, or CHA for an attempt at intimidation – anything is possible).

- If your check is a success and you are attacking, deal your damage.
- If it's a failure, you get hit by whoever was attacking you and take all the corresponding damage.

### Tactical fights

Remember, as a general rule, traits do not give advantage in combat. But things like high terrain, cover, or shooting at an unsuspecting enemy might.

Disadvantage, on the other hand, is very common. To reflect a monster's combat skill, you roll with disadvantage whenever your opponent has more hit dice than you have levels (but only if the monster can defend itself). To avoid this, you have to gang up. Add up the levels and HD of everyone fighting the same opponent or opponents. If the total is equal to the monsters HD, you roll normally.

**Example.** Grym the level 2 shieldmaiden wants to charge a 4 HD ogre, ignoring his three goblin retainers. The referee warns the player that she will get disadvantage, and be subject to a lot of damage if she fails her check, since everyone will be fighting back. She could attack with her two spearmen, but the goblins would still tip the scales against her. The player decides to shoot at the goblins first, hoping to get them out of the picture.

## Taking risks

If you are willing to put yourself in harm's way for tactical reasons (charging, attacking recklessly, manoeuvring the enemy into a difficult position...), the referee may let you take risks:

- If your combat check is successful, you (or an ally) get advantage next turn.
- If it is a failure, you have disadvantage or some other unpleasantness next turn.

**Complex turns.** When a character is attempting several things in the same turn (jumping over an obstacle, avoiding arrows and attacking, all the while resisting a charm spell...) you can ask the player to roll a d20 for each action. List the checks needed and make them roll all the dice together. They must assign each result to a stat, effectively deciding what works and what doesn't.

Advantage and disadvantage adds one d20 to the pool, and the worst or best result is discarded before assigning results. Doing this often slows the game, but it's a neat trick to increase tension during these critical, all-or-nothing moments at the end of a session.

## Who shoots first?

**Macchiato Monsters** doesn't have an initiative system. We use common sense instead: a readied crossbow always shoots at a charging enemy before they can attack, a character drinking a potion while in mêlée will be attacked before the potion takes effect, the longest weapon attacks first, etc.

## Quick-and-dirty mass combat rule

Each unit (or side) has a risk die. Roll every turn or so. The higher roll has the upper hand: pushing forward, breaking lances, finding the high ground, etc. The referee uses this to colour the battlefield and give you exciting challenges during the battle. A unit whose dR goes below d4 is destroyed or routed. Characters actions on the battlefield can grant advantage to their side's dR, or disadvantage to the enemy's.

**Stamina and sanity.** Risk dice can model characters inner resources in a horrific situation, a duel of wits or a wrestling match. Just give everyone a dR based off the relevant stat: **d12 for 18 or more, d10 for 15-17, d8 for 11-14, d6 for 7-10, and d4 for 6 or less.**

Step the die up once for relevant traits. Roll the dice once a turn, or when something relevant happens, and describe the effects accordingly. When the resource is gone, the character goes mad, falls over with exhaustion, or just gives up.

## Armour

Armour works like extra hit points. Each type of armour has a corresponding risk die (see the equipment tables, page 8, 9, and 12). You don't know in advance whether your next opponent will be able to find the crack in your armour. Roll when first hit: that's how much damage your armour will soak during this fight. You'll roll again for your next fight, provided you had time to rest and strap your suit of armour back together.

As usual with risk dice, if you roll 1-3, your armour die is stepped down. It will need repairs to get back to its maximum dR.

### Armour weight

Add the armour die to checks whenever you are doing something it is not intended for (swimming, dancing, massages...). If you're wearing armour above your hit die type, add the die to all physical and magic checks – including in combat. Donning armour takes dR turns. Divide this time by half if you are assisted.

### Shields

Shields are handy to avoid javelins and arrows. The referee may let you get advantage when using yours in this way. Also, shields get splintered by axes and burnt to a crisp by dragon fire. You can sacrifice your shield to negate the damage from any one attack, as long as it makes sense in the situation. The referee will let you know if it doesn't.

## Wounds and death

At 0 HP you're unconscious, bleeding. Make a CON check to determine if you're still breathing. On a success, you have 1 HP and can be healed normally, but you've sustained a grievous wound: lose a level to represent the loss in abilities and stamina. Remove the corresponding advances and roll your new hit points.

The only way you can recover is by earning experience and levelling up again. Agree on what your injuries look like with the referee. Injuries can make some checks more difficult for you until you are fully recovered.

### Resting

When you take a few minutes away from danger, have a breather and a swig of mead. Your armour's dR refreshes (remember that it may have been damaged).

If you have food, you can roll its dR to recover hit points equal to the result. You can only do so every few hours. After a decent night's sleep, make a CON check to regain one hit die worth of HP. Roll with advantage if you are eating stew and sleeping in a comfy bed, and with disadvantage if your camp site conditions are particularly dreary.

# MAGIC, SPELLS, AND CHAOS

## Casting magic

To use one of your spells, you pay a hit points cost and make a d20 check. The stat used depends on your character concept and on the specifics of the spell.

Tell the referee what you are attempting. They may ask for clarifications before they tell you what stat to check, and what the cost will be. Make sure the referee understands what you want to do, and they will give you a fair number. The cost cannot exceed your remaining hit points. You can always dial back the effects you want in order to lower the cost.

If the spell's cost is greater than your level, you have disadvantage on the check. Spend the hit points before rolling.

- On a success, the magic takes effect.
- On a failure, it doesn't work, unless you let chaos come into play (see page 18).

Note that critical rolls have extra consequences:

- On a natural 20, the referee says what goes wrong or rolls on the mishap table.
- On a natural 1, you don't lose any HP.

**Specialist magic.** You can allow characters with traits such as *illusionist* or *pyromancer* to avoid rolling with disadvantage when casting a spell with a cost higher than their level. However, being specialised means lacking certain knowledge. A pyromancer would get disadvantage to know about water magic, or cast even low-powered water-based spells.



## The chaos risk die

The chaos risk die represents magic's stability in the area. It normally starts at d12, but some weird places and situations have a lower dR. If you want a failed spell check to have some kind of effect, roll the chaos risk die and let magic do its part.

### Spell mishap (chaos dR)

1. **Power surge.** No magic happens, but you regain the HP lost from the spell.
2. **Mistake.** The effect is reversed or dramatically altered.
3. **Mutation.** Your magic works, but leaves you with a scar, deformity, or oddity.
4. **Erasure.** The magic works but you forget the spell until you have a full night's sleep.
5. **Drain.** Lose points in a random stat equal to the initial HP cost. Recover 1 point per day.
6. **Pyrotechnics.** Loud, flashy and mostly harmless. Unless something catches fire...
7. **Weak spell.** Effects, area, number of targets, etc. are halved.
8. **Lack of control.** Your magic has a negative and annoying side effect.
9. **Power leak.** The magic works if you pay the HP cost again.
10. **Delayed action.** The magic takes effect... d4 turns from now.
11. **Bad aim.** The spell affects another target of your choice.
12. **BÄM!** The effects, number of targets, or size of the spell are doubled.

Depending on your setting, the chaos dR may be the same for everyone, or distinct for different types of magic (representing the gods' interest in mortals, or the psychic maelstrom, or whatever cosmic force present in your setting).

When a risk die is stepped down below d4, magic simply doesn't work on a failed check. Chaos dRs are refreshed (or not) at the referee's discretion, depending of what you do, where you go and how much magic you cast.

**Option: dangerous magic.** Only basic spells (1 HP) are safe. Players must roll the chaos dR for any magic that's more powerful than that. The HP cost is the result of the dR.

## Foci and components

To alleviate the cost of magic, most users of magic carry a bag of components or a focus such as a wand, orb, psi gem or holy symbol. It is a resource (with an associated dR) to draw mystic energy from.

Roll your components risk die to get extra points for paying magic HP cost. Just like your armour risk die, you only roll this dR once per fight or situation, when you cast your first spell.

**Components at character creation.** New characters with magical training should always be allowed to purchase components with their starting coin (see table page 11). Do remind them to roll a high enough die on the wealth table page 8!

## Some guidelines for spell costs

A basic spell (cost 1) takes a full turn to cast. It is instantaneous, targets one creature at a short range, deals or heals 1 damage, and/or has an inconsequential yet possibly entertaining effect. Increase the cost by 1 to 5 points for:

- generic wording (any use of a spell simply called Necromancy should add at least 2)
- fast casting time
- long range, extra targets or large area or effect
- damage or healing (d6, d6/2 levels, d6/level)
- targets with more HD than the caster has levels
- spell duration (one turn, minute, hour, day, etc. per level)
- fictional effects (charm, phantasms, summoning, scrying, etc.)

You can also decrease the cost if the spell takes a long time to cast, requires rare or expensive ingredients, or can only be completed in a temple or lab. If allowed in the campaign, healing spells should be limited to 1d6 per level. A character can only be magically healed once per fight. Remember:

- do not waste everyone's time counting beans
- do not tell the players exactly what you're doing; magic is mysterious and fickle

## Magical items

In **Macchiato Monsters**, each permanent item should have a unique power, name or reputation. The short sword Hillpiercer, which imbues its wearer with the capacity to see through a metre of stone or earth, is more interesting than a +1 blade. Some weapons have a better damage die, or give advantage to a check. A suit of magical armour has a better dR, or gives advantage to the roll. A magical shield can negate the damage from an additional attack before it is splintered.

**Risk dice and magical items.** You can use the risk die mechanic to handle charges in wands and staves (I sometimes do a combined damage-and-risk die). Intelligent items can have a loyalty risk die and a motivation, much like hirelings do (see page 25).

## Crafting magical items

Spend a week in a lab and make an INT check. If successful, roll your coins dR: gold for consumables, platinum for permanent items, myth-metal for powerful artefacts. On 1-3 you lose money as usual (your coin dR is stepped down). On a critical success, the item is sentient. On a critical failure, you created a cursed item.

### Crafting magical items (coin dR)

1-3 item has one use

4-5 item dR is d4

6-7 item dR is d6

8-9 item dR is d8

10-11 item dR is d10

12 item dR is d12

## EXAMPLE OF PLAY

Edith is refereeing for Opto the psionic *elf-bot* and Mazey the *explorer*, both first level adventurers. They have ventured in the Concrete Ruins and disturbed a nest of three magma bats.

Edith describes the situation. Mazey is attacked by one creature and Opto by two. Mazey's player says she wants to jump back and shoot the critter with her heavy pistol. It is a DEX check, with disadvantage since magma bats are 2 HD creatures. Unfortunately, the roll is a natural 20! Edith rules that the bat deals damage (4 on 1d6) and starts melting the explorer's blunderbuss (she decides that it drops from d8 damage to d6). Mazey's player rolls 3 for her leather armour, so she takes 1 damage. Her armour is gone until she gets a few minutes rest, and since she rolled a 3, the armour risk die is stepped down to d6. The mail will need some mending. Edith describes how the hellish beast is now clinging to the gun, biting Mazey's unprotected hand. Not the best start.

The referee turns to Opto's player: one monster has landed at his feet while the other hovers above his head, its mouth dripping lava. Opto wants to use his *Biohazard Field* spell to insulate himself from the heat. It's a new use for this spell, so Edith proposes d12 extra armour at 3 HP cost. After all, *Biohazard Field* is pretty vague. Furthermore, Opto is under attack, which means his INT check gets disadvantage. The roll is a miss, meaning Opto is going to take damage from both magma bats, in addition of the spell's cost. His player decides it is worth taking the risk to roll the chaos dR (currently a d12), instead of forgoing the effect entirely. He gets a 1: a power surge. The spell doesn't work and the dR is stepped down to d10, but at least Opto recovers his lost HP. The total damage from the monsters' attacks is 7, minus 5 for Opto's d6 armour.

With both characters injured and no armour left, the players agree that a hasty retreat is in order. Edith, being a heartless referee, explains it's not going to be that easy. Mazey and Opto have to run and jump among the rubble, while their pursuers are airborne, a cruel DEX check with disadvantage. But Mazey's player has a plan. She asks Edith if she knows of any way she could distract magma bats. Edith allows a rumour check with advantage (Mazey having *explorer* as a trait). It's a success, and Mazey's player says that the creatures like to eat metal, and are particularly fond of lead... which is why they prey on well-armed adventurers. The referee laughs, and rules that if both characters dump all their bullets to the ground, they can get advantage on their DEX checks.

Both players jump on the chance. The dice roll... Mazey makes it, but Opto doesn't. It is up to Mazey's player to decide if she wants to turn back and help when the bats catch up on her friend, or keep running for her life.

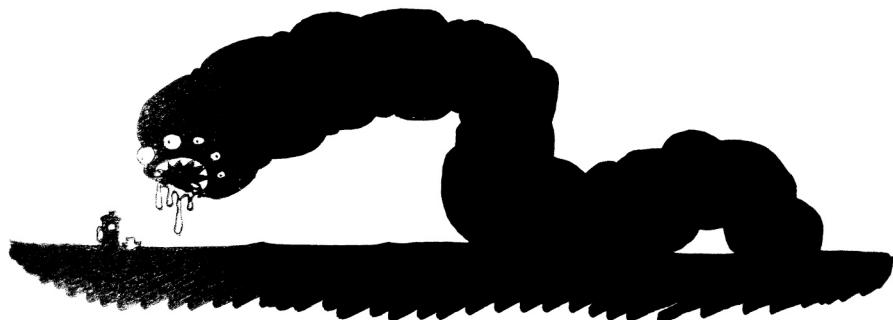
An adventurer's career is filled with hard choices.

# MONSTERS AND ENCOUNTERS

You will find monsters to use as examples for your own creations on page 27. If converting from other games, keep this in mind:

- Hit dice are d8s, unless monsters are especially resilient or fragile.
- For armour and shields, use the equipment table or simply roll 1 or 2 extra HD.
- Damage according to stat block or by weapon.

**Monster Magic.** Don't bother with magic rules for NPCs and monsters. The powers and spells in the stat block you're using will do fine. If you're statting up the monster yourself, have a clear idea of what its magic can and cannot do. When a PC is targeted by a spell during combat, I recommend allowing a saving throw if the spell has effects beyond mere damage. Otherwise just add the spell's damage to what a character takes if the player fails the combat check.



## Dungeon encounters

When you make noise or spend time looking for traps, resting, etc., the referee rolls an encounter risk die. The initial risk die depends on the dungeon: recently cleared ruins start with d12, overcrowded goblin lairs with d6. As usual, the die is stepped down on a result of 1 to 3.

- On a 1, an encounter takes place immediately.
- On a 2, monsters are close, and/or aware of your presence.
- On a 3, monsters are in the area. You may or may not find out about it.

When the encounter dR goes below d4, something happens in the dungeon. The alarm bell goes off, the summoning ritual starts... The referee may have prepared specific events, or just improvise. The die then goes back to its initial type.

It can be fun if the referee puts the die in plain sight, hiding their rolls but reminding everyone how likely a random encounter is at any time.

## Reaction

Monsters react according to the situation and their agenda. They should always be busy doing or looking for something. If the referee isn't sure, they can roll the current encounter risk die on the table below.

Checking CHA is a good way to decide if monsters are immediately aggressive, cautious, or open to parley.

### Encounter goal or activity (dR)

- |   |  |
|---|--|
| 1. roll d12 twice, mixing the results         | 7. looking for prisoners               |
| 2. looking for allies or help                 | 8. scavenging or hunting               |
| 3. moving out or escaping                     | 9. exploring                           |
| 4. raiding settlement or ambushing travellers | 10. fighting amongst themselves        |
| 5. running away from other monsters           | 11. resting or setting camp            |
| 6. driving intruders away                     | 12. looking for goods or gold to trade |

## Morale

Most monsters have a morale risk die. The referee rolls it every time the monsters take a sizeable blow, lose one of their numbers, or if they are surprised or peppered with magic missiles, etc. When their morale dR drops below d4, the monsters flee or surrender, as appropriate to the situation.

If they are able to communicate, a character can try to influence the monsters (usually with a CHA check) and step down their morale dR.

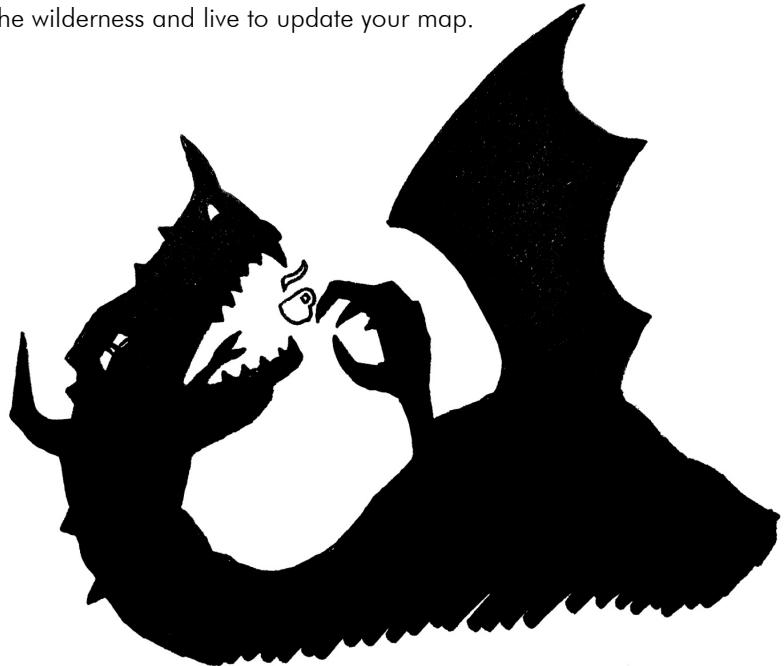
## Chasing and running away

Getting out of combat requires a DEX check, possibly dropping weapons or loot to avoid rolling with disadvantage.

Outside of combat, the party needs to make CON checks to evade pursuit. Being encumbered (see page 10) or having shorter legs can give you disadvantage. Catching up with fleeing monsters requires the same roll, and you get advantage if you are fleeter of foot than them.

# WILDERNESS TRAVEL

How to cross the wilderness and live to update your map.



A map is measured in 10 kilometre hexes (or squares). You travel 4 hexes a day, modified as below. The minimum distance is 1 hex.

## Daily travel modifiers

+2 mounted or on a boat	-1 heavy armour (d10 or better)
+2 forced march *	-1 encumbered
+1 on a road	-1 woods, broken ground, desert, hills
-1 adverse weather	-2 mountain, jungle, swamp

\* CON check to avoid getting disadvantage on most rolls until you sleep

Getting lost is a distinct possibility in the absence of a road, landmarks or a guide. One character checks INT (with a map) or WIS (without one).

- roll with disadvantage if they don't know the area, do not have a map/compass, or are in a hurry.
- roll with advantage if they have a trait such as Explorer, Ranger, etc.

## Wilderness encounters

Encounters depend on terrain: twice per day and once at night, the referee rolls an encounter risk die that depends on the terrain.

- Clear, grasslands, ocean: d12
- Woods, wastelands, lake: d10
- Hills, desert, river: d8
- Swamp, mountains, jungle: d6

An encounter takes place on a 1-3, and the die is stepped down for the next roll as usual. When the encounter risk die goes below d4, the referee resets the dR. An event can also take place like it would in a dungeon (see page 21).

- On a 1, you run into monsters (the referee decides or roll on a table).
- On a 2, monsters are somewhere close. Either side may know about the other.
- On a 3, monsters are in the area, but busy with something else. You may find just traces of their presence.



## Weather

**Macchiato Monsters** uses a risk die for weather conditions. In a temperate climate, spring and autumn are typically d10, summer d12, and winter d8. That said, weather dR varies widely with location.

Every day, the referee rolls the risk die and looks up the weather on the table below.

### Weather (dR)

- |                                 |                                       |
|---------------------------------|---------------------------------------|
| 1. Thunderstorm or blizzard     | 7. Overcast                           |
| 2. Same as yesterday but colder | 8. Dry, windy                         |
| 3. Rain or snow                 | 9. Sunny, warmer than normal          |
| 4. Colder than normal, windy    | 10. Warmer than normal, windy         |
| 5. Showers, no wind             | 11. Same as yesterday but much hotter |
| 6. Showers, windy               | 12. Freak weather event               |

On 1-3, the die is stepped down as usual. On the maximum result however, travellers get a break and their dR goes up by one type.

# • HIRELINGS AND FOLLOWERS

## Hiring followers

Follower wages range from daily pay in silver or gold, to equipment, to a lump sum (roll coin dR accordingly), or even a share of the treasure. The negotiation should be roleplayed out, and possibly concluded with a CHA check.

**Free follower!** If it's your first session and politics aren't going to be very prominent, everyone who chose an organisation or faction as a trait should get a follower.

## Followers risk die

A hireling has a risk die that represents both their skill and their loyalty. Typical villagers have d6, whereas professional adventuring staff will have d8 to d10. A d12 means a fanatic or some sort of madman. Double payment or other strong incentives increase the initial die by one step.

Whenever a hireling is hurt, does something dangerous that isn't part of their contract, or is otherwise in grave danger, roll their dR.

A follower's risk die is also rolled when using their ability if they have any (see table below), or if you want to improve their chances for a stat check (see page 26).

Availability*	Hireling abilities (dR)
1. <b>Torchbearer:</b> number of items they can carry (cumulative)	
2. <b>Spearman:</b> additional armour for the current fight	
3. <b>Scout:</b> hours ahead they recon on their own	
4. <b>Hedge wizard:</b> number of (very minor) spells per day	
5. <b>Halfling:</b> if cooking, number of rest CON checks that get advantage	
6. <b>Chaplain:</b> number of people protected from evil/chaos/etc. (adv. to resist magic)	
7. <b>Elf:</b> times they give advantage to a perception check	
8. <b>Bodyguard:</b> additional armour for their charge	
9. <b>Dwarf:</b> times they give advantage to a secret door check	
10. <b>Surgeon:</b> total hit points they heal after a fight	
11. <b>Burglar:</b> number of people who get advantage to sneak checks	
12. <b>Bard:</b> number of morale boosts per day (advantage on one roll)	

\* roll a few dice. The bigger the town, the higher the dice.

A hireling whose die goes below d4 quits or flees. Food, drink, a good night's sleep, the fulfilment of their goals, or a successful CHA check may bring a hireling's risk die back up by one type.

## Stats, checks and equipment

The player whose character hired a follower is in charge of rolling for them. When they need to check a stat, either use 10 as a target number, or 10+dR (at the risk of a step down).

As zero-level characters, they have d6 HP and one suitable trait. Their equipment is minimal: one decent weapon or suit of armour, rarely both. The referee may ask you to roll on the random equipment tables using your hireling's risk die.



# FIFTY MONSTERS

These are semi-original on purpose. Use them as they are, or reskin them to fit your campaign. The number or dice in brackets are for number appearing. Hit dice are d8 unless otherwise stated. The numbers in the margins are for the randomness addicts.

<b>Android bodyguard (1).</b> Rusty and out of touch. HD 6, armour 1d12, fists 1d8/1d8, laser 5d6, morale d12.	01-02
<b>Astral roc-whale (1).</b> Huge hollow bird sometimes used as a vehicle. HD 8, bite 1d10, claws 1d8/1d8, buffet (save or get sent tumbling), morale d10.	03-04
<b>Bear-tribe shaman (1).</b> Leads warriors and follows the Old Ways. HD 2, armour 1d4, club 1d6, fire magic 1d8, spirit possession (save or become his slave), morale d8.	05-06
<b>Brain ooze (1).</b> Intelligence proportional to size. There is a vast pool of it somewhere, plotting revenge against the vertebrate. HD 1d12, psionic blast 1d6+HD, morale d12.	07-08
<b>Cafeti��re assassin (1).</b> Tiny tin golem disguised as a kitchen appliance. HD 1, armour 1d8, scalding water 1d6, mechanical blades 1d4/1d4, morale d12.	09-10
<b>Cannibal urchin (3d6).</b> "I haven't eaten in two days, sir." HD 1d6, blade 1d4, traps and swarm tactics, morale d6.	11-12
<b>Centipede pixie (1d6).</b> Not all fairies are beautiful butterflies. HD 1, bite d4, camouflage, practical jokey magic (save or be embarrassed), morale d6.	13-14
<b>Cloudship freebooter (1d20).</b> Terror of the skies. HD 2, armour 1d6, cutlass 1d8, guns d6 to d12, morale d8.	15-16
<b>Copied worker (1d8).</b> Vat grown slave labourers. HD 1, club 1d4, morale d4.	17-18
<b>Crocmam stalker (1d4).</b> Likes to hide underwater and throw rocks at travellers. 2, bite and spear 1d6/1d6, morale d8.	19-20
<b>Crow goblin (1d12).</b> Twice as loud as regular goblin. HD 1d6, armour 1d4, or spear 1d6, taunt (save or attack relentlessly), morale d6.	21-22
<b>Dangerous rodent (2d6).</b> Aggressive and oversized. HD 1d4, armour 1d4, bite 1d6, disease 1d8.	23-24
<b>Demon sphinx (1).</b> Often found in evil temples. HD 7, claws d8/d8, power words of questioning and binding, morale 1d12.	25-26
<b>Doppelg��nger crook (1d4).</b> One should always play on one's strengths. HD 2-4, dagger d4, eat memories, morale d6.	27-28
<b>Frost Medusa (1d3).</b> Ophidian artist of the northern wastes. HD 4, snakes 1d6, hunting crossbow 1d10, gaze turns to ice, morale d8.	29-30

- 31-32 **Gale devil (1).** Air elemental used to power ships and level villages. HD 4-8, air blast 2d8, flight, carry people away, morale d10.
- 33-34 **Gelatinous sphere (1).** Faster than its cuboid cousin. HD 4, touch 2d4, paralysis, morale d12.
- 35-36 **Gnawer kobold (1d10 squared).** HD 1d4, armour 1d8, grappling hook 1 then bite d6, morale d6.
- 37-38 **Gnoll night-lover (1d4).** Tribal assassin. HD 2, armour 1d6, hooks and blades 1d6, various poisons, morale d6.
- 39-40 **Hobgoblin bushi (1d8).** Proud invader from the Eastern shores. HD 2, armour 1d8, katana or naginata 1d10, morale d10.
- 41-42 **Hobo ogre (1).** Wanders from cave to cave, helping monsters in need. HD 5, armour d6, weaponised tree 2d6, morale d8.
- 43-44 **Human bastard (varies).** Thug, guard, bandit, evil acolyte, etc. HD 1, armour 1d4 to 1d8, dagger 1d4, club 1d6, axe 1d8, morale d6 or d8.
- 45-46 **Hydra-eel (1).** Water elemental that goes shriek bite bite bite bite. HD 5 to 7, bite d8 (as many as HD), paralysing shout, drown, morale d10.
- 47-48 **Iron punk (2d4).** Steamborg savages from the Anarchy Dimension. HD 2, armour 2d6, hydraulic fists 1d6/1d6, morale d12.
- 49-50 **Leotaur (1d8).** Nomadic lion-men from the savannah. HD 3, spear 1d8, claws 1d6/1d6, morale d8.
- 51-52 **Magma hive (1).** These elemental bees will burn right through you. HD 2-6, flames 2d6 to 6d6, morale d12.
- 53-54 **Mantis mercenary (1d6).** With pre-installed armour and blades. HD 3, armour d8, razor claws d6/d6, morale d8.
- 55-56 **Onyx dragon (1).** Shiny and unstoppable earth elemental. HD 6-10, armour 2d8, sharp bits d10, sand breath 6d6 to 10d6, burrowing, morale d12.
- 57-58 **Orc pit fighter (2d6).** Unarmed and unrivalled. HD 2, fists 1d6/1d6, fierce battle cry (save or get disadvantage to next attack), morale d10.
- 59-60 **Planar explorer (1).** Weird foreigner with weirder magic. HD 2, armour 1d12, magic knife d10, teleportation and telekinesis, morale d6.
- 61-62 **Purple starman (1d12).** Technologically advanced invader. HD 3, armour 2d6, shocking wand d12, death ray, morale d8.
- 63-64 **Rustcopter (1d4).** Insectoid metal eater with a rotating tail. HD 2d6, armour 1d6, bite 1d6, rust (step down armour and weapons every turn), morale d6.
- 65-66 **Saberjaw (1).** Large predator. HD 5, claws 1d8/1d8, bite 2d8, morale d10.

<b>Sahuagin scout (1d6).</b> Fish anthropoid in breathing gear. HD 2, armour 1d8, spear d6, harpoon crossbow d8, survives 1d6 turns without water, morale d8.	67-68
<b>Serpent sorcerer (1d4).</b> Wields secrets as ancient as the world itself. HD 5, armour 1d10, stone staff 1d10, dark curses, morale d8.	69-70
<b>Shield goat (1d20).</b> Their horns form a large kite shield in front of their heads. HD 2, charge 2d6, hooves 1d6, morale d8.	71-72
<b>Skeleton soldier (3d6).</b> Cheap army for the frugal conqueror. HD 1, armour 1d6, rusty scimitar 1d6, morale d12.	73-74
<b>Snail horror (1).</b> Huge and slimy, a delicacy in certain circles of Hell. HD 9d10, armour 1d10, giant flails 1d10/1d10/1d10/1d10, morale d10.	75-76
<b>Spider princess (1).</b> Drifting from world to world on strands of astral silk. HD 5, armour 1d6, bite 1d8, poison, bargains and secrets, morale d8.	77-78
<b>Spirit of the restless (1d4).</b> The dead whisper insane things when you sleep. HD 3, claws 1d6/1d6, madness, morale d10.	79-80
<b>Templar of Khaos (1d8).</b> Nihilist in spiky armour. HD 3, armour 1d12, vicious looking sword 1d10, impervious to fire, morale d10.	81-82
<b>The useless (1).</b> Demon who passes as a follower and brings catastrophe. HD 2d12, sword 1d8, feed on luck, charm, morale d8.	83-84
<b>Thoul rider (2d4).</b> Evil raider sat on an undead troll-thing. HD 4, armour 1d10, lance 1d10, claws 1d4/1d4, paralysis, regenerates 1d6 HP per turn.	85-86
<b>Time guardian (1).</b> Non-linear mechanical being in charge of maintaining the timeline. HD 4d10, timewarp ray 1d12, slow life, morale d12.	87-88
<b>Urban giant (1d4).</b> A force of nature, tamed. HD 7d10, armour 1d10, oversized weapon 3d6, stomp 3d10, morale d10.	89-90
<b>Venomancer (1).</b> Drink the hag's tea and survive, she'll tell you your future. HD 3, sharp spoon d4, liquid hexes and powdered spells, morale d8.	91-92
<b>Werebadger (1d8).</b> Shy but dangerous lycanthrope. HD 3, bite 1d4, weapon 1d6, locked jaws, disease, morale d6 (d12 in lair).	93-94
<b>Wolf-tribe berserker (2d6).</b> Bloodthirsty primitive with a code of honour. HD 1d12, armour 1d6, crude iron weapon 2d6, morale d12.	95-96
<b>Woolly rhino mastermind (2d4).</b> Telepathic herbivore with an intricate society. HD 4, armour 1d8, trample 2d8, psi blast 3d8, morale d10.	97-98
<b>Zombie bomb (1d6).</b> A dead man and a powder keg walk into a dungeon. HD 1d12, axe 1d8, explosion 4d8, morale d12.	99-00

← weather dR

SANDBOX

map

**encounter**

activity (d3) →

1

2

3

1.

2.

3.

4.

5.

6.

7.

8.

event when below d4:

← encounter dR

## WORKSHEET

chaos dR →

### notes, characters & plot

*traps, dangers, rumours, etc.*

1.	4.
2.	5.
3.	6.

### adventurers' traits

weave as many as possible into your plot: races, professions, factions, etc.

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