

# Dark Catacomb

Survival Adventure Game



Don't fear the unknown, face it with respect.



# Dark Catacomb

## Player and Referee Manual

Guide and Rules for the Apocalyptic Role Playing Game

by

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**ALPHA level translate**

**Playtesting:** ...to be done...

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I am the Alpha and the Omega, says the Lord God,  
He who is, and who was, and who is to come, the  
Almighty! (Revelation 1:8)

Dark Catacomb is a role-playing game that touches on various religious themes. If this topic bothers you, I'm sorry. Change the game.

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In the beginning God created the heaven and the earth. The earth was formless and deserted, and darkness covered the deep, and the spirit of God was hovering over the waters.

God said, "Let there be light!" And there was light. God saw that the light was good and he separated the light from the darkness and called the light day and the darkness night. (Genesis 1:5)

Sloth: melancholic torpor, inertia in living and doing good works, laziness, indolence, laziness, listlessness, apathy.

## Introduction

exploration, colonization, liberation of regions, liberation of old cities, personal salvation  
far west

# Dark Catacomb - The Setting

?!

The setting of Dark Catacomb is heavily inspired by the Apocalypse of St. John and does not want to offend any believer. If you are curious about the setting, you can read St. John's Book of the Apocalypse in its entirety, there aren't many pages!

The true revelation will be reading the Doctors of the Church.

Personally, I found the Confessions of Saint Augustine and the spiritual exercises of Saint Ignatius of Loyola of great personal and educational interest.

I suggest you nourish your spirituality because, if you don't yet perceive it, it always needs inspiration and enlightenment.

## The Story

### The one you already know

*Dear children*

I leave you these few precious pages, because they are rare, so that you do not forget who you were, where you came from and where you are destined to go.

Even if you all know the broad outlines of what happened, it is appropriate to clarify and understand why we are here, why we have not gone further.

About 200 years ago there was the Apocalypse. Not the ecological and climatic one, not the cryptocurrency one, not the racial one but the one that the Lord our God had prophesied in Saint John. The true Apocalypse.

We will see the results again and probably forever.

Initially hail and fire mixed with poisonous substances fell on the earth, burning a third of the planet, a third of the trees and all the green grass.

Then a large meteorite fell into the ocean and a third of all seas became toxic, a third of marine life died and a third of all ships were destroyed.

Another great flaming star fell from the sky and affected a third of the rivers and water sources. These waters also became poisonous and many men died from drinking them.

At the fourth angelic trumpet a third of the sun, moon and stars were struck and the penumbra became eternal.

Then it was the turn of the well of the Abyss. The angel opened the well and from this came out first thick black smoke like a furnace and then locusts which must have caused a lot of suffering and pain but only to men and without killing them.

These horse-sized grasshoppers had long hair and dandelion teeth, chests like iron armor and the roar of their wings like that of airplanes.

Their king was the angel of the Abyss, who in Hebrew is called Abaddon, in Greek Exterminator.

At the sixth blast of the trumpet the 4 Horsemen were freed, yes those, the Horsemen of the Apocalypse and another third of humanity was killed.

Civilization, society, culture, humanity itself was now a vague shadow of what it was at the beginning of the Apocalypse. And only a few days had passed!

But the worst was yet to come.

Now a **huge red dragon**, Satan index Satan, with seven heads and ten horns and on his heads he had seven diadems, appeared in the sky. His tail dragged a third of the stars in the sky and hurled them to the Earth.

From the sea rose a **Beast** also with ten horns and seven heads, on the horns ten diadems and on each head a blasphemous title. This foul creature was like a panther, with paws like those of a bear and a mouth like that of a lion.

Satan gave his strength, his throne and his great power to the Beast.

The stupid humans seized by admiration and lust for power began to worship Satan because he had given power to the Beast and the Beast because he spoke blasphemous and prideful words against God who was causing the destruction of the earth.

Anyone who worshiped Satan and the Beast was marked with the number 666 or the name of these unclean creatures so that the wrath of God would then be unleashed upon them.

While the angels poisoned and dried up the waters and springs, other powers made the sun shine with such intense light and heat that many men died from the great heat. Even more furious, men blasphemed God instead of giving Him glory.

The spirits of demons continued to come out of the mouths of Satan and the Beast. Many of these went to the nations of the world to gather the rulers in the place called Armageddon.

And the nations waged war among themselves while the Beast rejoiced at how he had clouded their thoughts. And it was the nuclear holocaust. Of the little that remained, even less remained, whatever it was.

Then when the seventh angel poured his cup into the air, lightning, storms and an earthquake so strong that the entire globe was tormented by it followed.

Only believers, the pure in spirit and heart, those who had received the **white stone engraved with their new name** from the hands of an angel were able to go to the **Eternal City**.

A city that came down from the shining sky like a very precious gem, like a crystal-line jasper stone. A city surrounded by large and high walls with twelve gates: above these gates there are twelve angels. The city walls rest on twelve bases engraved with the names of the twelve apostles of the Lamb.

The others were destined to die at the hands of demons and divine plagues.

By means of these wonders, which she was allowed to perform in the presence of the beast, she seduces the inhabitants of the earth, telling them to erect a statue to the beast, who had been wounded by the sword but had recovered.

And she was also allowed to animate the statue of the beast, so that that statue could even speak and could put to death all those who did not worship the statue of the beast.

It ensures that everyone, small and large, rich and poor, free and slave, receives a mark on the right hand or on the forehead, and that no one can buy or sell without having this mark, that is, the name of the beast or the number of his first name.

Here lies wisdom. Let him who has understanding calculate the number of the beast: it is in fact the number of a man, and his number is six hundred and sixty-six. (Revelation 13:14)

### The new story

As you will have understood, dear son, there is something that doesn't add up.

All humanity was to be judged and then saved or killed. Saved in the Eternal City or killed by war, plagues or the Beast.

Yet, not too numerous, but we are still here. In a land with a sky dyed red as if it were a perpetual sunset, with a tired and weak sun and a sky without a firmament.

Our ships sail the seas again and collect the fish that are still there.

Our cities no longer exist, what was once called industry or technology no longer exists.

The atomic winter is over and radiation, if we could ever measure it, is no longer a problem.

The dry and barren land cries out for work and water. Civilization has gone back more than a thousand years to a time of ignorance and barbarism.

What we have left is a world different from rewritten geography, from distorted nature.

Why were we saved? why were we not judged?

Some think it's a *mistake*.

We know that at least one of the angels who carried the white stones never reached his destination and scattered his stones of salvation over the world.

100, 1000, 10000? maybe a million? we don't know how many of our ancestors did not receive the stone.

They couldn't be killed by the Beast and his armies because they were pure but they couldn't even access the Eternal City because I didn't have the stone with their new name. Destined to live in a nightmare.

We are all their descendants. We try to survive in what for us is a **dark catacomb**.

We walk over the remains of our ancestors, we have entire cities underground stripped of life and full of creatures that are no longer human.

What was **our** world is no longer so. Demons and angels continue to fight and their descendants bring war among us too.

The concept of nation, of people no longer exists. I know that once all of us could speak together with one language, everyone could know anything at any time. There... no more. Delivering a letter to a few days of horseback has also become a dangerous job.

We have remained a shadow of what we were, but perhaps this is also our salvation.

Together they are rebuilding villages, the land still produces some fruit with the hard work of the back and arms. Many of our communities seek peace and democracy, many others obey the game of a demon or a human master.

The professions of the past are back and there are no tricks or technologies that can work for you. I still wonder how people once did it without a good shoemaker.

Unfortunately, concepts such as race still exist, vulgar and petty ignorance is inherent in us and the seed of Satan takes root among the brutes and the stupid.

I like to think that the Lord our God wanted to give us another chance to be saved, the chance to create a new civilization inspired by his greatness.

## The new civilization

Cities of millions of inhabitants have been destroyed by plagues, diseases, toxic elements and by the wars of peoples and nations.

What survives are small and a few large settlements where a basic economy or little more allows people to survive.

Towns often have no more than 200 inhabitants and larger cities no more than 20,000.

We have returned to what was the Middle Ages.

Every now and then some ancient artefact is still found, very often they are piles of rust or devices that no one knows how to use anymore.

Money has been replaced by a more practical commodity, gems.

The settlements are built using the materials and remains of ancient cities. We have returned to building around the water springs and rivers that allow us to cultivate the fields.

Earthquakes have razed every human artifact to the ground or brought entire cities underground.

Immense and very deep crevasses have swallowed up entire regions. Hordes of undead inhabit luxurious buildings in search of something alive to feed on.

Most of the territory remains unexplored but not uninhabited. Fortifications and groups of resurrected soldiers search and plunder what remains.

Nature has come back to life and spread but has changed. While plants have proven more resistant to changes, animals have regressed to a more wild and aggressive state.

The Beast enjoyed creating and populating the world of monsters that we challenged in some board games made by kids.

## What remains

The Earth, if you still want to call it that, has become a desolate war zone.

However, do not think that angels and demons battle each other anywhere and everywhere. Satan has claimed victory on Earth but this does not mean he rules everything.

The Eternal City, manifestation of divine power, is impregnable to the Beast's troops but this does not mean the siege stops.

Demons are precious and rare creatures and Satan knows that he must moderate their use. The Beast would like to lay waste to every corner of the planet but cannot use the Dragon's troops.

Likewise angels are meant to protect the Eternal City and sing praises to the Lord and do not meddle in other matters.

What the Beast can do is command the resurrected and use them to cause even more deaths and thus regenerate his troops.

An adventurer will hardly meet a Demon or an Angel in his life and yet he will never stop meeting the troops of the Beast and wretches who are willing to kill and ingratiate themselves with the praises of Satan for a bit of bread.

Perhaps the most interesting areas are the deep, dark catacombs that we once called the city. Unfortunately, cities are too technological to be practical and habitable and are rarely equipped with functional aqueducts or agricultural fields that can support life.

## The New Inhabitants

For millennia we believed we were alone or even some were convinced that we descended from creatures from space.

Now we know that we are not alone, we never have been.

Over the course of recent centuries, demons and angels have lain with our women and men, and a lineage of creatures with a sealed destiny has descended from them.

The Nephilim are creatures of two worlds, partly human, partly angelic or demonic.

Angels and Demons who could not procreate with their lineage have discovered the

pleasure of the flesh, or perhaps duty, to be able to procreate with humans.

## The other inhabitants

The other inhabitants are the resurrected. As in the worst of nightmares, those who were not called back to the Lord in the days of the Apocalypse became prey to demons.

The dead and resurrected are beings of not always equal power. Those who were more akin to Satan and the Beast developed greater powers, abilities that we would define as otherworldly if not magical. Almost all of them vary between skeletons, zombies, spirits and similar creatures that are always hungry.

And never, never, never get killed by a resurrected! Your soul, your most precious possession, will otherwise be captured and offered to the highest-ranking resurrected if not to demons directly.

## The curse of 33

Through a silly joke of Satan, at the end of every 33 years of life something unfortunate happens.

The first occurrence is infertility, male and female, no one over the age of 33 can get pregnant and no male over the age of 33 can be more fertile.

The second event is that everyone dies at the age of 66. We simply don't wake up anymore. The heart stops beating and you die for a while. It's shocking to see those you love, your friends die like this without any apparent cause.

And this is why the 66th birthday is celebrated even more than the birth, with a party that lasts for days, with all loved ones, relatives and friends, up to the final farewell when the person celebrating goes to rest for one last moment. time as we all knew it.

The problem is at the age of 99, or 33 years after death, when demonic forces claim the body and like a living dead the deceased is resurrected.

These facts are well known and in almost all families the bodies of the deceased are cremated. It happens in remote villages and

when the pain of separation is too strong that the bodies are buried in simple cloth shrouds. You can well imagine what happens after 33 years.

The worst trauma of all, however, was seeing the ancestors, those who had died for many, many years rise again. The Apocalypse resurrected the dead and those who had the blessing of the Lamb were taken up into heaven, but all the others, and I assure you that their numbers are incalculable, were resurrected as damned, as spirits hungry for the little life left.

Immense cities that ended up underground due to immense earthquakes and fractures are now populated by the undead and perhaps some survivors, perhaps. Certainly all their treasures and possessions remained there, ready for the first or perhaps second looter.

The wise men are convinced that it is a curse from the great Dragon, from Satan, to mock the age in which the Son of God died. Satan has full power over the creatures remaining on earth who have not ascended into the Eternal City.

Only the Nephilim are immune to all three curses.

## Living and saving yourself

Dearest children, after what has been said it seems ridiculous to talk about living and being saved, yet there is always a faint hope.

It is true that at 33 you will no longer be able to have descendants, which is very dangerous in a world where there are very few of us left to live, and it is equally true that at 66 you will die, but there is always hope. ALWAYS.

Thanks to the visions induced by angels and unfortunately by demons we have learned that it is possible to save ourselves, to avoid the unfortunate curse of 33 even if we have to choose to leave this kingdom.

These possibilities of redemption have been left to us by the angelic powers:

- perform 100 distinct actions of pure goodness

- kill 100 demons
- find one of the white stones and carve your new name

whoever fulfills at least one of these missions will be able to ascend to the Eternal City and save themselves.

If, however, you want to follow Satan's dictates, these are the actions that will lead you to become a Demon

- perform 100 distinct acts of pure evil
- kill 100 souls not branded with the name of the Beast or Satan
- kill 100 angels
- live your entire life obeying only the seven deadly sins

whoever fulfills at least one of these missions will be able to go to the pool of fire and brimstone where Satan commands his legions and ask to become a Demon.

Can these choices be defined as salvation? It is not up to me to decide but in the hearts of the people who want to undertake it, who want to leave this hell on earth for Paradise or to govern it as an impious Demon.

Many others take up the life of the adventurer in search of the treasures that lie unattended above and below the ground knowing that sooner or later Satan will claim their soul and the Beast their life.

## The Bloodlines of Dark Catacomb

There are 2 bloodlines present in Dark Catacomb, the Humans and the Nephilim.

Nephilim are the fruits of crossbreeding (*forbidden?*) between humans and angels or demons.

Just because they have angelic or demonic blood does not mean that they are good or evil a priori, unlike their otherworldly ancestors, the Nephilim have a soul and as such are endowed with free will.

Angelic nephilim are usually good-looking, hexadactyle (always six fingers on each hand),

males tend to have red beards and females tend to have thick, pitch-black hair.

Demonic nephilim are usually over two meters tall, with numerous horns that they like to bejewel and bat-like wings (although many prefer to say dragon-like).

A nephilim feels the call of blood and must follow not one but all the choices of the angelic or demonic path he wishes to take.

Unlike humans, a nephilim is not subject

to the curse of 33, his lifespan can last beyond 250 years. However, nephilim can only procreate with humans, producing only simple humans.

Humans, on the other hand, can decide to live the 66 years they are granted as they see fit.

Both bloodlines grant a +1 to one Characteristic of their choice at character creation, up to a maximum of 12.



# Features

## Character Characteristics

The Characteristics index characteristics of a character are used to understand when he can be strong and robust, but also athletic if not intelligent and common sense. They represent the potential on which the Skills build the experience.

These Characteristics are **Body** , **Mind** and **Will** and **Vigor**

**Body** represents all physical characteristics, therefore strength, resistance, athletic ability. Body will affect all checks based on the character's physique.

**Mind** represents reasoning ability, memory, quick thinking and wit. Mind influences all tests in which the character must reason and remember.

**Will** represents common sense but also the ability to resist emotional shocks. Willpower is used when you handle animals and you have to do a job that requires commitment and dedication.

**Vigor** represents the character's life energy and his ability to resist blows or magic.

## How to establish characteristics

The player rolls 1d6+6 and notes the sum for each Characteristic except Vigor.

The **Vigor** score is equal to the Body score increased by the points indicated by the chosen Branch.

### Proof modifiers

Each Skill Test is modified by the score of the connected Characteristic. The modifier on Skill checks is equal to the Ability score -8. The Characteristic that modifies it is indicated in the Skills. This modifier is applied whether it has a positive or negative value to the Skill value.

# Chaos Points

I call heaven and earth as witnesses against you today: I have set before you life and death, blessing and curse; therefore choose life, that you and your descendants may live (Deuteronomy 30:19)

In a world that is neither easy nor friendly, Chaos dominates destiny. Each character can use Chaos points to influence his own Test or even that of a companion or opponent!

Each character has three tokens and is free to consume up to three at a time. Each of these counts as a bonus or penalty, so taking 1 counts as a +1 (or -1), two counts as a +1d4 (or -1d4), taking three gives Advantage (or Disadvantage) on the Check.

How many Chaos Points you want to use is declared before the roll, once the amount of Chaos Points has been declared it is not possible to use more or less.

Every time the character rolls a double 0, he recovers a Chaos point.

Chaos points are reset to 3 every game session.

# Skills and Tests

Each character can follow one or more Branches or a set of professional skills and abilities.

These skills, when learned, will be part of the cultural, cognitive and practical bag-

ge of the Character. The Character using the Skills will improve their use.

Based on what is declared, the Character will carry out a Test to understand if he succeeds and how.

## Skills

Body	Mind	Will
Athletics	Occult	Crafts
Climbing	Knowledge *	Riding
Escape Artist	Herbalism	Diplomacy
Small Weapons	Disable Devices	Awareness
Medium Weapons	Forgery	Fairy Hands
Large Weapons	Enchanting	Animal Handling
Intimidate	Deception	Stealth
Swimming	Entertainment	Orientation
Fighting	Bargaining	Perceiving Emotions
Using rope	Nature	Following tracks
	First Aid	Survival
	Local traditions	

The **Knowledge** must be explained on which topic it concerns: Dungeons, Law, Languages, Biblical, Architecture and Engineering, Myths and Legends, Other Religions, History, Geography ...

Some Skills have a particular importance in the system: **Enchanting** and the various **Weapons**, the first allows you to cast spells and helps determine their effectiveness, the second indicates the character's Skill with the various types of weapons and how capable he is of using them.

## When to carry out the skill test

The check should only be carried out when there is a reason, the outcome is not obvious, failure can lead to an evolution of the scene.

If the Test can be repeated or there is no risk in doing it then there is no point in doing it, success will be automatic at most the Referee will describe the attempts and problems encountered until success.

## The Skill Test

Each **Skill** has a numerical value that establishes the degree of ability to use it, the higher it is the greater the ease with which I pass the tests.

The value of (Characteristic-8) is called **Characteristic Modifier** thus assuming both positive and negative values.

To verify the outcome of a Skill Test it is necessary to add the Skill value with the Characteristic bonus and subtract the result of the sum of 2d10.

By **Skill Score** (PC) (and not Skill value) we mean the already added value of the Characteristic bonus and the Skill value.

**Margin of Success (MS)** is defined as the difference value between the Skill Score (PC) and what was rolled with the dice.

The Margin of Success (**MS**) can take on negative or positive values. While in a Test of Skill or Characteristic the success of the same is only in the positive MS, with an opposed Test it is not necessarily the case that a negative value is a failure, it depends on what the contender has done

**Example:** Lucia has Herbalism at 6 and Mind at 12. Her Expertise Score is therefore 6+ (12-8) = 10. She makes an Herbalism Test to recognize a plant. On the 2d10 she rolls 5 and 2, total 7. Her Margin of Success is equal to 10-7 = + 3, meaning she has rolled 3 Margins of Success.

The Weapons Skill Test is performed for both Defense and Attack. In the manual you will find the Weapons Test to defend yourself as **WDT** and the one to Attack as **WAT**.

The **Weapons Tests**, both WDT and WAT, as for the other Tests, are carried out by adding the Skill value with the Characteristic modifier (usually Body) and subtracting that from the result. of the roll of 2d10.

For WDT and WAT it is essential to calculate the Margin of Success.

### The Modifiers to the Test

The Referee can decide on the presence of modifiers to the Test based on the situation in which the Test takes place.

If there is a **penalty** (I'm in a hurry, it's dark, I'm running, the opponent is on horseback and I'm on foot..) the difficulty of the Test increases, i.e. I have to **increase the value of the Test** carried out in the penalty present.

If, however, I have a **bonus** then the difficulty of the Test decreases, that is, I have to **decrease the value of the Test** carried out by the present bonus.

### Bonuses and Penalties

A Bonus will be a positive value that adds to your Skill Score..

A Penalty is a negative value that I subtract from the Skill Score.

The **modifiers to the Test accumulate** with each other if they are homogeneous, all positive or all negative, and cancel or scale each other if of opposite type (bonuses and penalties).

E.g. I have to climb a wall. I have a Bonus because there are holds, I have a Penalty because it is raining, I have two Bonuses because I can help myself with a rope, I have a Penalty because it is dark. The total difference between bonus and penalty is 1 bonus.

The **modifiers**, Bonuses or Penalties, at the Trials take the value of 1, if there is only one Bonus or Penalty.

If the Bonuses or Penalties become 2 then I will roll 1d4 to calculate the value of the Test modifier.

If there are three modifiers, obviously of the same type, there is the so-called **Advantage** or **Disadvantage**.

In case of **Advantage** I roll 3d10 to carry out the Test and discard the one with the highest value, then add the other two dice to verify the outcome of the Test.

In case of **Disadvantage** I roll 3d10 and discard the one with the lowest value, then add the other two dice to verify the outcome of the Test.

If the Bonuses or Penalties on the Test exceed 3, I will perform the Test with Advantage or Disadvantage and the calculation of the remaining points will be applied as a modifier to the Test.

This rule also applies to any Bonuses and Penalties that may be to the **damage** caused by a spell or attack.

**Example.** Charged while Invisible, I have Advantage because I am charged (3 Bonuses) and Advantage because I am invisible (3 bonuses). In this case I perform the WAT Test with Advantage and the 3 remaining Bonus points I use as +3 to add to the rolled dice.

**In the case of Advantage or Disadvantage relating to damage** Damage with Advantage) I subtract or add 1 to the damage done, or 1d4 or I roll two weapon damage dice and choose the most highest or lowest depending on the type of modifier.

Additional damage bonuses or penalties beyond three apply as individual damage

modifiers.

**Example.** Tups must climb a tree, which can be considered as a wall with handholds (2 Bonuses). Tups has 8 Body and 4 Climb. His Skill Score will be  $4+0$  (Body-8)= 4.

Tups rolls 4 and 2 on the 2d10, for a total of 6. He rolls the 1d4 and gets a 3. Tups adds 3 to his Expertise Score bringing it to 7 which is higher than what was rolled on the dice. Tups manages to climb.

**Example.** Lucia finds a vial containing an opalescent liquid in an old abandoned laboratory. She takes an Herbalism Test to figure out what liquid it is. Lucia has Mind 12 and Herbalism 6, for a total score of  $4$  ( $12-8$ )  $+6 = 10$ .

The Referee tells him that the liquid is very particular and it is not easy to understand what it could be and she imposes 1 Penalty. Then the Skill Score becomes 9.

Lucia rolls 2d10 and rolls 6 and 4 for a total of 10. Unfortunately the Test fails by 1.

## Skill Tests – Simple Tests

When a Skill or Characteristic Test is asked for, if nothing is specified then it is sufficient to roll 2d10 and do less than the Skill Score or Characteristic score.

It is possible that a Test is asked with an MS (Margin of Success) of a certain value, in this case the Skill or Characteristic Score - 2d10 must have at least that value.



Requiring a Margin of Success is conceptually and mathematically similar to applying a Penalty to the Test. The Referee usually requests it when, for example, a particularly challenging effect must be resisted.

## Contrasting Evidence

**An Opposed Test is defined when the Test is performed in opposition by two contenders to evaluate who is successful.**

**The comparison that is performed is only on the Margin of Success, whoever has the most positive one is successful.**

**Example:** Tups and Lucia compete in darts. Both contenders will carry out a Ranged Weapons Test.

Tups in Missile Weapons at 2 and in Body has 8, Lucia in Missile Weapons has 6 and in Body 10.

Tups rolls 2d10 and rolls 2 and 3, Lucia rolls 2d10 and rolls 7 and 8.

Tups' Trial has an MS of  $(2+0)-(2+3) = -3$ , a poor roll.

Lucia's Test has an MS of  $(6+2)-(7+8) = -7$ , a shot that barely gets the board.

Tups won the test because she has the highest margin of success.

## Tests without Skill

If a requested Test is related to the Branch undertaken, it is possible to do a Test as if it were simple.

If the character has a Branch that is not related to the Test and has the Skill, he can perform the Test only with the Characteristic Modifier linked to the Skill that he does not have.

## Improving Skills

Every time you make a Test on a Skill and it results in **19 or 20** dice, place a mark next to the Skill. You can have up to five signs next to a single Perk.

When the character has time to reflect on what happened, on the tests he made and how they succeeded or failed, he can roll 2d10 and if the sum of the dice is greater than his **Skill Score** then that score increases by 1.

Once this roll is made, three marks are removed from the Skill.

## Skills and their areas of use

The skills and their areas of use are briefly described. They are general indications on what to use the skills. The number of Action Points (AP) necessary to carry out the typical test is also indicated; it is obvious that more complex uses require more time and more Action Points (AP).

The AP needed for the Trial may vary depending on the character's ability and the complexity of the Trial.

In any case, always remember to carefully evaluate how the player claims to carry out the actions to understand their duration and effects.

Proficiencies with a \* suffer penalties due to the armor worn.

**Athletics\* (Body):** This skill is used to maintain balance on narrow or precarious surfaces, to dive, roll, do somersaults, somersaults, overcome obstacles as well as fall and not get hurt.

**Climb\* (Body):** With this skill you can scale vertical surfaces, from city walls to rock faces. It is linked to the Movement Action. With 8 points the movement is only halved.

**Crafts (Will):** It is necessary to specify the type of Craft in which you are competent.

**Escape Artist (Body):** With this skill you can free yourself from bindings and handcuffs.

**Ride (Will):** With this skill you can ride professionally and give commands to your mount.

**Awareness (Will):** to search, notice, notice. It's something active.

**Dungeon Knowledge (Mind):** With this Skill you have knowledge of Aberrations, oozes, caves, underground exploration.

**Knowledge of Geography (Mind):** With this skill you have knowledge about the climate, population, lands, territories, nations and pre- and post-Apocalypse borders.

**Knowledge of Languages/Languages (Mind):** With 1 point you can speak a language, with 3 points you can also write it. A good Language score helps you understand unknown languages and make yourself understood. It is also used to understand complex texts

**Biblical Knowledge (Mind):** With this Skill you are an expert in the occult, unclean and celestial creatures.

**Knowledge Other Religions (Mind):** With this skill you have knowledge about the religions that govern the Earth such as sacred symbols, ecclesiastical tradition, holidays and liturgical occasions.

**Knowledge of History (Mind):** With this skill you have knowledge of History such as wars, migrations, colonies, foundations of cities, important events..

**Diplomacy (Willpower):** With this skill you can resolve disputes, and gather valuable information and rumors from people. Skill is also used to negotiate effectively with the right etiquette and conduct suited to the disputed situation.

**Disable Devices (Mind):** With this skill you can disarm traps and open locks, sabotage simple mechanical devices, such as catapults, wagon wheels or doors.

**Herbalism (Mind):** With this skill you have knowledge of how to recognize and prepare natural potions and poisons. The score applies to checks to brew potions.

**Forge (Mind):** With this skill you can forge art objects, maps, signatures... 1 Minute

**Handle Animals (Willpower):** With this skill you can train and tame animals.

**Intimidate (Body):** Intimidation relies on physical approach to convince the interested party.

**Entertain (Mind):** With this skill you are expert in an artistic expression, from singing to acting, from dancing to playing musical instruments. It is necessary to specify the form of entertainment.

**Fairy Hands\* (Willpower):** With this skill you can pickpocket, draw a hidden weapon, or perform other actions without being noticed.

**Stealth (Willpower):** With this skill you are able to move without causing noise or go unnoticed while standing still.

**Nature (Mind):** With this skill you have knowledge of Animals, Fairies, seasons and cycles, weather, plants.

**Swim\* (Body):** With this skill you are able to swim, even in stormy waters. Without skill you know how to stay afloat in placid water. Linked to the Movement Action.

**Occult (Mind):** With this Skill you are an expert in magic and spells, magical objects and are able to identify the spells that are cast.

**Orientation (Willpower):** With this skill you have a sense of direction and orientation,

making it impossible to get lost regardless of the environment you find yourself in.

**Sense Emotions (Will):** With this skill you can understand if someone is lying or you can guess their true intentions.

**First Aid (Mind):** With this skill you can heal wounds and illnesses. Variable cost.

**Deceive (Mind):** The Deceive skill can be used to Deceive (thus telling lies) or Persuade (adapting the truth) in order to convince the interested party of one's words.

**Following Tracks (Will):** With this skill you know how to follow tracks left in the environment.

**Survival (Willpower):** With this perk you can survive and navigate the wilderness. The Skill is also used to actively search for traps and pits.

**Local Traditions (Mind):** With this skill you have knowledge of the (best known) inhabitants, customs, legends, laws, personalities, traditions. It is necessary to specify a geographic region where the knowledge is applicable.

**Use Rope (Body):** With this Skill you are expert in ties and knots to secure and secure objects or people.

**Haggling (Mind):** With this skill you can estimate and negotiate the monetary value of an object.

### Examples of Skill tests

**Atypical tests.** The player is invited to find uses, solutions, approaches that go beyond the most obvious tests. Be creative and describe to the Referee the wonderful action you want to do and what results you hope to achieve! Based on your description of the action, he will decide what to try and whether you have any bonuses or penalties.

To **recognize a magic object** and its abilities, an **Arcana** Test is required to get general indications on the powers and areas of use, with an MS +6 you can learn the details, magic bonuses and charges. **10 minutes.** With Arcana score 6 it costs 5 minutes, with 12 it costs 1 minute, with Arcana 18 it costs 10 AP.

**Recognizing a spell** while it is being cast is an **Arcana** Test. It costs one **Reaction**.

To **recognize a monster**, a particular creature makes a Knowledge Test. Check the **Recognizing Monsters** chapter in the Monstrorium (p. ??)

### **Athletics** *Penalties due to armour*

A successful Athletics check allows the character to halve the damage when falling from less than 30 feet (**Reaction**).

### **Climbing/Climbing** *Penalty due to Armour.*

Using a rope, climbing or scrambling is equivalent to moving in **doubly difficult terrain** (30 cm for PA). If the Climbing Test succeeds, you climb 50 cm per AP spent.

In case of failure of the Test, the AP is consumed without moving. If the Test fails (negative MS) by 6 or more you lose your grip and fall. The modifiers indicated in the table are cumulative.

Surface Example	Mod.
Movement only halved	-1
Slippery surface	-1
Rough wall with handholds, protruding bricks	-1
A knotless rope	-2
A wall with holds	+2
A wall/wall with very few holds	-3
You can lean against 2 opposite walls	+2
You can lean against 2 corner walls	+1
You can use a rope	+2

the modifiers indicated are on the Test carried out by the player, if positive it is a Bonus.

To **identify a potion or natural poison** requires a **Herbalism** Test.

It costs 5 minutes. If the MS is +3 it takes 4 minutes, if +6 it takes 3 minutes, with +9 it takes 2 minutes, +12 it takes 1 minute, +15 it takes 1 round.

If the Test fails and the MS is -6 he has taken the potion by consuming a dose.

**Intimidate.** The character uses **6 AP** and makes an Intimidate check, the opponent can counter with an Intimidate or Body check.

Whoever gets the best MS intimidates the opponent.

Anyone who is intimidated has 1 WAT Penalty until the end of the next round.

**Taming an animal** is a Test of **Handling Animals**. Time required 10 minutes. For each MS the time is reduced by 1 minute.

#### **Stealth** *Penalty due to Armor.*

The Stealth Test must only be made if there is someone who can hear/see. The MS of the Stealth and Awareness Tests are compared to understand if you have been perceived. Moving stealthily is equivalent to moving over difficult terrain and therefore it takes +1 AP to move 1.5 meters.

#### **Swimming** *Armor Penalty*

In calm waters, a successful Swim Test is enough, if the waters are rough the MS must be at least 3, and 6 if very rough and 9 if stormy. The Test is necessary to either stay afloat or swim. Swimming in water is considered **difficult terrain**.

**First Aid.** A successful Test recovers 1d4 Stamina if done within 1 minute of the end of the battle.

Grants 1 bonus on an ability check against a poison if it has not yet taken effect. Cost **2 minutes**. With MS of +6 it costs 1 minute. With MS +9 it costs 3 rounds, with MS +12 it costs 1 round.

A successful Test reduces **Bleeding** damage by 1. Every MS +3 reduces bleeding by 1 additional point.

A treatment of at least 8 hours allows the patient to recover double the Body in Vigor points. If carried out during rest hours, the caregiver will be fatigued.

#### **Jumping** *Penalty due to Armour. 4 AP*

With an Athletics Test it is possible to long jump 3 meters. For each MS you jump 30 cm more. Without performing Tests you jump 10 cm per Skill Score.

The **distance jumped up** is equal to 90cm + 10cm for MS.

In a **long jump** the highest point of the jump is equal to 1/4 of the length jumped. If you do a 6 meter long jump in mid-jump you are 1.5 meters high.

Descending or ascending less than 10cm\*PC does not use AP. If you don't have at least 3 meters of run-up you skip half.

Strength lost by falling (page 63): 3x height of fall (in meters). Athletics check to halve damage if you fall less than 30 feet.

### **Survival**

#### **Chasing a creature:**

Situations	Modes
If the ground is very soft	+2
If the ground is soft	+1
If the ground is stable	0
If the ground is hard	-2
Every 6 creatures chased	+1
Every 24 hours passed	-1
Poor visibility	-1
Every hour of rain	-1
Try to hide your tracks	-1

A negative modifier is a penalty (lowers the dice roll), a positive modifier is a bonus (raises the Skill Score roll).

Survival can be used in place of **Disable Device** with Disadvantage.

A Survival Test to forage provides food for one additional person for every 3 MS.

The **Haggling** Test is used to lower the price of a commodity and to evaluate an object. Very rare items require an MS of at least +3 to evaluate.

## Languages

Let no evil word come out of your mouth again; but rather, good words that can serve for the necessary edification, benefiting those who listen. (Ephesians 4:29)

In the beginning everyone spoke only one language but then Babel was built in defiance of God and his orders and the peoples and languages multiplied.

Millennia later, as society advanced, more languages became established but people's pride never allowed them to return to just one language.

It took the Apocalypse and the ignorance that followed for all languages to mix into a single lingua franca understood by all. Obviously there are small or isolated cultural groups that continue to speak their ancient language but usually if not completely isolated they also speak the lingua franca.

Angels and Demons speak their own languages, but they also understand the lingua franca.

With a Mind score of 4 the character understands the lingua franca but cannot speak correctly.

With a Mind score of 6 the character understands the lingua franca and can speak simply.

With a Mind score of 12 the character understands the lingua franca and knows how to write it.

For every two points of Mind above 12 the character also speaks and writes in another language.



# The Branches

The **Branches** are the character's profession, it is the set of skills that the character knows. In other game systems the Branch would be the equivalent of the class.

**Each Branch gives the character some Vigor points**, to be added to the Body to establish its initial value, and some Skills.

The basic and advanced Branches grant 6 Perks.

While the **Basic Branches** can be taken as a first profession by anyone, the **Advanced Branches** can only be learned if the indicated requirements are met.

## Basic Branches

The table below shows some example basic branches. the character is invited to create Branches with Skills more similar to his story. The name of the Branch and the Strength are indicated. The **skills take a score** equal to the score indicated in the first column. For example, an Apprentice has a score of 6 in Knowledge while a Bandit has 4 points in Stealth.

	Branches			
	Apprentice	Bandit	Purse Cutter	Cheater
<b>Vigor</b>	6	9	6	6
6	Knowledge	Small weapons	Fairy hands	Bluster
5	Enchanting	Intimidate	Stealth	Per. Emotions
4	First aid	Stealth	Small weapons	Small weapons
3	Intimidate	Medium weapons	Survival	Fairy hands
2	Small weapons	Fairy hands	First aid	Brawl
1	Local Traditions	First Aid	Athletics	Intimidate
	Stooge	Hunter	Houndhound	Trader
<b>Vigor</b>	6	6	9	6
6	Brawl	Nature	Miniature weapons	Haggling
5	Intimidate	Survival	Intimidate	Deception
4	Stealth	Missioned weapons	Tracking	Per. Emotions
3	Awareness	Stealth	Awareness	Entertain
2	Riding	Herbalism	Haggling	Small weapons
1	Fairy Hands	Awareness	Small Weapons	Riding
	Flat Teller	Bodyguard	Entertainer	Beggar
<b>Vigor</b>	6	6	6	6
6	Bludge	Large weapons	Entertain	Awareness
5	Perceiving Emotions	Orientation	Disguise	Survival
4	History	First aid	History	Haggling
3	Small weapons	Awareness	Small weapons	Small weapons
2	Haggling	Knowledge	Deception	Stealth
1	Knowledge	Intimidate	Diplomacy	Fairy hands
	Mercenary	City Militia	Miner	Noble
<b>Vigor</b>	15	9	6	3
6	Medium Weapons	Medium Weapons	Cave Knowledge	Diplomacy
5	Large weapons	Local traditions	Survival	Knowledge
4	Survival	Intimidate	Medium weapons	Languages
3	Miniature weapons	Riding	Orientation	History
2	Small weapons	Fighting	Haggling	Riding
1	Intimidate	Missioned Weapons	Athletics	Intimidate

The base value of Vigor is 3 for each Branch and for each Weapon known the Vigor increases by 3.

### Advanced Branches

The **Advanced Branches** have a prerequisite of Characteristic and Skill at certain scores. The Vigor that an advanced Branch grants is equal to 3 for the number of Weapons it makes known. The minimum value of Vigor that an advanced Branch grants is +3. The Vigor granted by an advanced Branch adds to that already possessed by the character.

Advanced Branches set the value of previously unknown Perks to 1.

Some examples of advanced branches:

#### **Assassin:**

*Requirement:* Body 12, Survival 12, Small Weapons 12

*Granted Proficiencies:* Ranged weapons, Survival, Disguise, Medium weapons, Stealth, Awareness

*Vigor:* +6

#### **Sgherro:**

*Requirement:* Body 12, Intimidate 12, Small Weapons 12

*Granted Perks:* Ranged weapons, Brawl, Large weapons, Survival, Fairy hands, Intimidate

*Vigor:* +9

#### **Captain of the Guard:**

*Requirement:* Willpower 12, Medium Weapons 12, Local Traditions 12

*Granted Skills:* Ranged Weapons, Riding, Intimidate, Survival, History, First Aid

*Vigor:* +3

#### **Explorer:**

*Requirement:* Body 12, Survival 12, Orientation 12

*Granted skills:* Geography, Small weapons, Athletics, Swimming, Riding, Languages

*Vigor:* +3

#### **Knight errant:**

*Requirement:* Will 12, Ride 12, Medium Weapons 12

*Granted Proficiencies:* Ranged weapons, Large weapons, Diplomacy, First aid, Languages,

History

*Vigor:* +6

#### **Minstrel:**

*Requirement:* Mind 12, Perform 12, Knowledge 12

*Granted Proficiencies:* Small Weapons, Bluff, History, Disguise, Diplomacy, Enchanting

*Vigor:* +3

**Enchanter:** *Requirement:* Mind 12, Enchantment 12, Knowledge 12

*Proficiencies granted:* Medium weapons, Knowledge, History, Languages, Diplomacy, Herbalism *Vigor:* +3

#### **Munich:**

*Requirement:* Body 12, Willpower 12, First Aid 12

*Skills granted:* Brawl, Diplomacy, Knowledge, History, Languages, First Aid

*Vigor:* +3

### Advancing in the Branch

Every time the **sum of points awarded** thanks to the [Improve Skills](#) reaches 3, the Vigor increases by 3 for the basic Branches.

In the case of **Advanced Branches** the sum of the points awarded must reach 5 in order to increase the Vigor by 5.

### Improving Features

Whenever you increase Vigor in an Advanced Branch you can increase an Ability score by 1 as long as it is 14 or below.

### Getting a new Branch

When creating the Character, you choose a Branch and learn Skills and set the Melee Strength value + the Strength value given by the Branch.

The character can decide to acquire more **Basic Branches** and therefore know more Skills. To be able to undertake a new Branch the character must find someone who can teach him and pay 3000 GO. All Skills from his previous Branch decrease by 1. The fact of taking a new Branch does not increase the Vi-

gor, the rule of the 3 points distributed before increasing the Vigor remains valid.

To take an **Advanced Branch** you must meet the indicated requirements, find someone who can teach it, pay 5000 GO. In this case there is no reduction in the original Skills and the Vigor points are not acquired.

# Combat

The combat is divided into 2 phases:

- Action verification
- check Initiative
- resolution of Actions (movement, attack, various actions..)

The basic unit of time in fight scenes is the Round, which is a time unit of 10 seconds.

Each character can perform several Actions in the round and each of these costs Action Points. **The person who performs them the least, the fastest he is in performing them.**

At the beginning of each round the player declares how many AP he will use. It is not necessary for him to declare what he is going to do.

## Initiative

The **Initiative** check consists of rolling 2d10 subtracting Body or Mind and adding the AP you intend to use.

**The character or opponent with the lowest Initiative value goes first.**

With the same Initiative, the one who uses the fewest Action Points (AP) goes first, if the AP used are the same the opponent goes first. With the same AP used between the characters, they agree among themselves to act in what order.

## Time (Rounds, Minutes and Turns)

A **round** lasts about 10 seconds, which is enough time to act, run, talk... fight. A Minute is 6 rounds and a Turn lasts 10 Minutes (or 60 rounds).

Rounds are used in fight scenes or where tension must remain constantly high and each Action corresponds to an evolution of the situation.

## Object and Ability reactivation time

Unless otherwise specified, an object or skill that requires a certain number of uses per

day "e.g. once a day" "recharges" at dawn following its use.

## Action Points in the Round

The table below shows the main Actions and the related Action Points they use, they are guidelines to follow. In the chapter dedicated to combat, other Actions and their relative costs in Action Points are listed.

The chosen Actions can be performed in any order you prefer.

An Action cannot be interrupted by another Action, but can be followed by a Reaction Action or an Immediate Action, if in its own round.

If a character wants to make more attacks by moving around the battlefield he can, for example, use 4 AP to perform an attack, use 2 AP to move 3 meters and use the last 4 AP (if he had declared 10) for a final attack.

The character may also use less AP than declared, but will in any case act in the order established by the Initiative value.

**A character cannot declare a certain number of AP and then use more.**

It is possible to **delay** one or more Actions to wait for the scenes to unfold. The character who delays his Action is considered to have "wasted" AP by waiting until that initiative segment and will only be able to use the AP that remains until the end of the round.

A player who declares that he is waiting for a certain situation to be able to act is equivalent to carrying out one or more **Prepared Actions**. In this case the character (or enemy) acts after the Action with only the AP remaining from having waited until that initiative segment.

If the character has already used all the APs then he will be able to act outside of his initiative only through a Reaction, if available. The Reaction Action always comes after the Triggering Action.

**Table: Actions per Round**

What you do	Action Points
Attacking with Brawl	4
Attacking with Small Weapon	4
Attacking with Medium/Range Weapon	5
Attacking with Two-Handed Weapon	8
Casting a Spell *1	*
Move *2	1 AP per 1.5 meters
Dash *3	1 AP for 3 meters
Standing up from prone	4
Help someone	5
Exchanging a dialogue with someone *4	variable
Exchanging a few words with someone *5	0
Take something in your backpack	8
Take something from your belt or ready	4
Using a hand-held object	2
Drinking a potion held on the belt	4
Draw/Reholster your weapon	3
Take up the shield	3
Using a magic item	6
Perform Test on a skill *6	6
Breaking down a door with shoulder/kicks	5
Forcing door with crowbar	6
Hiding	4
Concentrate on a Spell	4
Mounting or dismounting	4
Immediate <b>I</b> action - <b>R</b> action	I - R
action Drinking a hand-held potion	I
Throwing a hand-held object	R
Throw yourself prone on the ground	R
Recognizing a Spell	R

By Attack we mean both the use of melee weapons and the use of thrown or shooting weapons such as bows, crossbows or throwing daggers. In the case of thrown weapons, each throw/shot counts as an attack.

If the character performs an Attack Action and Casts a Spell, he is considered Distracted when performing the Enchantment Test.

**Attacking with weapons:** each attack made adds the AP used. Attacking twice with a small weapon costs 8 AP, attacking with two hands with a Small and a Medium weapon costs 9 AP.

**Casting a Spell \*1:** Depending on the power of the Spell, more AP is needed. The number of AP needed is indicated in the spell description.

**Move \*2:** for each AP used you can move up to 1.5 meters.

**Sprint \*3:** for each AP used you can move up to 3 meters but you incur the penalty of

having run.

**Exchanging a dialogue with someone \*4:** A dialogue can last a few seconds if not minutes. The Referee will evaluate how long this lasts.

**Exchanging a few words with someone \*5:** As long as there are very few words or a look does not consume PA, if this becomes more complex then use some PA. The objective is not to interrupt the flow of the Actions with a dense dialogue but still allow interaction between the characters.

**Perform Test on a skill\*6:** if they yield a

fraction of the round they cost 4 AP, otherwise 8 AP or more. Check the costs shown in the Skill Test Examples.

A "**Reaction (R)**" Action can be performed freely even outside your own round. This Action is usually due to particular Skills or situations. Unless otherwise indicated, a Reaction Action occurs immediately after the cause that triggers it.

An "**Immediate (I)**" Action can be performed freely in your round, before or after your Action. An Immediate Action is usually granted by particular Skills.

Unless otherwise described, it is possible to perform only one Immediate Action and one Reaction Action per round.

This **list is not complete**, take it as a guideline for determining the weight of player decisions and actions. An Action lasts approximately 3 seconds.

The **order** in which the Actions are performed is not important except for logical and physical correlation. Movement can be between other Actions (movement, attack/spells/other action, movement).

## Movement

Stop and look, ask where the good path lies and set out on it. (Jeremiah 6:16)

The movement of a character is given by his size and race and by what he carries, by weights, encumbrances but also spells and magical objects.

Humans and Neflim can move 5 feet per AP used, other creatures can move different distances per AP used. The indication that you can find in the description of the creatures is  $yPA \times zM$ , or the number (y) of PA to travel (z) meters.

A creature or character could also decide to move faster than usual or by running (Dash Action).

It is not possible to move even 1.5 meters if you do not spend AP.

These clarifications make sense and must be used when it comes to fighting and the location on the territory, map, is fundamental. During normal movements, while riding or walking freely without danger, the normal management of clockwise movement is used.

When we talk about "**square**" to indica-

te a distance we mean a map square of 1.5 meters x 1.5 meters.

In the case of diagonal movement a distance of 2 squares is counted, in the case of rounding on the last square it is done upwards.

**If you move through "difficult" terrain**, you expend +1 AP to move 1.5 meters.

## Distance

By **Melee distance** means a distance that allows melee combat (1.5 meters around the character). In monsters this distance is indicated by the range, for thrown weapons it is called range.

If not indicated on the opponent/monster, the melee/touch distance increases by 1.5 meters for each size above average. Some Large Weapons have a range of 10 feet.

At melee range, a Medium-sized creature can have a maximum of 8 Medium creatures.

## Life and Death

And he will wipe away every tear from their eyes  
and there will be no more death  
neither mourning nor lament nor worry,  
because the former things have passed away. (Revelation 21:4)

Whenever we talk generically about damage, e.g. 1d6 damage taken, meaning a decrease in Stamina.

When a character reaches 0 (zero) Stamina he is considered unconscious, i.e. Unable to do anything. A magical cure (Spell, Potion...) will bring him to consciousness and to the cured Vigor value. A First Aid Test, 10 AP will bring him to 1 Stamina. After an hour, if nothing has happened to change the situation, the character can make a Body Test, if he succeeds he returns to 1 Stamina, if he fails he goes to -1 Stamina and becomes dying.

A dying character has negative Stamina (-1 or less) and is unconscious and [close to death](#). He will continue to lose 1 point of Stamina per round and the value will not reach -10 and he will die if he is not healed. Index Dying

A cure spell (spell or potion) of any power will bring him to 1 Stamina, subsequent cures will work normally.

A [First Aid](#) Test with Disadvantage, 10 AP, will bring the character to 0 Stamina, i.e. unconscious.

A subsequent First Aid Test, 10 AP, can bring him to 1 Stamina and a magical cure will heal him by the declared amount.

A dying character who suffers further damage, enemies that attack the body or spells directed at him or the area, continues to drain Vigor.

Mental-type such as Fascinated, Confused but not Dominated, end when the character becomes dying.

When a character returns to Stamina 1 after going to negative Stamina he has Disadvantage on all Tests until he rests for a night.

A dead character cannot benefit from normal or magical healing. Only very powerful spells can bring him back to life.

### Feature point recovery

Any lost Ability points are regained at a rate of 1 point per day, unless designated as a permanent loss.

### Natural Vigor Recovery

Resting for 8 hours recovers your Body Strength score

### Non-lethal Stamina Recovery

Every hour you recover 1 Stamina point.

## Attack Roll and Defense

A time to kill and a time to heal, a time to demolish and a time to build. (Ecclesiastes, 3:1)

Every time a creature **decides to Attack** it must make an Attack Weapon Test (WAT), i.e. it adds its Weapon Skill value, in the weapon it is using, with the Body modifier and subtracts the sum of 2d10. The difference is the Margin of Success (MS) obtained.

Every time a creature **wants to defend itself** it must make a Defense Weapon Test (WDT), that is, it adds its Weapon Skill value, in the weapon it is using to defend itself, with the Body modifier and subtracts the sum of 2d10. The difference is the Margin of Success (MS) obtained.. If he has no weapons in his hand, use the Brawl value.

**When the attacker's MS is equal to or greater than the defender's MS, then the attacker has hit the defender. Conversely, if the MS of the defender is higher than the MS of the attacker, then the defender will have parried or dodged the attack.**

The one who defends does not use Action Points in doing so (it's not even his round).

There are situations that can benefit the defense such as covers, hiding places, like pits, doors, teammates whose size is much larger than one's own. Consult the paragraphs relating to [Hides and Covers](#) to understand the advantage they can give.

### Hounding the opponent

If the attacker carries out the attack successfully then the damage caused is calculated.

Check the damage caused by your weapon in your equipment, usually the smaller the weapons, the less damage they do.

The damage caused by the successful attack will be equal to the damage caused by the weapon and the Body modifier. The Body Modifier applies in close combat, it does not apply with missile weapons such as bows or crossbows.

Any protection given by the armor is subtracted from the damage caused by the attack, the remaining damage (with a minimum of 1) is subtracted from the Vigor score.

If modifiers and circumstances cause the damage dealt with a weapon to be negative or zero, you will still deal 1 damage to Stamina.

### When you hit very well...

For every MS +2 in favor of the attack you have 1 bonus to damage.

### When you defend yourself very well...

For each MS +4 in favor of defense you gain 1 bonus to the WAT by the end of the next round.

## Missed Weapons

Missile weapons are all weapons with a range, meaning they can be thrown or fire projectiles. The main throwing weapons are bows, crossbows, slingshots but also daggers, javelins and spears if they are thrown.

The damage bonus given by Body applies automatically to slings, daggers, javelins... that is, with all weapons that are thrown "by hand", bows and crossbows never apply it.

**Projectiles launched from magical Bows, Slingshots, and Crossbows are not considered magical.**

**In the case of magic projectiles these add their magic bonus to the WAT and damage**

In each shooting weapon the range is marked, that is, within what distance it is possible to shoot the projectile without penalty. Each missile weapon can hit within three times the indicated range.

If the target is within the indicated range there is no hit penalty, if the target is between the first and second you have a WAT penalty of 1, If the target is between the second and third increment the hit penalty is -2.

A dagger thrown within 6 meters has no penalty, but thrown between 6 and 12 meters has a -1 penalty, at a distance between 12 and 18 meters it has a -2 penalty to the WAT, beyond that it cannot be thrown.

## Long Weapon

Some Large Weapons have the Long Weapon attribute. The long weapon gives you the right to hit further away, i.e. 3 metres. Causes 1 penalty on the Weapons Test to defend yourself. This bonus remains valid until the opponent enters range of your melee.

If the opponent reduces the distance to less than 3 meters or also fights from three meters, he no longer has the WDT Penalty.

## Load

the Charge Action costs 6 AP, includes 1 Attack and 6m of movement.

The charger has Advantage in the WAT but will have Disadvantage in the WDT of the opponent's attack by the end of the next round.



## Prepare a long/counter-charge weapon against a charge

Some weapons, with the **Countercharge** attribute, are particularly effective at stopping a charge. It is a Reaction to raise the weapon to prepare the counter charge. The damage caused by these weapons is +2 in response to a charge.

## Charge with Countercharge Weapon

A successful Charge with a counter-charge weapon causes 2 additional Stamina damage.

## Attacking with two weapons

Each attack uses its Action Points and is handled like a normal attack.

One of the two weapons can be used as if it were a light metal shield to have a WDT bonus but in this case you cannot use it as a weapon to attack.

## Attacks with splash weapons

splash weapons are those that "spread" their contents where they fall, for example burning oil/holy water... A splash weapon has a range of 6 meters.

Whoever throws the "bottle" performs a WAT with Ranged Weapons against the WDT of whoever is defending. If the shot misses then whoever threw the ball rolls a d8 and consults this diagram to understand where the ball fell:

1	2	3
4	<b>X</b>	5
6	7	8
	<b>O</b>	

**X** is considered the target of the thrown object. **O** the launch origin point.

Roll 2d4 to determine along the direction indicated by the previous d8 how many 1.5 meters away from the target it fell, i.e. count the meters from the target.

For example, with the roll of the d8 I get a 5 and then rolling the 2d6 I get a 4, which means that the bottle fell to the right of the target at 6 metres.

It is also possible that the bottle was thrown at one's feet (e.g. I do 7 and then 6... I could have thrown it at a friend or behind me!).

## Unprepared - Caught by Surprise

if the characters are caught by surprise, i.e. they do not expect to be attacked, this first round must be considered a surprise round. When you are surprised you have disadvantage on weapons tests to defend yourself.

You will not be able to react, you will not use Actions or Reactions unless explicitly permitted; from the next round you will be able to declare the initiative and act normally. The same considerations apply to opponents.

To evaluate whether a character is surprised, make a Body Test. If the test succeeds then the character is not surprised, otherwise he is.

The Body Test can be opposed by the opponent's Stealth Test.

## Magic in combat

the witch who casts a spell while in combat (has an opponent in melee or is targeted from a distance) is considered Distracted.

## Combat Bonuses and Penalties

the **Attacker** imposes 1 Penalty when at the Defense Weapons Test (WDT)

- flanks you, is in an overhead position, attacks you from the back, long weapon, you are dazzled, you are hindered, you are grabbed, you fight in dim light,
- the attacker imposes 2 Penalties when:
  - you are prone, you are restricted,
  - you are scared, you defend yourself with an unknown type of weapon,

- the attacker imposes Disadvantage when:

is invisible, he is in charge, he surprised you

the defender has a Bonus in the Weapons Test to defend himself when:

- he has cover, he fights from higher up

the Attacker has a Penalty in the Weapons Test to Attack (WAT) when:

- the attacker has Disadvantage if he uses an improvised weapon, uses a weapon without Skill, uses a shield to attack.

Whoever ran in the round has 2 Penalties to WDT and WAT

### Helping another

you can help a teammate attack or defend yourself in melee combat by distracting or interfering with your opponent.

You perform a Weapons Test and if you succeed you grant a bonus to the Weapons Test to defend yourself or as a penalty to the opponent's Defense Weapons Test.

### Targeted Shots

Dark Catacomb does not allow you to make targeted shots with any weapons or spells unless specified.

When you hit the target you hit it generically, without the possibility of specifying whether to the head, leg or something else, the same concept applies in the case of hits to objects, e.g. if you aim at a door hinge you hit the whole door. This does not prevent the Referee from assessing appropriate consequences.

### Nonlethal damage

non-lethal damage is a form of damage caused by particular weapons or when the purpose is to make the enemy faint and not kill him.

Non-lethal damage is treated like Vigor damage but must be noted separately on the sheet.

### Non-lethal damage with unsuitable weapon

if you want to do non-lethal damage with a weapon not predisposed to non-lethal damage the Attack Weapons Test (WAT) has Disadvantage.

### Without Skill

using a type of weapon without the appropriate Skill, i.e. not having Large Weapons while wanting to use a Greatsword, causes Disadvantage on the Weapons Test to attack.

### Throwing weapons

a sword or in any case a weapon not made to be thrown, without Range, can still be thrown at the opponent with Disadvantage.

The Stamina damage caused by the weapon is halved, the range is 3 meters.

### Flank

if two characters are around the same target but are not next to each other they get 1 Bonus in the Attack Weapons Test.

There can be at most 4 characters around a medium-sized creature who get the flanking bonus.

If by drawing a hypothetical line that connects the two characters it crosses completely the opponent's square then there is a flanking situation.

#### Flanking Example

---

A	G	D
B	<b>X</b>	E
C	H	F

In this scheme the flanking is taken by the pairs: A-F, B-E, C-D, G-H

If the creature can face multiple creatures at the same time, they will not benefit from the flanking bonus.

### Taking Aim (sniper)

if you dedicate 5 AP to aiming you get a Bonus on the Weapons Test to Attack.

### Using a thrown weapon while aiming at an opponent engaged in combat

it's not easy to aim correctly and not hit your partner. You have Disadvantage on Weapon Tests to Attack. If the Attack Test has a MS of -6 or less you have hit your partner.

### Using a thrown weapon under threat

using a thrown weapon such as a bow, crossbow or dagger (which you want to throw) while threatened in melee gives your opponent Advantage in the Weapons Test to defend themselves.

### Total defense

costs 8 AP, you cannot make any weapon attacks or spell casts, you gain Advantage on Weapons Test to defend yourself.

### Disengage

costs +1 AP per 1.5 meters you move. You do not cause attacks of opportunity.

## Optional Combat Maneuvers

These combat actions are at the discretion of the Referee who may or may not grant them.

The Trials compare the Margin of Success of the contestants to establish who succeeds in the maneuver.

### Disarm\*

both perform an Arms Test, whoever succeeds with the higher MS disarms the opponent. It costs 6 AP

### Pretend\*

both perform an Arms Test, whoever succeeds with the greater MS has Advantage in the next Arms Test to defend himself. It costs 6 AP

### Push an opponent\*

both perform a Body Test with a Bonus for each size of greater difference.

Whoever wins the Test with the largest margin can push the opponent up to 30 cm per score of margin difference. It costs 6 AP

### Grabbing an opponent\*

both perform a Body Test, the one with a larger size has a Bonus for the size difference.

It costs 6 AP to make and hold and release from the hold. It is considered that whoever grasps is also grasped and has at least one hand occupied in grasping.

Moving a grabbed creature requires [Push opponent](#).

Each contestant can attack the other grabbed player with a Small Weapon or with Brawl.

### Making an opponent fall\*

both perform a Body Test. Whoever has more paws/legs than the other gets a Bonus.

Whoever has the highest MS makes the opponent fall prone. It costs 6 AP

## Mounts

And so I saw in the vision the horses and their riders: these had armor of fire, of hyacinth, of sulphur; the heads of the horses were like the heads of lions, and from their mouths came fire, smoke and brimstone. From this triple scourge, from the fire, smoke and sulfur that came out of their mouths, a third of humanity was killed. In fact, the power of horses is in their mouth and in their tails, because their tails are like serpents, they have heads and with them they do evil. Revelation book 9

A mount has its own Actions and they are usually used to move or react and obey your commands.

A mount acts in your round, and you decide when it takes its Actions versus yours. Don't roll initiative, use yours.

To make a mount move or attack you must use your Action Points.

Attacks towards a character on horseback (or mount in general), unless otherwise stated, aim at the rider and not the horse.

The description of the Mount indicates how many meters it travels per AP used (usually 3 or more).

### Situations and rules

- Whenever the mount is hit the rider must make a Ride Test or be thrown from the mount.  
If the mount is "war" (trained for combat) Test 2 Bonus.
- Fighting from an elevated position grants a penalty to the creature's weapons check to defend itself.
- Getting on or off the mount costs 4 AP if you have the Riding skill, otherwise 8 AP.
- If a spell or situation (abruptly) moves your mount against your will you must make a Ride Test or be unhorsed

### Being Unhorsed

If you are unhorsed, perform a Body Test. If you succeed you fall on your feet, if you fail

you fall prone, and if you fail a 5 or more you take 1d6 points of damage for the fall to Vigor.

### Controlling a Mount

While in the saddle, you have two choices:

- you can give orders to your mount
- allow it to act on its own.

Particularly intelligent mounts tend to favor autonomous action rather than being commanded.

You can only control a mount if it has been trained to accept a rider. Trained horses, mules, and similar creatures are presumed to have received such training.

A controlled mount's initiative changes to match that of its rider. It moves according to your directions and has only two Action options: Move, Attack.

Making a mount perform an Action costs the equivalent Action to the rider.

If the mount is intelligent, having a rider does not restrict the actions the mount can perform and it moves and acts as it wishes. It may flee from combat, attack and devour a badly wounded enemy, or otherwise act against your will.

# Hides and covers

Those who keep themselves apart look for pretexts  
and by all means he starts trouble. (Deuteronomy 18:1)

The adversary does not always reveal himself to us, often this can be hidden or even invisible.

He could be hidden behind a wall or some barrels, if not behind a muscular and gigantic ally.

What if he was behind us and we didn't even see him?

## Coverage

If the target is known to be there but is hidden in some way then it is said to have "cover".

- If the target has more than half (but not total) of the "visible" surface then the coverage is defined as **light**, i.e. it has 1 Bonus to the WDT. This can be the case of a creature behind another creature of the same size or 1 size larger.

This may be the case of an archer standing behind a 1 meter wall.

- If the objective has less than half (but at least a third) of the "visible" surface then the coverage is defined as **average**, i.e. 2 Bonus to the WDT. This may be the case of a creature behind another creature 2 sizes larger.

It may be the case of an enemy armed with a crossbow who leans out just enough to keep the crossbow leaning against the wall and shoot (shoulders, arms and head visible).

- If the target knows where he is but hides completely, only appearing to check on the characters or shoot an arrow every now and then, behind a wall, window, door, table, or a creature larger than him (at least 3 sizes)... then the

coverage is defined as **complete**, i.e. it has an advantage over the WDT.

This can also be the case of a creature completely hidden by darkness, whose presence is assumed due to sounds, tracks, spells cast or projectiles fired.

Clearly a creature that you don't know where it is can't be hit normally...

The Cover Bonus, reduced by 1, also applies to Body Checks against Spells that have an area effect (e.g. Fire Spheres exploding around...).

## Invisibility

If an opponent is invisible or you don't know where he is, follow the Invisibility rules.

Even if you are invisible, this does not mean that you cannot be perceived differently through other senses, such as smell, hearing or touch.

A creature that is blinded, fighting an invisible creature, or fighting in complete darkness can make an Awareness Test. If he succeeds with a MS of +6 he has figured out where the creature is, if within 6 meters.

If the invisible creature attacked in melee and did not move, it is considered **automatically found**.

Whoever attacks a creature that is **invisible but found** has 3 Penalties to the WDT, the creature that attacks the one who cannot see it has 3 Bonuses to the WAT.

If an invisible character picks up a visible object, the object remains visible. An invisible creature can pick up a small visible object and hide it on itself (putting it in a pocket or under its cloak, clenching it in its fist) and effectively making it invisible.

Someone might sprinkle some flour on an invisible object to at least keep track of its location (until the flour falls off completely or is blown away).

Invisible creatures leave footprints. Their tracks can be followed without problems. Footprints in sand, mud, or other soft surfaces can give enemies clues to the invisible creature's location, making it detectable.

An invisible creature in the water moves

the liquid, revealing its position. The invisible creature is still difficult to hit and enjoys the benefits of light cover (+2 to Defense).

An invisible lit torch still gives off light (as does an invisible object subjected to light magic).

Invisible creatures can't use gaze attacks. Invisibility does not affect being targeted by a divination spell.

# Equipment

## Wealth and Money

«Wœ, wœ, the big city,  
all wrapped in pure linen,  
of purple and scarlet,  
adorned with gold,  
of precious stones and pearls!  
In just one hour  
so much wealth has been lost!»  
(Revelation book 18)

In a world on the brink of collapse, few commodities have real value and money is certainly not among them.

The goods that are valuable are those that allow you to live one more day, those that can give you security, protect you or feed you.

Of course, then there are the weapons of the great war. And I'm not talking about human weapons but the relics of battles between angels and demons

For those who have survived, the few tools and instruments that can still be found and produced by a civilization that has already fallen, dead and buried but not yet defeated are presented.

### Coins and Gems

I'm sorry, but gold and silver are no longer worth anything, perhaps some very ancient pieces of paper, what they once called banknotes, have a value but only a historical one.

Gems are the real bargaining chip if you don't have a chicken or a precious cow. Gems, especially the most precious ones can, at times, even save your life especially if used to corrupt those creatures with red skin, elongated horns and bony wings.

Gems are divided based on their quality and value. in the lowest step there is the **low quality gem** (GR acronym)

Each type of gem has an acronym to briefly indicate the category to which it belongs

**Low Quality Gems, GR:** agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; eye of the Tiger; turquoise; river pearl (irregular).

**Semi Precious Gems, GA:** heliotrope, carnelian; chalcedony; chrysoprase; citrine; jasper; lunaria; onyx; chrysolite; rock crystal (clear quartz); sardonyx; rose quartz, smoked or star rose. A semi-precious gem is worth about **10 low-quality gems**.

**Medium-Grade Gems, GO:** amber; amethyst; chrysoberyl; coral; red or green-brown garnet; jade; white, golden, pink or silver pearl; red, red-brown or dark green spinel; tourmaline. Each of these is worth approximately **10 semi-precious gems**.

**High Quality Gems, GP:** alexandrite; aquamarine; purple garnet; black Pearl; dark blue spinel; golden yellow topaz. Each of these is worth about **10 medium quality gems**.

**Precious Gems, GMP:** white, black, or fire opal; blue sapphire; fiery yellow or vermilion corundum; blue or black star sapphire. Each of these is worth approximately **10 high-quality gems**.

**Exceptional Gems; GT:** emerald, crystal-line brilliant green, diamond, ruby, pure jade. The value can vary from 10 to 1000 Precious Gems.

And don't try to pay with minerals created by humans before the war, such as zircon, you will be considered a counterfeiter.

Gemma	GR	GA	GO	GP	GMP
Low Quality	1	1/10	1/100	1/1000	1/10000
Precious Seeds	10	1	1/10	1/100	1/1000
Average Quality	100	10	1	1/10	1/100
High Quality	1000	100	10	1	1/10
Precious	10000	1000	100	10	1

**Initial wealth**

Usually a newly created character has 5d10 + 50 medium quality (GO) gems as his only treasure.

**Other Riches - Trade Goods**

Merchants usually trade goods even without the use of gems. To get an idea of trade transactions, some trade goods are described in the table. Remember that an opal may be beautiful but you cannot make bread with it to feed yourself.

**Table: Examples of other riches**

Cost	Item
5 GR	Wheat (0.5 kg)
10 GR	Flour (0.5 kg) or chicken (l)
5 GA	Tobacco or copper (0.5 kg)
7 GA	Iron (0.5 kg)
1 GO	Cinnamon (0.5 kg) or goat
2 GO	Ginger or pepper (0.5 kg) or sheep (l)
3 GO	Pig (l)
4 GO	Lino (1 m <sup>2</sup> )
5 GO	Salt or silver (0.5 kg)
1 GP	Silk (1 m) or cow (l)
15 GP	Saffron(0.5 kg)/ox (l)
3 GP	Cloves (1kg)

Also consult the chapter on Encumbrance in Movement and Transport.

## Equipment - Weapons

In your equipment you will have a peg, with which, when you go out, you will dig a hole and then cover your excrement (Deuteronomy 23:14)

If for most the aim is to survive, many others must take up arms to be able to defend themselves and defend what is dear to them.

The table presents the name of the weapon, its cost in Medium Quality Gems (GO), the dimensions, the damage and the type of

damage (whether from Cut, Hit or Punch), the range, the type of Weapon and the special characteristics it may have. See also Load and Transport Capacity.

I remember that using a Weapon without the appropriate Skill gives Disadvantage to the WAT.

**Table: List of Weapons**

Weapon	Cost	Size/Damage	Range, List, Special
Halberd	10	G/1d10 P/T	<b>Large weapons</b> Countercharge, Long weapon
Short Bow	30	M/1d6 P	15 meters, <b>Missed weapons</b>
Longbow	75	G/Arrows	20 meters, <b>Missed weapons</b>
Ax Hammer	16	M/1d6 T/B	<b>Medium weapons</b>
One-handed axe	6	M/1d6 T	20 feet, <b>Small weapons</b>
Battleaxe	10	M/1d10 T	<b>Large weapons</b>
One-handed crossbow	200	M/Bolts	6 meters, <b>Missioned weapons</b>
Heavy crossbow	150	G/Bolts	30 meters <b>Missioned weapons</b>
Staff	3	M/1d6 B	<b>Medium weapons</b> , Long weapon
Brandistocco	10	M/2d4 P/T	<b>Large weapons</b> , Countercharge, Long weapon
Spiked Chain	55	G/2d4 P	10 feet, <b>Medium weapons</b> , Long weapon
Scythe	18	G/2d4 P/T	<b>Large weapons</b> , Long weapon



Sickle	6	P/1d6 T	<b>Small weapons</b>
Poleglaive	12	G/1d10 P/T	<b>Large weapons</b> , Countercharge, Long weapon
Slingshot	-	P/1d4 B	10 meters, <b>Missed weapons</b>
Heavy Scourge	20	M/1d10 B	<b>Large weapons</b>
Scourge	8	M/1d8 B	<b>Medium weapons</b>
Whip	1	M/1d3 T	<b>Medium weapons</b> , Long weapon
Javelin	1	P/1d6P	12 meters, <b>Small weapons Missed weapons</b>
Big club	2	M/1d8 B	<b>Large weapons</b>
Infantryman's spear	5	M/1d8 P	3 meters, <b>Medium weapons</b> , Long weapon, Countercharge
Spear	10	G/1d8 P	<b>Two-handed weapon</b> , Long weapon, Countercharge
War fist	15	G/1d10 B	<b>Large weapons</b>
Truncheon	1	P/1d6 B	<b>Small weapons</b> , non-lethal
Warhammer	8	M/1d8 B/P	6 meters, <b>Medium weapons</b>
Heavy Mace	5	M/1d8 B/T	<b>Medium weapons</b>
Spiked mace	10	M 1d8 B/P	<b>Medium weapons</b>
Light Pike	4	M/1d4 P	<b>Simple weapons</b>
Heavy Pike	8	G/1d6 P	<b>Large weapons</b> , Long weapon
Dagger	2	P/1d4 P	6 meters, <b>Small weapons</b> , <b>Missed weapons</b>
Brawl	notes*	P/1d4 B	
Club	1	P/1d6 B	<b>Small weapons</b>
Scimitar	30	M/1d6 T	<b>Small weapons</b> , <b>Medium weapons</b>
Short Sword	10	P/1d6 P	<b>Small weapons</b>
Longsword	20	M/1d8 T	<b>Medium weapons</b>
Bastard Sword	35	M/1d8 T	<b>Medium weapons</b> , <b>Weapons Large weapons</b>
Two-handed greatsword	50	G/2d6 T	<b>Large weapons</b>
Rapier	40	P/1d6 P	<b>Small weapons</b>
Trident	15	M/1d6 P/T	3 meters, <b>Missile weapons</b> , <b>Medium weapons</b> , <b>Large weapons</b> , Long weapon, Countercharge

A **Small Weapon** has **Encumbrance** 1, a **Medium Weapon** has **Encumbrance** 2, a **Large Weapon** has **Encumbrance** 4, a **Huge Weapon** has **Encumbrance** 8.

**Table: List of projectiles - Bows - Missile weapons - Slingshots**

Projectile Name	Number of shots/Cost (gp)	Damage / Type
Crossbow Bolts	6/1 GA	1d6 P
Bow Arrows	20/1 GA	1d6 P
Marble Marbles (slingshots)	15/1 GA	1d4 B
Stone (slingshots)	-	1d3 B

A **Quiver** (full or empty) of Bullets has **Encumbrance** 2.

### **Reloading the Crossbow**

**Crossbow** A crossbow requires 4 AP to reload. A light or one-handed crossbow requires 2 AP to reload.

### **The range**

**Range** The distance indicated is the distance without penalty to the Weapons Test to hit. Each ranged weapon can hit within three times the listed distance.

If the target is within the indicated range there is no hit penalty, if the target is between the first and second you have a WAT penalty of 1, If the target is between the second and third increment the hit penalty is -2.

A dagger thrown within 6 meters has no penalty, but thrown between 6 and 12 meters has a -1 penalty, at a distance between 12 and 18 meters it has a -2 penalty to the WAT, beyond that it cannot be thrown.

A javelin thrown within 12 meters has no penalty, but thrown within 24 meters has a 1 Penalty to the WAT, at a distance between 24 and 36 meters a -2 to the WAT, beyond that it cannot be thrown.

An **Arrow or Bolt that hits is considered destroyed**, if it misses it is considered to have a 50% (4-5-6 on a d6) chance that it is still intact.

A magic Arrow/Bolt/Rock adds its bonuses to those of the caster to determine WAT and Damage.

### **Medium two-handed weapons**

A medium weapon causes +1 Stamina damage when used two-handed.

### **Type of damage**

The Weapons have indicated a **Damage Type**, i.e. T/B/P.

These letters indicate whether the damage is of the Cut, Blow or Puncture type. This characteristic can be important because certain creatures can be immune to or take less damage from a particular type of wound (e.g. a skeleton against a piercing weapon or a gelatinous cube against a cutting weapon...).

A weapon can be used to cause a different type of damage (from slashing to piercing or

slashing) by reducing the damage die by one category (e.g. Long Sword to deal slashing damage causes 1d6).

### **Throwing weapons**

A sword or in any case a weapon not made to be thrown can still be thrown at the opponent. The WAT has 2 Penalties and the weapon does a lower category of damage (long sword does 1d6, short sword 1d4..). The range is 3 meters.

**Using a Weapon without the proper Skill results in Disadvantage in the WAT.**

### **Magical weapons**

Only relics or weapons derived from them can be considered magical.

The magic bonus indicated in the weapon applies to the Weapons Test to attack (WAT) and applies to the damage dealt to Vigor.

**A projectile does not gain magical properties because its caster is magical.**

### **Improvised Weapons**

Sometimes items that were not designed to be weapons can have some combat effectiveness.

Since these are not objects designed for this use, the creature that attacks with one of them suffers 2 WAT Penalties.

A small (bottle) improvised weapon deals 1d3 damage, medium (a chair leg) 1d6, large (table leg) deals 1d8 damage.

An improvised thrown weapon has a range of 10 feet.

### **Ancient weapons**

It is still possible to find functioning ancient weapons, weapons that can still be used after 200 years.

Most firearms require replacement parts and ongoing maintenance after such a long period of time. These spare parts are very rare to find intact and it is equally difficult to find a craftsman who knows how to make them.

The weapons that you can find working are revolvers, shotguns, semi-automatic rifles and automatic rifles.

**Revolver:**

**Action Points:** 3 for a single shot fired

**Magazine:** 6 bullets

**Range:** 9 meters

**Damage:** 1d10 per projectile Stamina damage

**Rules:** A Ranged Weapons WAT is required per projectile used. The defending player must make a Body Test per shot; if the MS is higher the opponent has missed the target.

**Shotgun:**

**Action Points:** 4 for a single shot fired

**Magazine:** 4 bullets

**Range:** 6 meters

**Damage:** 2d8 per projectile Stamina damage

**Rules:** A Ranged Weapons WAT is required per projectile used. The defending player must make a Body Test per shot; if the MS is higher the opponent has missed the target.

**Semi-automatic rifle:**

**Action Points:** 4 for 3 shots fired

**Magazine:** 21 bullets

**Range:** 18 meters

**Damage:** 1d8 per projectile Stamina damage

**Rules:** one WAT of Missile Weapons is required per group of 3 projectiles used. The defender must make a Body Test per group of bullets; if the MS is higher the opponent has missed the target with all 3 shots.

**Automatic Rifle:**

**Action Points:** 1 for a 1 shot fired

**Magazine:** 30 bullets

**Range:** 12 meters

**Damage:** 1d6 per projectile Stamina damage

**Rules:** A single WAT is performed in Ranged Weapons regardless of the number of bullets fired. Whoever defends himself must make a Body Test. A projectile hits for the attacker's MS.

Each weapon uses different projectiles. You cannot use revolver bullets on a semi-automatic rifle or automatic rifle bullets on a shotgun or semi-automatic rifle.

The armor and shield also work against gunshots.

**Projectiles**

Bullets are the absolute hardest thing to find. No bullet was built with the intention of being fired 400 years after its creation.

The gunpowder has become damp, it has lost its charge, the metal jacket has corroded over time... there are many factors that make bullets extremely rare, almost and more than magical weapons.

**Fire problems**

Whenever in the WAT the dice roll two 1s or a 1 and a 2 there has been a problem with the weapon and you have not fired successfully.

**Roll 1d6 and consult the table**

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<b>dice</b>	<b>Effect</b>
1	the bullet is defective, luckily there are no other problems
2	it takes you twice as long to release the shot as shooting
3	to release the shot you must perform a Ranged Weapons Test, it costs 10 AP
4	the bullet exploded in the barrel. Restore operations take 2 rounds
5	the bullet exploded in the barrel, damaging it. A Craft Check with an MS +3 is required to restore the weapon.
6	the entire magazine exploded. You take damage as if half the bullets remaining in your weapon hit you. The weapon is destroyed.

# Equipment - Armor and Shields

And so I saw in the vision the horses and their riders: these had armor of fire, of hyacinth, of sulphur. (Revelation book 9)

Armor helps absorb damage from hits and penalizes Enchanting Checks and Skill Checks. Depending on the armor, a minimum Body value may be required.

The Skill Penalty is the penalty that applies to Skill checks affected by the weight and bulk of the armor. Different armor, specific or magical have different scores, this table serves as a guideline for the GM.

## Armor Table

Armor	Cost (GO)	Reduction	Penalty	Body	Encumbrance
Padded	5	1	0	4	2
Leather	10	1d2	1	5	2
Reinforced Leather	40	1d3	1	6	2
Mail Jacket	100	1d4	2	9	4
Scales	150	1d6	2	10	4
Rings	250	1d6+1	2+1	12	6
Breastplate	400	1d8	2+1	13	7
Half armor	800	1d10	3	14	10
Complete	1200	1d10+1	3	15	10

**Cost:** is for a medium-sized armor expressed in raw gems.

**Reduction:** This is when Stamina damage is reduced. The player rolls the marked die and reduces the damage by that amount with a **minimum damage taken of 1**.

**Comp. Penalty:** it is the Penalty to Skill Checks given the bulk and weight of the armour. When the value is marked +1 it means, for example 2+1, which has 1d4 penalties and a further 1 penalty. When the indicated Penalties are 3 you have Disadvantage on Skill Checks.

**Body:** This is the minimum Body score requirement to reduce penalties. With a lower score, moving costs 1 AP more than 1.5 meters for the difference between the Body score and the necessary one. With a score equal to or higher than the indicated one, the Skill Penalties are reduced by 1.

?!

When you count the Encumbrance given by the armor and shield **worn** you must divide it by two. The Encumbrance of armor and shields is to be understood when it is "loaded in the backpack", i.e. transported but not worn.

## Description of Armor

*Padded.* Padded armor consists of layers of fabric and padding sewn together.

*Leather.* The chest and shoulder pads of this armor are made of leather that has been hardened after being boiled in oil. The rest of the armor is made up of softer and more flexible materials..

*Reinforced Leather.* Made of tough but flexible leather, reinforced leather armor is enriched with rivets or spikes.

*Maglia di Maglia.* Made of interlocking metal rings, a mail jacket is worn over layers of clothing or leather. This type of armor offers

modest protection to the upper body, while the noise of the rings rubbing together is muffled by the other layers.

**Scales.** This armor consists of a mail and greaves (sometimes a separate skirt) of leather covered by overlapping pieces of metal, similar to the scales of a fish. The armor comes complete with gloves.

**Rings.** This armor is leather armor with heavy rings sewn onto it. The rings serve to strengthen the armor against sword and ax blows. The armor is complete with gloves..

**Bib number.** This armor consists of a metal chest worn over a layer of leather. Although it leaves the arms and legs relatively exposed, the armor provides good protection to the character's vital organs, without causing great bulk..

**Half Armor.** Half plate armor consists of shaped metal plates that cover most of the character's body. It does not include leg protection other than simple greaves tied with leather laces..

**Complete.** This armor consists of interlocking shaped metal plates that cover the entire body. Plate armor includes gauntlets,

heavy leather boots, a helmet with a visor, and a thick layer of padding beneath the armor. Buckles and laces distribute the weight of the armor across the entire body..

### Basic rules for using armor

**Sleeping in Armor:** If you sleep in medium or heavy armor, you are automatically **Fatigued** the following day.

Sleeping in armor with Encumbrance 2 or less does not cause Fatigue.

**Weight:** the weight indicated refers to the version for Medium-sized characters. Armor adapted for Small characters weighs half as much, while for Large characters it weighs twice as much.

### Magical armor

A magical armor or magical shield not only protects better but is also lighter and similar to magic. Magic armor has a higher Reduction value and smaller weight and bulk.

### The Shields

**Shields** allow you to increase WDT's Test.

Shields can be Light, Medium or Heavy.

### Shield Table

Shields	Cost	WDT	Type
Wooden Light Shield	3 GO	1	L
Light Metal Shield	20 GO	1	L
Medium wooden shield	10 GO	2	M
Medium Metal Shield	30 GO	2	M
Heavy Wooden Shield	30 GO	2+1	P
Heavy Metal Shield	80 GO	2+1	P

**WDT:** it is the Bonus that is added to the WDT Trial. As for Armor, when 2+1 is indicated it means having +1d4 and a further +1 on the Test.

**Type:** indicates the size of the shield. Light, Medible, Pheavy.

A Light **Shield** has **Encumbrance** 1, a Medium Shield has Encumbrance 2, a Heavy Shield has Encumbrance 4.

The WDT Bonus is subtracted from Skill Checks affected by armor.

A shield can be used as an **improvised**

**weapon.** The WAT has Disadvantage. A small shield does 2 damage (B/T), a medium shield does 1d4 damage (B/T), a heavy shield does 1d6 damage (B/T).

Holding a shield takes up one hand/arm.

### Putting on and taking off armor

Putting on and taking off armor is an operation that requires time and attention, doing it quickly does not help and actually tends to worsen the protection given by the armour.

**Table: Times for putting on and taking off armour**

<b>Armor Type</b>	<b>Put on</b>	<b>Put on quickly</b>	<b>Take off</b>
Shield	1 action	-	1 action
Padded, Leather, Reinforced Leather	1 minute	3 rounds	-
Giacco di Maglia	1 minute	5 rounds	5 rounds
Scales, Rings, Breastplate	4 minutes	1 minute*	1 minute
Complete	4 minutes**	4 minutes*	1d4+1 minutes

\* If someone helps, the time is halved. A single character who is doing nothing else can help one or two characters adjacent to him. Two characters cannot help each other put on armor at the same time.

\*\* You need help to put on this armor. Without help it can only be put on quickly.

**Putting on armor in a hurry** carries a -2 penalty to Reduction.

# Goods and Services

## Wealth and Money

Even the merchants of the earth weep and lament over it, because no one buys their goods anymore: their cargoes of gold, silver and precious stones, pearls, linen, purple, silk and scarlet ; scented woods of all kinds, objects of ivory, wood, bronze, iron, marble; cinnamon, amomo, perfumes, ointment, incense, wine, oil, fine flour, wheat, cattle, flocks, horses, chariots, slaves and human lives. (Revelation book 18)

### Selling Treasures

In the dungeons you explore you will have some opportunities to find treasure, equipment, weapons, armor and more. Usually, you will be able to sell treasures and trinkets when you reach a town or other settlement, as long as you can find buyers and merchants interested in your loot.

### Weapons, Armor and Other Equipment

As a general rule, weapons, armor and other undamaged equipment costs half as much when sold. Weapons and armor used by monsters are unlikely to be in prime condition for sale. Except if relics.

### Magic Items

Selling magic items is a problem. Finding someone willing to buy a potion or scroll isn't too difficult, but most items are beyond the reach of anyone except the very rich. The value of magic thrills the vile gem and should always be treated with consideration.

### Goods

On the borderlands, most transactions occur through barter. Like gems and objects d'art, commodities - iron ingots, bags of salt, livestock, and so on - can be traded as gems at their full value.

### Adventure Equipment

This is a short, non-exhaustive list of equipment your characters might be interested in purchasing. The list is certainly not exhaustive or complete but it can provide you with pricing guidelines.

As an Arbiter always use common sense in requests, carefully evaluate the type of request, the need for the object, the place where it is purchased and how it is purchased.

Depending on the type of companion, additional items such as firearms or alchemicals may be available.

Object	Cost	Eng.
Craftsman Dress	1 GO	1
Peasant dress	1 GA	1
Explorer's Outfit	10 GO	1
Entertainer Outfit	3 GO	1
Rich man's dress	75 GO	2
Scholar's Robe	5 GO	1
Traveler's Dress	1 GO	2
Winter dress	8 GO	2
Steel and flint	1 GO	
Intense Acid (ampule)	10 GO	L
Holy water (ampoule)	25 GO	L
Sewing needle	5 GA	-
Fish Hook	1 GA	-
Ampoule (empty)	3 GR	L
Signet ring	5 GO	-
Poison Ring	+20 GO	-
Antitoxin (bottle)	50 GO	L
Portable Aries	10 GO	3
Craftsman's Tools	5 GO	2
Thieves' Tools	30 GO	1
Rod (3 m)	5 GR	2

Object	Cost	Eng.	Object	Cost	Eng.
Climbing Tools	80 GO	1	Poor Inn (sleeping)	2 GA	-
Bandolier	3 GO	L	Mallet	1 GO	2
Rowing boat	50 GO	12	Handcuffs	15 GO	L
Barge	3000 GO	-	Hammer	5 GA	1
Barrel (empty)	2 GO	4	Bit and bridle	2 GO	1
Stick	2 GO	1	Sailing Ship	10k GO	-
Merchant's Scales	2 GO	1	Warship	25k GO	-
Beer Mug	5 GR	L	Longship	10k GO	-
Beer Carafe	2 GA	L	Lantern oil	1 GA	1
Ceramic mug	2 GR	L	Water Clock	1000 GO	-
Bag	5 GA	L	Wineskin	1 GO	2
Belt Bag (empty)	1 GO	L	Shovel or shovel	2 GO	1
Healer's Bag	50 GO	1	Bread (per loaf)	2 GR	-
Glass bottle	2 GO	L	Meals (per day) Good	5 GA	-
Ceramic jug (5lt)	2 GR	L	Meals (per day) Normal	3 GA	-
Campanella	1 GO	-	Meals (per day) Poor	1 GA	-
Candle	1 GR	-	Nib	1 GA	-
Fishing rod	1 GO	1	Iron pot	1 GO	1
Spotting scope	1000 GO	1	Parchment (Sheet)	2 GA	-
Ceramic jug	2 GR	L	Miner's Pickaxe	3 GO	2
Meat (1 piece)	3 GA	L	Crowbar	2 GO	1
Cart	15 GO	10	Healing Potion	50 GO	L
Wagon	35 GO	20	Enhanced Healing Potion	125 GO	L
Carriage	300 GO	-	Perfume	5 GO	L
Pulley and tackle	20 GO	2	Grapple	1 GO	1
Paper (sheet)	4 GA	-	Travel rations (per day)	5 GA	1
Chest (empty)	2 GO	3	Remo	2 GO	2
Chain (3 m)	30 GO	1	Fishing net (2.25 m)	4 GO	1
Sealing wax	1 GO	-	Saddlebags	4 GO	2
Waxed	5 GA	1	Bag (empty)	1 GA	L
Basket (empty)	4 GA	1	Soap (per 0.5 kg)	5 GA	-
Rock climber's bolt	1 GA	L	Ladder (3 m)	2 GA	3
Hourglass	25 GO	-	Bucket (empty)	5 GA	L
Winter blanket	5 GA	1	Saddle	30 GO	2
Hemp rope (15 m)	1 GO	1	Military Saddle	50 GO	3
Sharpening whetstone	2 GR	L	Cargo Saddle	15 GO	2
Case for Darts or Arrows	1 GO	1	Lock / Padlock	40 GO	
Scroll case	1 GO	1	Metal Spheres (100)	10 GO	1
Whistle	8 GA	-	Wooden religious symbol	1 GA	L
Cheese (1 piece)	1 GA		Sled	20 GO	3
Chest	5 GO	4	Small metal mirror	10 GO	L
Alchemist's Fire (flask)	20 GO	L	Stabling (per day)	5 GA	-
Galley	30k GO	-	Common musical instrument	5 GO	2
Metal hook	1 GO	L	Traptrap	5GO	3
Chalk, (1 piece)	1 GR	-	Canvas (per m2)	1 GA	L
Bed	1 GA	1	Tent	10 GO	3
Ink (30 g bottle)	8 GO	-	Flashlight	1 GA	1
Common lantern	1 GO	2	Tribolo (20)	1 GA	L
Bulging Lens Lantern	12 GO	1	Camouflage Tricks	50 GO	L
Shieldable lantern	7 GO	1	Spade or Shovel	1 GO	1
Firewood (per day)	1 GR	4	Religious dress	5 GO	1
Magnifying glass	100 GO	-	Good Wine (bottle)	10 GO	1
Locanda Buona (sleep)	2 GO	-	Common wine (jug)	2 GA	1
Locanda Normale (sleeping)	5 GA	-	Backpack	2 GO	1



You say: I am rich, I have become rich, I don't need anything. But you do not know that you are unhappy, miserable, poor, blind and naked (Revelation book 3)

**Intense Acid.** As an action, you can splash the contents of this vial onto a creature within 3 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack roll against the creature or object, treating the acid as an improvised weapon (Disadvantage on WAT). On a hit, the target takes 2d6 acid damage.

**Holy water.** As an action, you can splash the contents of this flask onto a creature within 3 feet of you or throw the flask up to 20 feet, shattering it on impact. In either case, make a ranged attack roll against the creature or object, treating the holy water as an improvised weapon. If you hit, and the target is a fiend or undead, it takes 2d4 positive energy damage.

**Ampulla (empty):** small glass or ceramic amphora with a thin neck.

**Signet Ring:** metal circle, generally valuable, with an engraving suitable for imprinting seals on sealing wax.

**Poison Ring:** +20 GO, compared to ring cost, this ring has a small compartment under the gem, usually used to hold poison. Opening and closing it requires an action; doing so without being noticed requires a Fairy Hands Test.

**Antitoxin.** A creature that drinks from this vial of liquid gains a +2 check bonus against poison for 1 hour. Grants no bonuses to undead and constructs.

**Portable Aries.** You can use a portable battering ram to knock down doors. When doing so, you gain a +3 bonus on Body checks. Another character can help you with the use of the ram, giving you +2 on the Test.

**Fishing Tackle.** This kit includes a wooden rod, silk thread, wooden cutter, steel hooks, lead weight, velvet bait and a landing net.

**Bandolier.** This specialized belt for holding small objects such as potions or scrolls

is worn around the neck. Removing an item from it costs 1 AP, as if it were on your belt.

**Metal Marbles.** As an action, you can scatter a single bag of these tiny metal marbles to cover a flat, 10-foot square area. A creature that passes through the covered area must succeed on a Body Test or fall prone. A creature that passes through the area at half speed does not need to make the Body Test.

**Merchant's Scales.** A merchant's scale includes a small barbell, a plate, and an assortment of weights up to 1 pound. With it, you can measure the exact weight of small objects, such as precious metals or commodities, to help you determine their value.

**Bag.** A fabric or leather pouch can contain, among other things, up to 20 sling-shot bullets or 50 blowgun needles. A compartmentalized pouch for holding spell components is called a component pouch.

**Candle.** For 1 hour of real game time, a candle casts light in a 1.5 meter radius and dim light for an additional 1.5 meters.

**Waxed leather.** It is a coat treated to be water-repellent, allowing you to stay dry even in the rain.

**Telescope.** Objects viewed through a telescope are magnified to twice their size.

**Pulley and Hoist.** A series of levers connected by a cable and a hook to attach to objects, pulley and tackle allow you to pull up to four times the weight you can normally lift.

**Chain.** A chain has Stamina 15 and WDT 16. It can be broken by passing a Body Test with MS +12.

**Rock climber's pitons.** You must use 1 at least every 6 meters to fix the rope to the wall.

**Rope.** A rope, whether made of hemp or silk, has 2 Strength and can be broken with a successful Body Test with MS +6. The large version has 4 Stamina and MS +9 to break it.

**Quiver.** A quiver can hold up to 12 arrows.

**Alchemical Fire.** This sticky fluid ignites when it comes into contact with air. With two actions, you can throw this flask up to 20 feet, shattering it on impact. Makes a ranged WAT against the creature or object, treating alchemical fire as an improvised weapon

(Disadvantage). On a hit, the target takes 1d6 fire damage to Stamina at the start of each of its rounds. A creature can end this damage by spending 8 AP and succeeding at a Body Test. If the Test succeeds, the flames are extinguished.

**Healer's Bag.** This kit is a leather bag containing bandages, ointments and splints. The kit can be used ten times. Grants a 2 bonus on first aid checks.

**Lunch Kit.** 4 GO. This small tin contains a bowl and some simple cutlery. The two parts of the box can be detached, and one side used as a cooking pot and the other as a plate or container

**Climber's Kit.** 8 GO. A climbing kit includes special pitons, boot spikes, gloves and a harness. You can anchor yourself using the climber's kit with one action; when you do so, you can't fall more than 20 feet from where you anchored, and you can't climb more than 20 feet from where you anchored without first undoing the anchor.

**Lantern.** A lantern projects bright light in a 10-foot radius and dim light for an additional 20 feet. Once lit, it burns for 3 hours of real game time with one ampoule (0.5 liters) of oil.

**Protruding Lens Lantern.** A projecting lens lantern projects light in a 3 meter cone and dim light for a further 9 metres. Once lit, it burns for 3 hours of real game time with one ampoule (0.5 liters) of oil.

**Shieldable Lantern.** A shieldable lantern projects light in a 6 meter radius and dim light for a further 6 metres. Once lit, it burns for 1 hour of real game time with one ampoule (0.5 liters) of oil. As an action, you can lower the shielding, dimming the light with a radius of 3 feet.

**Magnifying Glass.** This lens allows you to take a closer look at small objects. It is also a useful substitute for flint and steel when starting a fire. Starting a fire with the magnifying glass requires at least sunlight as bright as sunlight, wood to light, and about 5 minutes for the wood to catch fire. A magnifying glass provides aid (2 Bonuses) in any Test made to evaluate or analyze a small or highly detailed object.

**Hunter's Lens:** 100 GO, this complex lens is placed over one eye and occupies the eye slot when in use. When used with a ranged attack, you reduce ranged attack penalties by 2. Objects within 30 feet become difficult to see, and you take a 2 penalty on sight-based Awareness checks and WAT.

**Handcuffs.** These metal tools can imprison a Small or Medium creature. To free yourself from the handcuffs you must pass a Body Test with MS +6. To break them you must pass a Body Test with MS +9. Each set of handcuffs comes with a key. Without the key, a creature can use Escape Artist or Disable Device to open the lock. The handcuffs have 15 Stamina and WDT 12

**Oil.** It is usually bought in a clay flask containing 0.5 litres. As an action, you can splash the oil in this flask onto a creature within 3 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a missile WAT against the creature or object, treating the oil as an improvised weapon. If you hit, the target is covered in oil. If the target takes any amount of fire damage before the oil dries (after 1 minute), the target takes an additional 1d6 fire damage from the burning oil per round. If ignited, the oil burns for 2 rounds and deals 1d6 fire damage to any creature that enters the area or ends its round within it. A creature can take this damage only once per round. You can also pour a vial of oil on the floor to cover a 1 meter square, as long as the surface is flat.

**Crowbar.** Using a crowbar gives a 2 bonus to Body checks whenever the crowbar's leverage can be applied.

**Healing Potion.** This generic healing potion allows you to recover 1d8+1 of Stamina.

**Enhanced Healing Potion.** This generic healing potion allows you to recover 3d8+3 Stamina.



Although I am absolutely against characters purchasing magic items, healing potions must be available.

**Rations.** Rations consist of dry food suitable for long journeys, and include dried meat, dried fruit, biscuits and nuts.

**Tire Box.** This small container contains stone, steel and tinder (usually a dry rag soaked in oil) used to start a fire. Using it to light a torch (or any other easily ignitable object) requires two actions. Lighting any other fire takes 1 minute.

**Box for Maps or Scrolls.** This cylindrical leather box can contain, rolled up, up to ten pieces of paper or five sheets of parchment.

**Quiver for Crossbow Bolts.** This wooden box contains up to 12 crossbow bolts.

**Lock.** A key is supplied with the lock. Without the key, a creature can pick this lock by succeeding at a Disable Device Test. The DM may decide that better quality locks requiring an MS of +3 or higher are available for greater costs.

**Earplugs** 3 GR, made of cotton or waxed cork, earplugs grant 1 bonus on checks against effects that require hearing but inflict a -4 penalty on Awareness checks that rely on hearing.

**Tent.** A simple portable canvas shelter, a tent can hold two people. It takes about 20 minutes to pitch a tent.

**Torch.** A torch burns for **1 hour of real game time**, providing light in a 10-foot radius and dim light for an additional 20 feet. If you make a WAT with a lit torch, improvised weapon, and hit, you deal 1d4 points of damage plus 1 additional fire damage per stamina.

**Hunting Trap.** 12 GO, 2. You use two actions to set this trap, made of a serrated steel ring, which springs when a creature steps on the metal plate in its center. The trap is attached by a heavy chain to an immovable object, such as a tree or a spike stuck in the ground. A creature that steps on the plate must succeed on a Body Check with MS +3 or take 1d4 piercing damage and stop moving. A creature can use 6 AP to pass a Body Test with MS +3, and if it succeeds it frees itself or frees another creature within reach. Each failed attempt deals 1 piercing damage to the trapped creature.

**Tribolo.** As an action, you can scatter a single bag of these tiny caltrops to cover a 3-foot square area. A creature that passes through the covered area must succeed on a Body Test or take 1 piercing damage. Until the creature regains at least 1 point of Stamina damage, the terrain is considered difficult and moving 5 feet costs 2 AP. A creature that passes through the area at half speed need not make the Test.

**Basic Poison.** You can use the poison in this vial to cover a slashing or piercing weapon or up to three pieces of ammunition. Applying the poison requires 4 AP. A creature struck by a poisoned weapon or ammunition must succeed on a Body Test or take 2d6+2 Stamina poison damage. Once applied, the poison remains effective for 1 minute before becoming useless.

### Basic equipment

If the character chooses to purchase her starting equipment, she can purchase an outfit at the indicated price, which is generally cheaper than purchasing the individual items separately.

**Adventurer's Gear (18 GO).** Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a steel and flint, 10 daily rations and a waterskin. The package also includes 15 meters of hemp rope tied to the backpack.

**Hunter's Equipment (24 GO):** contains steel and flint, a belt pouch, an 18m rope, a bed, a tarpaulin, a waterskin, an iron pot, travel rations (5 days), torches (10) and a backpack.

**Diplomat Equipment (57 GO).** Includes a chest, 2 cases for maps and scrolls, a fine robe, a bottle of ink, a nib, a lantern, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax and soap.

**Devotee's Gear (30 GO):** contains steel and flint, a belt pouch, a Spell Component Pouch, candles (10), 60' rope, a bed, an iron pot, a waterskin, rations travel bag (for 5 days), soap, a wooden sacred symbol, a cheap sacred text, torches (10) and a backpack.

**Explorer's Gear (15 GO).** Includes a backpack, a bed, a mess tin, a steel and flint,

10 torches, 10 daily rations and a waterskin. The package also includes 15 meters of hemp rope tied to the backpack.

**Cave Explorer Gear (24 GO):** Contains a set of basic tools for exploring ruins and abandoned cities includes 2 candles, chalk, hammer and 4 pitons, 18 meters of rope, a shieldable lantern with 5 bottles of oil, 2 bags, 2 torches, travel rations (for 3 days)

**Entertainer's Equipment (60 GO).** Includes a backpack, a bed, 2 costumes, 5 candles, 5 daily rations, a waterskin and camouflage tricks.

**Locklocker's Equipment (24 GO).** Includes a backpack, a bag with 1000 metal spheres, 3 meters of string, a bell, 5 candles, a crowbar, a hammer, 10 rock climbing pitons, a shieldable lantern, 2 oil bottles, 5 daily rations, a steel and flint and a wineskin. The package also includes 15 meters of hemp rope tied to the backpack.

**Scholar's Equipment (60 GO).** Includes a backpack, a study book, an ink bottle, a nib, 10 sheets of parchment, a sandbag and a small knife.

## Container Capacity

Object	Capacity	CoC	Object	Capacity	CoC
Bag	1 cube with 30 cm edge/3 kg of equipment	1	Barrel	160 liters of liquid, 4 cubes with 30 cm edge	35
Mug	0.5 litres	L	Bottle	1 liter of liquid	L
Bucket	12 liters of liquid, 1 cube with 25 cm edge	3	Basket	2 cubes with 30 cm edge/20 kg of equipment	5
Bag	1 cube with 30 cm edge/15 kg of equipment	3	Chest	12 cubes with 30 cm edge/150 kg of equipment	35
Vial	120 ml of liquids	L	Skin	2 liters of liquids	1
Carafe	4 liters of liquid	2	Backpack	2 cubes with 30 cm edge/30 kg of equipment	6

## Tools

The list of tools presented helps the characters perform tests related to their Skills.

For example, a "Calligraphy" Test is resolved with a Mind Test and if the character has the appropriate tools at his disposal ("*Calligrapher's Supplies*") he gets 2 bonuses to the Test.

Object	Cost	Eng.	Object	Cost	Eng.
Burglar's Tools	25 GO	1	Herbalist's Bag	5 GO	1
Forger's Tools	25 GO	1	Jeweler's Tools	150 GO	2
Dice	1 GA	-	Deck of Cards	5 GA	-
Dragon Chess	1 GO	1	Three Dragons in the Dark	1 GO	-
Poisoner's Substances	50 GO	1	Alchemist's Supplies	50 GO	2
Calligrapher's Supplies	10 GO	1	Pourer's Supplies	20 GO	2
Shoemaker's Tools	5 GO	2	Cartographer's Tools	15 GO	2
Leatherworker's Tools	5 GO	2	Builder's Tools	10 GO	2
Blacksmith Tools	20 GO	3	Carpenter Tools	8 GO	2
Jeweler's Tools	25 GO	1	Carver's Tools	1 GO	2
Inventor's Tools	50 GO	2	Painter's Tools	10 GO	1
Blower's Tools	30 GO	2	Weaver's Tools	1 GO	2
Potter's Tools	10 GO	2	Cooking Tools	1 GO	2
Navigator Tools	25 GO	2	Ciaramella	2 GO	1
Bagpipes	30 GO	1	Horn	3 GO	L
Dulcimer	25 GO	2	Flute	2 GO	OL
Pan Flute	12 GO	L	Lyre	30 GO	L
Lute	35 GO	1	Drum	6 GO	1
Purple	30 GO	1	Camouflage Tricks	25 GO	1

### Mounts and Vehicles

A good mount can allow a character to quickly traverse wilderness, but its primary purpose is to carry equipment that would otherwise slow its master.

The "Mounts and Other Animals" table indicates the feet (30cm) per AP used and the basic carrying capacity of each animal. An animal pulling a chariot, cart, wagon, carriage, or sleigh can move a weight equal to five times its carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, they can add their carrying capacity together.

There are other mounts in Dark Catacomb besides those listed in this section, but they are rare mounts that are not normally available for purchase, such as certain flying mounts (pegasi, griffins, hippogriffs and other similar animals) or even some aquatic mounts (such as giant seahorses) or demonic or angelic.

To obtain such a mount you often need to steal an egg and raise the creature yourself, make a pact with a powerful entity, or

negotiate with the mount itself.

**Barding.** A harness is armor designed to protect an animal's head, neck, chest and body. Each type of armor listed in the "Armor" table in this chapter can be purchased as barding. It costs four times as much as the equivalent armor made for humanoids, and weighs twice as much.

**Saddle.** A rider can attach to a military saddle to remain in place on an active mount during battle. A military saddle gives advantage on checks the character makes to remain in the saddle. An exotic saddle is required to ride an aquatic or flying creature.

**Rowing boats.** Barges and rowboats are usually used on lakes and rivers. If a vessel follows the current, the speed of the current (usually 4.5 km per hour) is added to its speed. Generally it is not possible to row against the current if the current has a significant intensity, but it is possible to bring these boats up a watercourse by bringing them to the shore and having them towed by one or more beasts of burden. A rowboat weighs 100 pounds (Encumbrance 10) if adventurers must transport it by land.

## Mounts and Other Animals

Mount	Cost (GO)	Feet x AP	Load	Km/h
Donkey or Mule	8	4	210	6km
Camel	50	5	240	8km
Galloping Horse	75	6	240	12km
War Horse	400	6	270	9km
Draft Horse	50	4	270	6km
Elephant	200	4	660	6km
Mastino	25	4	97.5	6km
Pony	30	4	112.5	6km

### Harnesses and Shooting Vehicles

Object	Cost	Weight
Harness	x4	x2
Biga	250 GO	50 kg
Saddlebags	4 GO	4 kg
Cart	15 GO	100 kg
Wagon	35 GO	200 kg
Carriage	100 GO	300 kg
Bit and Bridle	2 GO	0.5 kg
Nutrition (x day)	5 GR	15 kg

### Saddle

Object	Cost	Weight
From Load	5 GO	7.5 kg
From Gallop	10 GO	12.5 kg
Exotic	60 GO	20 kg
Military	20 GO	15 kg
Sled	20 GO	150 kg
Stabling (per day)	5 GA	

### Boats

Object	Cost	Speed
Rowing boat	50 GO	2.25 km per hour
Barge	3000 GO	1.5 km per hour
Galea	30000 GO	6 km per hour
Sailing ship	10000 GO	3 km per hour
Warship	25000 GO	3.75 km per hour
Long Ship	10000 GO	4.5 km per hour

## Services

sword.

Adventurers can pay non-player characters to help them or act on their behalf in the most diverse circumstances. Most of these cohorts have more than ordinary skills, while others have mastered an art or craft, and some have specialized in some adventuring skill.

Other common cohorts include the many inhabitants of a typical town or city whom adventurers can hire to carry out a specific task. For example, a witch might pay a carpenter to build a fine chest (and its miniature replica) to use for a spell. A warrior might commission a blacksmith to forge a special

## Services

Service	Cost
Carriage inside a city	5 GR/1 km
Carriage between two towns	1 GA/1 km
Skilled Wingman	2 GO per day
Inexperienced Wingman	5 GA per day
Messaggero	5 GR/1.5 km
Passage by ship	1 GA/1.5 km
Road or entrance toll	5 GR/5 GA

## Magic Services

Magic is rare and a witch is unlikely to want to show off. The characters will have to make an excellent convincing check for whatever magic they need.

## Special Objects and Substances

**Antiemetic** 25 GO, this sweet and tasty green liquid creates a sense of warmth and comfort. The syrup protects the stomach and makes it more resistant. For 1 hour after drinking it you gain 3 Bonuses on Body Checks to resist effects that make you nauseated or against ingestion poisons.

**Antibiotic** (vial) 50 GO, drinking a vial of this milky white liquid with a terrible taste gives you 3 bonuses to Body Tests against Diseases, carried out in the following hour. Single dose.

**Antitoxin** (bottle) 50 GO, if you drink the antitoxin, you gain 3 bonuses on Body checks against Poisons for 1 hour. Single dose.

**Smoke Staff** 20 GO, this alchemically treated wooden staff instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube (melee range), except the smoke is dissipated in 1 round by a moderate or stronger wind. The staff is consumed in 1 round and the smoke then dissipates naturally. All creatures in the affected area have full cover.

**Mother's coffee** 1 GO, much loved by young people, it is a brown crystalline powder. Mixed with water it creates a bitter drink that cures the effects of a hangover. Single dose.

**Bag of Impediment** 50 GO, this round leather bag is filled with molasses, resin, or other sticky substance. When you hurl the bag at a creature (as a ranged touch attack with a range of 10 feet), the bag opens and the substance inside entangles and entangles the victim, becoming tough and elastic with exposure to air.

The substance does not affect creatures of Huge size or larger. A flying creature is not stuck to the ground, but must make a Body Test or lose the ability to fly (provided it uses

its wings to do so), falling to the ground. The impediment bag does not work underwater.

**Bloodstop** 25 GO, this pink, sticky substance helps heal wounds. Using a dose grants 2 bonuses to First Aid checks. 6 Uses.

**Alkaline Flask** 15 GO, this flask of caustic liquids reacts with the natural acids of the slimes. It is possible to throw an alkaline flask as a splash weapon with a range of 3 meters. Against non-ooze creatures, an alkaline flask functions like an acid flask. Against oozes and other acidic creatures, the alkaline flask deals double the damage indicated by Flask of Acid.

**Smoke Generator** 25 GO, this small clay sphere contains two alchemical substances separated by a thin barrier. When the sphere is broken, the substances come together and fill an area of melee with a cloud of harmless, blackish smoke. The smoke bomb functions like a smoke staff, but the smoke remains for 1 round before dissipating. It is possible to throw a smoke bomb as a touch attack with a range of 3 meters.

**Alchemist's Fire** 20 GO, you can throw a flask of alchemist's fire as a splash weapon. Treat the attack as a WAT with missile weapons, with a range of 3 meters.

The direct hit deals 1d6 fire damage to Stamina. All creatures within melee range of where the flask fell take 1 fire damage as a result of the splash. In the round following the direct hit, the victim takes an additional 1d6 fire damage. The victim can use 4 AP to try to put out the flames before taking this additional damage. You must pass a Body Test to put out the flames. Using 6 AP gives the character 2 bonuses to the Test. Diving into water or dousing the flames by magical means automatically extinguishes the flames.

**Plaster for Casts:** 5 GA, this dry white powder, mixed with water, thickens within an hour to create a solid material. It can be used to create a cast of a footprint or bas-relief, fill holes or cracks in walls or (if applied to a cloth covering) to fix a broken bone. Hardened chalk has Strength 6 and WDT 11. A 5 pound pot of chalk can cover a melee radius 1 inch deep, create five casts for the forearm or calf of a Medium creature, or two full casts for arm or leg. Single dose.

**Liquid Ice** (vial) 40 GO, also called "alchemist's ice", this crystalline blue fluid begins to evaporate as soon as it is removed from the container. Over the next 1d6 rounds you can use it to freeze a liquid or cover an object with a thin layer of ice. It is also possible to throw liquid ice as a splash weapon. A direct hit deals 1d6 cold damage to Stamina, while creatures within melee range take 1 cold damage from the splash. The package contains 3 doses.

**Alchemical Fat** 5 GO, each pot of this blackish substance can cover one Medium or two Small creatures. By covering yourself in alchemical fat you get 2 bonuses on grapple checks and for escaping grappling. The effect lasts 4 hours or until the fat is washed away.

**Spot Light** 1 GO, this hand-sized metal plate is covered in a transparent, light-sensitive cream. When exposed to light, the cream darkens and becomes opaque depending on how much light is present. Bright light causes it to darken in 1 round, normal light in 3 rounds, and dim light in 10 rounds. The plate is sold wrapped in heavy cloth to avoid accidental exposure.

**Advanced Spot Light** 50 GO, this metal plate similar to the Spot Light plate is about 50cm\*50cm in size. If exposed to light, it imprints on it the image of the surrounding environment within 3 metres.

**Thunderstone** 30 GO, you can hurl this stone with a ranged attack with a range of 20 feet. When it hits a hard surface (or is hit with force), it creates a deafening noise that is equivalent to a sonic attack. Creatures within 10 feet must make a Body Test or be deafened for 1 hour. Single use.

**Flash Powder** 50 GO, this silvery powder burns and explodes almost instantly if exposed to fire, friction or throwing it forcefully against a surface (4 AP). Creatures within 10 feet are blinded for 1 round (Body check negates). The package contains 3 doses.

**Blade Protector** 40 GO, this transparent resin protects a weapon from attacks from Slimes, Metal Eaters and effects that corrode or melt weapons, making it immune to such attacks for 24 hours. One jar can cover one two-handed weapon, two one-handed

or light weapons, or 50 rounds of ammunition. Applying it requires 6 AP. The package contains 3 doses.

**Universal Solvent** (vial) 20 GO, this bubbling purple jelly eats up stickers. Each vial can cover one melee range. It destroys normal adhesives (such as pitch, resin, or glue) in 1 round, but requires 1d4+1 rounds to dispel more powerful adhesives (bags of impediment, cobwebs, etc.). It has no effect on magic stickers.

**Firebrand** 1 GO, the alchemical substance at the tip of this small wooden staff ignites when rubbed against a rough surface. Creating a flame with a firebrand is much quicker than creating one with steel, flint (or magnifying glass), and tinder. Lighting a torch with a firebrand costs 4 AP, and lighting any other fire requires at least 10 AP.

## Alchemical Equipment

**Reagent Paper** 1 GO, this piece of paper can help identify liquids. Its color changes depending on traits such as acidity, salinity and magic. Consuming a sheet grants 1 bonus on Work (alchemy) or Occult checks to identify Potions or other liquids.

**Explosive Ink** (Vial) 40 GO, This alchemically infused ink helps ensure that a secret message is destroyed after being read. If light hits the ink after it dries, the chemicals cause it to spontaneously combust within 1 minute

This combustion is small: it is not significant enough to set fire to anything other than paper. Ink used on other materials such as stone or wood simply fades away, leaving no trace of the writing. One vial of this ink contains enough to write 10 short messages of no more than 50 words each.

**Luthiers' Oil** 50 GO, this golden oil smells of ancient wood. When applied to the case of a wooden musical instrument it improves the quality of the sound. For 1 hour, anyone who plays the instrument gains 1 bonus on the appropriate Perform check.

**Nightingale Lozenge** 50 GO, this honey-coated candy is made of calming reagents. If eaten, it takes 1 round to begin to take ef-



fect, after which it grants 1 bonus on Perform (singing) checks for 1 hour.

**Way Stones** 50 GO, these small white pebbles are alchemically treated so that they give off a soft light when activated by rubbing them against each other. The luminescence is dim, just enough to illuminate the stone. The duration is 8 hours.

**Tracking Powder** 30 GO, when scattered on the ground, this very fine light blue powder reveals the traces of any creature or individual that has passed through the area in the last 48 hours. The dust also provides 3 bonuses to Survival checks to locate tracks. A single application can cover an area of 3 meters. The tracer powder is sold in small leather bags that contain 10 applications each.

### Alchemical Remedies

**Carbonated Help** 25 GO, this package is full of spiny-edged leaves and has a pungent odor almost strong enough to make your eyes water. While chewing the leaves, you ignore the effects of being fatigued or exhausted. The leaves last for 10 rounds, after which only a pile of mush remains. When the effect of the carbonated aid wears off, you increase your fatigue level by 1 rank. One package is enough for 1 time only.

**Anti-Poison Balm** 15 GO, this herbal balm can be applied directly to the skin to prevent the effects of Poisons on contact. If a creature touches a poison by contact, but applies the balm to itself within 1 round of contact, it

makes the Body Test with 3 bonuses. Single use.

**Coagulating Balm** 5 GA, applying this herbal balm to a wound heals 1 damage to Stamina, no more than two doses per day can be used on the same patient. The package is for 3 uses.

**Mother-in-law's bitters** 20 GO, this strong alcoholic liquid generates a pleasant sensation of heat when ingested. For the next hour, you gain 2 bonuses on Mind vs. Fear checks. Using multiple doses within the same 24 hours makes you nauseated for 1 hour. The package is for 3 uses.

### The Standard Backpack<sup>®</sup>

The Standard<sup>®</sup> Backpack is a list of objects that I have marked over time, adding everything that I needed during my adventures. Take this as a starting point to understand what objects to have behind you, don't write them all down otherwise the Referee will start seriously looking at the Encumbrance rules!

This is the contents of the adventurer's backpack: belt, 3 candles, 6 torches, tinder and steel, 7 dry rations, water flask, rolled mattress, tarpaulin, tent, 18 meters of rope, net, metal mirror, crowbar, compass, 3 lantern oil, ink, chalk, charcoal, hook, spade, fish hook, rags, 2m metal cable, whistle, 6 empty potion vials, marble marbles, brass bell, 1kg of flour in a bag, 3 wedges, 12 meter metal chain, 2 handcuffs, 8 rock climbing pitons, hammer, pulley, grappling hook.

# The Magic

You will not let the one who practices magic live. (Book of Exodus 22,17-18)

”Let there not be found among you anyone who causes his son or daughter to pass through the fire, anyone who uses divination, anyone who casts omens, anyone who practices magic, anyone who casts spells, anyone who consults spirits, anyone who summons the dead. For anyone who does These things are an abomination to the Lord, and because of these abominations the Lord your God is driving out those nations from before you (Deuteronomy 18:10-12).

Magic has always been with us, hidden and protected from curious glances.

Magic is the Mother’s gift to her daughters for their daughters. Index Matrilineal Magical descent is almost exclusively matrilineal, meaning the daughter of a witch will be a witch herself.

There are rare cases where it can skip a generation or two but never more.

Male sorcerers are extremely rare.

Magic manifests itself in spells thanks to a synthesis of singing and gestures that channel energy from the Source.

## The characteristics of spells

The description of each spell begins with a block of information that includes the name of the spell, prerequisites, Action Points required to cast, Cost, range and duration of the spell, rarity, description of the spell and additional effects that can be had for Margin of Success.

When a character casts any spell, the following basic rules are used regardless of the spell’s effect.

- **Casting Time**

Most spells can be cast with 6 Action Points. Some spells require an Immediate Action, a Reaction Action, or much longer to cast.

- Immediate Action**

A spell cast with an Immediate Action is particularly quick. You can use an Immediate Action during your round

to cast the spell that is Immediate, as long as you have not already taken an Immediate Action during your round.

- Reactions**

Some spells can be cast as reactions. These spells take a fraction of a second to create and can be cast in response to an event. If a spell can be cast as a reaction, the spell’s description tells you exactly when you can do so. You must have a Reaction Action available and not have already used it.

- Longer Casting Time**

Certain spells take longer to cast: minutes or even hours. When you cast a spell with a casting time longer than 10 Action Points, each round after the first is considered used in casting the spell. For those rounds it’s like you have to maintain Concentration.

In the final round, when the casting time is exhausted, you roll 2d10 to determine the spell’s casting segment.

- **Range**

The target of a spell must be within the spell’s range. For a spell like Elemental Attack, the target is a creature. If the area of effect is a sphere, the target is the point in space from which the Energy Sphere explodes. Most spells have a range in meters. Some spells can target only a creature (including you) with which you are in physical contact. Other spells, such as a protection spell,

affect only you: these spells have a personal range. A spell that has "an ally" as its area of effect can also be cast on itself.

Spells that create cones or lines of effect that originate from you also have personal range, indicating that you are the point of origin of the spell's effect (see "Areas of Effect" later in this chapter).

### Casting Spells in Armor

Given the mental concentration and precise gestures required, the armor distracts and unbalances the flows. The Enchanting Test suffers the Skill Penalties indicated by the armor.

By increasing the casting AP by 1, the witch can reduce the penalty given by the armor by one.

### Duration

A spell's duration is the length of time it persists. Duration can be expressed in rounds, minutes, hours, or even years. Some spells specify that their effects last until the spell is dispelled or destroyed. A spell can be interrupted by your spellcaster as an immediate action.

If a margin of success doubles the duration, it is always understood as referring to the initial duration. E.g. if the duration is 2 hours after the first doubling it becomes 4 hours, with the second it becomes 6 hours and then 8 hours..

- **Snapshot**

Many spells are instantaneous. The spell harms, heals, creates, or alters a creature or object so that it cannot be dispelled, as its magic exists only for an instant.

- **Concentration**

Some spells require you to maintain concentration to keep their magic active. If you cannot maintain concentration, the spell will end. If a spell must be maintained through concentration, this is indicated under Duration,

the spell specifies how long you can maintain concentration on it. You can end your concentration at any time by using a Reaction.

Normal activities, such as moving and attacking, do not interfere with concentration. Maintaining concentration costs 2 Action Points per round.

### Crafting a Spell

To cast a spell correctly you need to gesture and sing in a particular way.

A witch must have one hand free to cast the spell and be able to use her mouth.

### Targets

A normal spell requires you to choose one or more targets that are affected by its magic. The spell description tells you whether the spell targets creatures, objects, or a point of origin to generate an area of effect (described below). Unless the spell has a perceptible effect, a creature may never realize that it has been the target of a spell. An effect such as crackling lightning is overt, but a more subtle effect, such as attempting to read a creature's thoughts, is usually unnoticed unless the spell says otherwise.

Casting a spell is an action that does not go unnoticed. Only a Margin of Success of 3 or more on the Enchantment Test can conceal the wording, unless it occurs right in front of the observer.

### Clear Trajectory Towards Target

**To target a creature or object**, you must see it and have a clear path to it, and therefore it **cannot be behind complete cover**.

If you place an area of effect somewhere you can't see and an obstruction, such as a wall, is between you and that point, the origin point is created on your closest side of the obstruction (a Sphere of Energy behind a closed door explodes upon contact with the door on your side and does not manifest beyond the door).

### Target Yourself as a Target

If a spell targets a creature of your choice or an ally, you can also choose yourself, unless the creature must be hostile or it specifies that it cannot be you. If you are within the area of effect of a spell cast by you, you will also be affected.

### Areas of Effect

Several spells cover an area, allowing him to target multiple creatures at once.

A spell's description specifies its area of effect, which usually falls into one of five shapes: cylinder, cone, cube, line, or sphere. Each area of effect has a point of origin, a place from which the spell's energy manifests. The rules for each shape specify how to place its origin point. Usually the point of origin is a point in space, but some spells have an area whose origin is a creature or object.

- **Cylinder:** The point of origin of a cylinder is the center of a circle of specific radius, as indicated in the spell description. The circle must be on the floor or level with the spell's effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The spell's effect then starts from bottom up or top down, up to a distance equal to the cylinder's height. The cylinder's point of origin is included in its area of effect.
- **Cone:** A cone extends in a direction of your choice from its point of origin. The diameter of a cone at a given point along its length is equal to the distance of that point from the point of origin. The area of effect of a cone specifies its maximum length. The cone's point of origin is not included in its area of effect, unless you decide otherwise.
- **Cube:** select the origin point of a corner of the cube. The dimensions of the cube are expressed as the length of each

of its edges. The cube's point of origin is not included in its area of effect, unless you decide otherwise.

- **Line:** A line extends from its point of origin in a straight path along its entire length and covers an area defined by its width. The line's point of origin is not included in its area of effect, unless you choose otherwise.
- **Sphere:** select the point of origin of a sphere and the sphere will extend from that point until it encounters an insurmountable obstacle or its size expressed in radius. The size of the sphere is indicated as the radius in meters that extends from that point. The sphere's point of origin is included in its area of effect.

An Energy Sphere that is generated in a 9x9m room will take up a good portion of it, and in a 6x6m room it will fill it all. In a 3x3 m room, if it has the opportunity to exit through a door or window, it will continue its explosion until it reaches a radius of 6 metres. Energy Sphere in a 10x10 foot corridor will saturate it for 10 feet back and forth from the point of origin.

### Rarity of Spells

On some Spells the Rarity is indicated, i.e. how likely it is to find a witch who knows them.

The rarity depends not only on the power of the spell, obviously the most powerful spells are also the rarest, but also on how commonly they are widespread and known. The DM will use this scale to evaluate what can be found most easily: Common (70%) - Uncommon (23%) - Rare (4%) - Very Rare (2%) - Legendary (1%), (1-70,71-93,94-97,98-99,100)

### Combining Magical Effects

The effects of different spells stack until their durations overlap. However, effects from the

same spell or that give the same bonus cast multiple times on the same target do not combine. Instead, the most powerful spell among those cast, the one that had a better MS), will be applied as long as the durations overlap.

In the case of instantaneous spells, the effects act individually if they act in the same initiative segment. Ex. If I am hit by a magical attack with initiative segment 4 and then by another magical attack with initiative segment 8 I will make two separate Body Tests and related damage management. If they were in the same initiative segment I would only suffer the one that had the most Margin of Success.

## Enchantment Test

The Witch can use the spell as described or by making an Enchantment Test she can attempt to achieve different effects.

Each spell's enchantment check uses the ability modifier listed in the prerequisite

- If he rolls 1 twice in the Enchanting Test he does not lose his base Stamina Cost.
- If you roll 0 twice, bad things happen (see Critical Failure in the Enchanting Test).
- If he makes an Enchantment Test, the spell succeeds as long as the Margin of Success is within -2.
- If the Enchanting Test succeeds with a Margin of Success she may choose one critical effect for each MS rolled.

**Example:** Lucia wants to launch an Energy Attack and decides to make an Enchantment Test to hope for a better result.

She makes an Enchantment Test (she scores 5) and adds her Willpower modifier to +2. Lucia rolls 2d10 and gets a total of 9, the Test had a Success Margin of -2. Instead she almost failed the spell!

While Critical Successes are nothing more than the Margins of Success obtained, by Critical Effect we mean the group of critical

successes that are used (e.g. *With three critical successes:...* it is a critical effect that uses 3 successes critical).

## Basic Rules

- If she does not perform any Tests she will use the effects described by the spell without applying any critical success effects
- Each spell has a Force Cost described in the spell itself. If you don't pay in advance the spell won't work properly
- Each critical effect (group of critical successes) you use costs 1 Stamina
- For every 4 additional APs dedicated to chanting the spell you add 1 bonus to the enchantment check.
- For every 2 Stamina points sacrificed in addition to the Cost you add 1 Bonus to the Enchanting Test.
- Critical effects are cumulative when written "Every..."
- The damage reduction given by the Armor if effective is explained in the spell description. The bonus given by the Shield applies if there is a WAT against WDT

?!

Grant 1 bonus when the character expertly and enthusiastically recites the casting of the spell. If he says "*I launch a Sphere of Energy*" he will gain no advantages but if with transport he recites "*By the sacred Fire of the Eternal Altar! May the Archangels destroy you with the sacred flames. Burn the unworthy. Sphere of Energy!*" then 1 Bonus on Enchantment Check, reduce damage to Stamina.

## Learning a new spell

A Witch who finds a spell she doesn't know must be taught how to cast it with an Enchantment Test.

?!

In Dark Catacomb there are no magic books or spell scrolls, there is no system that allows you to write the chant of a spell. When you find someone who knows a new spell you have to learn it.

The closest thing to a *parchment* may be a vial with the spell chant inside.

## Magic Attack Roll

When the spell says it is necessary to hit the opponent, the Witch must make an Enchantment Test against the opponent's WDT.

When the magic is area-based it is not necessary to make an Enchantment Test to hit except for difficult and specified areas, i.e. you aim at a well-defined area and you want to avoid hitting someone with an area-based spell.

## Resisting the spell

Several spells require that the target of the magic can make a Body Test, or at least some Characteristics to modify the effects of the magic.

When in the description of the spell it is written that you must make a Test to Resist the spell on Will (for example) then the MS of the resister's Test is compared with the enchantment Test made by the witch. If the witch has not made any checks, she is considered to have an MS of 0.

If the MS obtained are equal, the Spell Resist Test is considered to have been passed successfully.

## Distracted - Problems casting the spell

If the Witch is severely **Distracted**, she tries to hide the casting of magic, is hindered, disturbed, is bleeding, threatened, is under at-

tack while trying to cast a spell **must** make the Enchanting Test with 2 Penalties.

## Concentration

You lose concentration on a spell if you cast another spell that requires concentration. You can't concentrate on two spells at once. Breaking concentration costs a Reaction.

If you are hit while concentrating on a spell you must make an Enchantment Test or lose concentration.

Maintaining Concentration costs 2 AP per round.

## Being incapacitated or killed

If you drop below zero Stamina points, all spells you are concentrating on are interrupted.

## Affected by multiple spells

When a character is affected by **two or more magical effects** that give the same type of bonus, penalty or damage in the same initiative segment (protection against fire, bonus to Defense Weapon Test..., multiple balls of acid), only the one with the greatest Margin of Success is taken into account

A character who takes 2 Fire Spheres in the same Initiative segment will only make the Body Test for the one with the highest Margin of Success, regardless of whether it is the one with the highest damage. If he takes an Energy Sphere at two different times in the same round he will make two separate Body Tests taking the relative damage.

## Critical Failure in Spell Test

If you rolled two 0s in the Enchanting Test, you failed. Regardless of the Margin of Success the spell fails.

Roll 2d10 and consult the following table.

**Table: Magic Critical Failure Effects**

- 
- |       |  |
|-------|--|
| 2     | Lose half your remaining Stamina   |
| 3     | For 1 day you are no longer able to call energy from Source. You cannot cast spells unless you make an Enchanting Check with an MS of +3         |
| 4     | You exhibit minor body modification  |
| 5     | You are hit by a thundering column of Holy Flames. In a 10-foot radius around you, everyone must make a Body Test to halve or suffer 1d6 Stamina |
| 6     | For 3 rounds you are under the influence of the Confusion spell  |
| 7     | You are paralyzed for 3 rounds   |
| 8-9   | You are teleported within 3d10 meters in a random direction  |
| 10-11 | You become invisible and unable to speak for 6 rounds  |
| 12-13 | Only you are shrouded in a curtain of impenetrable magical darkness for 6 rounds   |
| 14-15 | You can't speak well, you stutter. Each spellcasting forces you to make an Enchantment Test. Duration 3 rounds                                   |
| 16    | The next spell you cast has effects if minimized   |
| 17    | Your heartbeat is like the beat of a drum, it can be heard within 50 meters  |
| 18    | Every object you hold in your hand falls to the ground. If you have no items in your hand it happens to a random creature within 20 feet.        |
| 19    | An anvil falls on a random creature within 20 feet of you. 3d6 Stamina damage, Body Check to halve damage.                                       |
| 20    | All creatures, except you, within 20 feet of you take 1d10 Stamina damage.   |

## Spell Goal Definitions

In the spells listed below you will often find references to the types of subjects and targets that can be influenced as well as to different types of energy and elements.

- Natural **Creatures** are Insects, Reptiles, Beasts, Humanoids, Plants, Aquatic Creatures, Monstrosities, Slimes.

- The **Magical** Creatures are: Fiends (Demons), Fairies, Spirits, Undead, Giants, Celestials, Elementals, Constructs, Aberrations (everything that is alien or unnatural) and Dragons. If a Natural Creature has magical powers then it is also considered a Magical Creature. A more complete description of these "categories" can be found in the Monstrorium Chapter.

- **Element** includes: Wood, Water, Iron, Ice, Rock

- **Energy** includes: Fire, Sound, Electricity, Positive Energy, Negative Energy, Cold.

# Spell List

## Wings of the putto

**Prerequisites:** Mind 7, Enchantment 6

**Action Points:** Reaction

**Cost:** 2 Stamina Points **Range:** touch

**Area of Effect:** one creature

**Duration:** special

**Rarity:** Common

**Description:** The creature you touch falls light as a feather, ignoring any falling damage. The spell lasts until the creature places its feet on the ground.

**Every 1 critical success:** you can increase the range to 30 feet

**On a 3 critical success:** You affect another target

## Wings of Providence

**Prerequisites:** Mind 10, Enchantment 12

**Action Points:** 6

**Cost:** 6 Stamina Points **Range:** touch

**Area of Effect:** one creature

**Duration:** 10 rounds

**Rarity:** Common

**Description:** The creature can fly with 1 AP x 1.5m.

**Every 1 critical success:** you can increase the range to 30 feet

**Every 1 critical success:** duration increases by 2 rounds

**Every 3 critical successes:** you affect another target

**With 3 critical successes:** Speed becomes 1 AP x 3m

## Energy Attack

**Prerequisites:** Willpower 6, Enchantment 4

**Action Points:** 4

**Cost:** 2 Stamina Points **Range:** 9 meters

**Area of Effect:** 1 target

**Duration:** snapshot

**Rarity:** Common

**Description:** You focus the source's magic into a burst of energy of your choice. The character can choose the Element to use. The target takes 1d6 Stamina damage.

**Every 1 critical success:** you can increase your range by 30 feet

**Every 2 critical successes:** You create another bolt of energy that can hit whoever you choose

**Every 2 critical successes:** Increase the Stamina damage dealt by 2 per damage die

**Every 2 critical successes:** increase the damage dice by 1

**On 3 critical successes:** the Vigor die roll becomes 1d8

## Energy Barrier

**Prerequisites:** Mind 6, Enchantment 6

**Action Points:** 6

**Cost:** 4 Stamina Points **Range:** personal

**Area of Effect:** yourself

**Duration:** 10 rounds

**Rarity:** Common

**Description:** you are surrounded by an energy barrier that protects you from an energy of your choice to be declared when casting the spell. The barrier grants you 2 Test Bonuses for resisting.

**Every 1 critical success:** duration increases by 2 rounds

**Every 3 critical successes:** You can affect another creature **Every 4 critical successes:** The barrier halves the damage you take from that element

## Blessing of the Blade

**Prerequisites:** Willpower 6, Enchantment 8

**Action Points:** 6

**Cost:** 2 Stamina Points **Range:** personal

**Area of Effect:** a weapon

**Duration:** 1 round

**Rarity:** Common

**Description:** your song envelops a weapon. Until the end of the next round, the blade is shrouded in a blessed aura. The weapon deals +1d6 Holy Vigor damage to Risen and Demons.

**Every 1 critical success:** duration increases by 1 round

**Every 1 critical success:** you can increase



your range by 30 feet

**Every 2 critical successes:** increase the damage dealt by 1 per die dealt

**Every 3 critical successes:** increase the damage dealt by one die

**Every 3 critical successes:** You can affect one additional weapon

### Chains of command

**Prerequisites:** Body 10, Enchantment 12

**Action Points:** 6

**Cost:** 6 Stamina Points **Range:** 9 meters

**Area of Effect:** one creature

**Duration:** 3 rounds

**Rarity:** Common

**Description:** Your song envelops the creature, preventing it from moving and acting. The target creature can make a Resist the spell at Will, if it succeeds it is not affected by the spell.

If the Test fails for the spell's duration, the target creature cannot perform physical actions, only mental ones. Demons and Angels have +2 Bonus on the opposed Test.

**With 1 critical success:** the duration becomes 4 rounds

**Every 1 critical success:** you can increase your range by 30 feet

**Every 3 critical successes:** You can affect one additional creature

### Stroke of Genius

**Prerequisites:** Body 6, Enchantment 6

**Action Points:** 6

**Cost:** 4 Stamina Points **Range:** personal

**Area of Effect:** yourself

**Duration:** 1 round

**Rarity:** Common

**Description:** a flash of genius lights you up. Gain 2 Bonuses on your next Skill Test by the end of the next round.

**With 1 critical success:** the duration becomes 2 rounds **Every 1 critical success:** you can increase your range by 30 feet

**Every 3 critical successes:** You can affect one additional creature

### Create Item

**Prerequisites:** Body 4, Enchantment 4

**Action Points:** 4

**Cost:** 2 Stamina Points **Range:** 9 meters

**Area of Effect:** 1 cube within 10x10cm

**Duration:** 1 round

**Rarity:** Common

**Description:** You create an elemental object with dimensions within 10cm x 10cm. The object whose shape is of your choice, even if crude, appears within 30 feet of you. The object cannot have moving parts and is unique in shape (there cannot be multiple objects). The object responds to the normal laws of physics.

The item disappears at the end of the spell or when canceled with a Reaction.

**Every 1 critical success:** you can create a volume of 10x10cm more or increase the initial cube to 20x20cm

**Every 1 critical success:** you can increase your range by 30 feet

**Every 2 critical successes:** you can create a 20x20cm volume

**Every 2 critical successes:** the item lasts one more round

**Every 3 critical successes:** the object increases by 30 cm in side

**With 3 critical success:** the object can also be created with fire or electricity (1d6 damage on contact)

**Every 3 critical successes:** you increase the energy the fire or electricity emits the object by one damage die

### Edit Metabolism

**Prerequisites:** Mind 12, Enchantment 10

**Action Points:** 6

**Cost:** 4 Stamina Points **Range:** touch

**Area of Effect:** one creature

**Duration:** 1 round

**Rarity:** Common

**Description:** The creature you touch is speeded up or slowed down. The creature is allowed a Body Test opposed by your Enchantment Test.

If the creature is slowed by the end of the next round it must use 4 less AP, if it is sped up it can use 2 more AP.

**Every 1 critical success:** you can increase the range to 30 feet

**Every 2 critical successes:** duration increases by 1 round

**On 2 critical successes:** The target is affected for 1 additional AP

**Every 3 critical successes:** you can affect one more creature

**Every 4th critical success:** The target is affected for 1 additional AP

### Sublime movement

**Prerequisites:** Body 10, Enchantment 6

**Action Points:** 4

**Cost:** 2 Stamina Points **Range:** touch

**Area of Effect:** one creature

**Duration:** 1 round

**Rarity:** Common

**Description:** The creature you touch for the duration of the round consumes 1 AP for every 3 meters of movement.

**Every 1 critical success:** you can increase the range to 30 feet

**Every 2 critical successes:** duration increases by 1 round

**On 3 critical successes:** You influence another target

### Purification

**Prerequisites:** Willpower 10, Enchantment 10

**Action Points:** 8

**Cost:** 6 Stamina Points **Range:** touch

**Area of Effect:** one creature

**Duration:** 1 turn

**Rarity:** Common

**Description:** The creature you touch gains 1 bonus on the ability check to resist a poison or disease whose effect occurs within 1 turn of real time.

**Every 1 critical success:** the duration becomes 2 turns

**Every 1 critical success:** you can increase the range to 30 feet

**With 1 critical success:** the ability check bonus is +2

**With 2 critical successes:** the ability check bonus is +3

**Every 2 critical successes:** you can affect one more creature

**On 4 critical success:** Remove a Curse from a person. If the curse depends on a possessed object, it is possible to remove it even if it remains cursed. More dire poisons, diseases, and curses may require a higher MS.

### Teleportation

**Prerequisites:** Body 13, Enchantment 16

**Action Points:** 6

**Cost:** 10 Stamina Points **Range:** touch

**Area of Effect:** one creature

**Duration:** snapshot

**Rarity:** Common

**Description:** The creature you touch is teleported to a location known to you. If the creature does not consent, it is allowed a Willpower Test opposed to an Enchantment Test.

**Every 1 critical success:** you can increase the range to 30 feet

**Every 3 critical successes:** You affect another target

### Energy Sphere

**Prerequisites:** Willpower 10, Enchantment 12

**Action Points:** 6

**Cost:** 12 Stamina Points **Range:** 18 meters

**Area of Effect:** 3 meter radius

**Duration:** snapshot

**Rarity:** Common

**Description:** You focus the source's magic into a burst of energy of your choice. The character can choose the Element to use.

Targets hit take 4d6 Stamina damage, or half as much if their Body Test has an MS equal to the witch's.

**Every 1 critical success:** increase the damage dice by 1

**Every 1 critical success:** you can increase your range by 30 feet

**Every 2 critical successes:** Increase the Stamina damage dealt by 1 per damage die

**On 3 critical successes:** the Vigor damage die becomes d8 **Every 3 critical successes:** Increase the explosion radius by 1 meter

## Touch of Care

**Prerequisites:** Willpower 6, Enchantment 6

**Action Points:** 6

**Cost:** 3 Stamina Points **Range:** touch

**Area of Effect:** one creature

**Duration:** snapshot

**Rarity:** Common

**Description:** The creature you touch regains 1d6 Stamina points.

**Every 1 critical success:** you can increase the range to 30 feet

**Every 1 critical success:** Increase your Stamina healing by 1 for each healing die **Every 2 critical successes:** Increase healed Stamina by 1d6

**With 3 critical successes:** the Vigor healing die becomes d8

**On 3 critical successes:** You can affect one additional creature

spell inspiration:

Lowering of the waters Animating the Dead Self-metamorphosis Anti-Magic Barrier Blessing (Curse) Block Monsters Block People Door Lock Charm Charm Monsters Clairvoyance Wizard's Latch Hit Confusion Contact Upper Floors Weather Control Ghostly

Creation Creation of Food Creation of Water Animal Growth Plant Growth Cure Serious Wounds (Inflict Serious Wounds) Spellbolt Dementia Levitating Disc Disintegration Dispel Magic Dispel Evil EXP Summon Elemental Magic Jar Illusory Image Projected Image Imposition (Remove Imposition) Death Spell Detection of the Magic Detection of Evil Identification of the Invisible Infravision Invisibility Invisibility within 3 meters Reading Languages Magical Reading Locate Object Light (Darkness) Everlasting Light (Eternal Darkness) Metamorphosis Mass Metamorphosis Wall of Fire Ice Wall Stone Wall Neutralizes Poison Deadly Cloud Magician's Eye Fire ball Talking to Animals Talking to Plants Pass-Wall Dimensional Door Protection from Normal Projectiles Protection from Evil Protection from Evil within a 3 Meter Radius Protection from the Evil One within a 3 Meter Radius Purify Water and Food Spiderweb Reincarnation Breathing Under Water Curse Remove Fear (Inflict Fear) Lock picking Discover Traps Shield Invisible Hound Water Separation Silence within 5 Meters Sleep Land Shift Telekinesis Illusory Terrain Transform Stone into Flesh Turn Rock into Mud Ventriloquism

# Environment

because through him  
all things were created,  
those in the heavens and those on the earth,  
the visible ones and the invisible ones... (Colossians 1,16)

The lands cannot be sold forever, because the land is mine and you are with me as strangers and tenants (Leviticus 25:23)

From underground cities to trap-filled dungeons, the environment helps define the world, making it alive, dynamic and rich. Allows you to create an exciting and immersive gaming experience.

## Vision and Light

In a natural environment, lighting can take on different shades and these shades help to understand how far a creature can see.

The light gradations can be:

- **Darkness**: pitch black, can be natural or magical
- **Dim light/Slightly darkened/Dim light**: little lighting, allows you to recognize silhouettes
- **Light**: intense light, a bright, covering light, several light globes

The lighting sources, or their absence, will determine how much light there is and up to what distance. The Light Sources Table indicates for the most common light sources the fully illuminated beam, the less illuminated one (Dim Light) and the duration.

Many spells and objects use the *real game time* as duration, i.e. you don't count the rounds or turns to establish the duration but you check the clock (or smartphone) to understand when the torch, lantern, Light spell goes off. they turn off. In this way, management will be easier and greater attention will be paid to consumable resources.

**Table: Light sources**

Source of Light	Radius in meters		Duration
	Light	Dim Light	
Candle	1 meter	-	1 hour
Flashlight	3 meters	6 meters	1 hour
Lantern	6 meters	12 meters	3 hours
<b>spells</b>			
Light	3 meters	6 meters	3 Shifts
Daylight	6 meters	12 meters	1 hour

**The indicated duration is expressed as real game time.**

**Dim Light** is light beyond a light source. It is passing through a 3 meter corridor if it is only lit by dim candles. It was a full moon night while there was...

Generally speaking, a light source creates dim light in a radius twice the normal light radius. A creature in Dim Light has a -2 on Awareness checks.

**Darkness**: It is complete darkness without any source of light. To creatures with normal vision, darkness is what lies beyond the dim Light. The **character who is blind** or who fights in the dark (and cannot see in the dark) has 2 Penalties to Awareness and all opponents are invisible.

**Light** is the light outdoors under the dying sun, but also if you hold a torch in your hand or in a corridor lit by lanterns. In its small way, a candle also provides light, but only enough to envelop ourselves.

?!

In Dark Catacomb daylight is considered Light. It is never full, sunny, hot and blinding. A few clouds are enough to obscure the tired remaining sun.

The night, however, is always dark, without stars, without the moon anymore. What the characters will have above their heads will be the darkest darkness of the cosmic void.

## Types of Vision and Lighting

Some creatures have enhanced vision. Like cats, they can use the smallest slivers of light to see well or they can directly see in the dark.

- A creature with **Normal Vision** (humans and nephalem) sees up to the distance, as a circular ray around the light source, indicated in Light. Beyond is Dim Light and beyond that is Darkness.
- A creature with **Light Vision** (such as an Owl) sees without difficulty up to the distance, as a circular ray around the light source, indicated in Dim Light, or indicated by the race if smaller, beyond is darkness.
- A creature with **Darkvision** (most demons and angels) sees in darkness as if there were Dim Light up to the distance indicated by its darkvision ability. Darkvision is black and white vision.
- A creature with **Absolute Vision** (few demons and angels) sees in darkness as if there were Light. It is a type of vision that has no distance limits except given by concealment.

## Darkness

Torches and lanterns can be suddenly extinguished by a gust of wind, magical light sources can be dispelled or countered, and some magical traps can create areas of impenetrable darkness.

In certain cases, some characters or monsters may be able to see while others are

blinded. For purposes of the rules that follow, a Blinded creature is simply a creature that cannot see its surroundings.

## Blinded

Blinded creatures use +1 AP to move 5 feet (as difficult terrain). They must make an Athletics Test to move normally. If the Test fails they fall prone. Blinded creatures can't Charge.

A creature that is blinded, or fighting an invisible creature, can make an Awareness Check with MS +6 (or with MS greater than the opponent's Stealth Check) to locate the creature as long as it is within the double the melee distance from the character.

A blinded creature takes 2 penalties on Awareness checks and automatically fails any sight-dependent Awareness checks.

Additionally, a blinded creature cannot use spells that involve gaze and is immune to spells that involve gaze.

See attack modifier details in [Invisibility](#) (page 31).

## Falls

Creatures that fall get hurt. Divide the height of the fall (in meters) by 3, round down, the resulting number is the d6 of damage taken to Vigor. Eg 16 meters of fall is 16/3=5d6 damage. Falling damage cannot exceed 20d6 damage, every 3 dice over 20 add 6 damage to Vigor.

Creatures that take damage from a fall land prone.

A successful Athletics check allows the character to halve damage when falling from less than 30 feet.

Falls onto soft surfaces (soft ground, mud, etc.) reduce damage by 1d6. This reduction applies before the damage reduction for using the Athletics perk.

A character can cast a spell while he falls. The height of fall (in meters) / 30 must be less than the AP needed to cast the spell. You are distracted while trying to cast a spell while falling.

## Falling into Water

Falls into water are handled a little differently. As long as the water has a depth of at least 3 meters and the dive is from a height of within 12 metres, no damage is suffered.

You take 2d6 damage from a fall beyond 50 feet and the damage is calculated as a normal fall for those beyond 50 feet.

Characters who willingly dive into the water take no damage if they succeed at an Athletics or Swimming check if the water is at least 20 feet deep. An additional MS is required for every 5 meters above 15 meters in height.

## Effects of Acid

Corrosive acids deal 1d6 points of damage per round of exposure, except by total immersion (such as in a bath of acid), which deals 10d6 points of damage per round. An acid attack, such as from a thrown flask or a monster's saliva/breath, should be treated as an exposure round.

The vapors produced by most acids are equivalent to inhaled poisons. Those who come very close to a large blob of acid must make a Body Test or take 1 Body damage per round. This poison has no frequency, so a creature is safe if it moves away from the acid.

Creatures immune to the caustic properties of acid may still drown if completely immersed in it (see Drowning).

## Effects of Smoking

A character forced to breathe thick smoke must make a Body roll each round. An MS is required for each round he remains in the smoke area or spends the round coughing and choking. A character who continues to suffocate for 2 consecutive rounds takes 1d6 non-lethal damage per additional round of exposure. The smoke obscures vision, providing light cover (+2 to WDT) to characters within it.

## Hunger and Thirst

The characters may find themselves without water or food and without the means to obtain them. In normal climates, Medium characters need at least 2 liters of fluid and 0.5 kg of decent food per day to avoid hunger, Small characters need half that. In very hot climates, characters may need two or three times that amount of water to avoid dehydration.

Every day without food it is necessary to make a Body Test with a MS of +1 per day without food, if you have no drink the MS increases by a further +2.

If you fail the Body Test you take 1d4 damage and become increasingly fatigued. Fatigue penalties remain until you eat and drink enough.

## Falling Objects

Just as characters take damage from falling more than 10 feet, they also take damage from falling objects.

Objects that fall on characters deal damage depending on their weight and the distance they fell.

The **Table: Damage from Falling Objects** determines the amount of damage dealt by an object based on its size. The object is assumed to be made of a dense, heavy material, such as stone. Objects made of lighter materials may deal half or less of the listed damage, at the DM's discretion. For example, a Huge boulder that hits a character deals 6d6 damage, while a wooden wagon might only deal 3d6.

Additionally, if the object falls from closer than 10 feet, it deals half the listed damage. If an object falls from a distance greater than 20 meters, it deals double damage. The falling object takes the same amount of damage it deals.

**Table: Damage from Falling Objects**

Item Size	Damage
Tiny or Smaller	1d6
Small	2d6
Average	3d6
Large	4d6
Huge	6d6
Gargantuan	8d6
Colossal	10d6

Dropping an object on a creature is equivalent to succeeding at a Brawl Test with Disadvantage.

These attacks usually have a range of 10 feet. If an object falls on a creature (rather than being thrown), that creature must make a Body Test to take half damage if it is aware of the falling object.

Falling objects that are part of a trap use the trap rules instead of the ones described here.

## Water Hazards

Any character can cross relatively calm water that has no depth greater than his height, without needing to check. Likewise, Swimming in Calm Water requires no Swim checks for those with the Skill, but it does for others. Moving in water is considered difficult terrain.

In case of faster or more violent water with a successful Swim Check or a Body Check with MS +3, the characters do not risk ending up underwater. If they fail, they take 1d3 nonlethal damage per round (1d6 lethal damage if water flows over rocks and depressions).

Very deep water is not only pitch black, making navigation very dangerous, but inflicts even worse damage due to water pressure on the order of 1d6 points of damage per minute every 100 feet separating the character from the surface. Extremely cold water deals 1d6 points of nonlethal damage per minute of exposure due to hypothermia.

### Drowning

Any character can hold their breath for a number of rounds equal to 20 rounds + Body value. For each AP used the duration decreases by 1 round. After this period of time, the

character must make a Body Test with a MS of +1 for each round he holds his breath.

If the Body Test fails, the character immediately drops to 0 Stamina and faints. From the next round she begins to lose 1 Stamina per round until death (or reanimation!)

You can drown in substances other than water, such as sand, quicksand, very fine dust or a silo full of spelled, or simply by holding your breath.

## Dangers of the Heat

Very intense heat (between 40 and 50 C) causes 1d4 points of Stamina damage every 10 real minutes.

Higher temperatures cause the same amount of damage but per real minute.

Boiling water deals 1d6 points of scalding damage, unless you are completely immersed in it, in which case you would take 10d6 points of damage per round of exposure.

## Catching Fire

Characters exposed to boiling oil, campfires, or non-instantaneous magical fires may see their clothing, hair, or equipment catch fire. The spells specify whether they can start fires.

Characters in danger of catching fire can make a Body Test to avoid this fate. If a character's clothes or hair catches fire, he immediately takes 1d6 points of damage. For each subsequent round the burning character must make another Body Test. Failure means he takes an additional 1d6 points of damage that round. Success indicates that the fire is extinguished (i.e., once it succeeds on its saving throw, it is no longer burning).

A character on fire can automatically extinguish the flames by jumping into enough water to put them out. If there are not large quantities of water available, rolling on the ground or dampening the flame with cloaks or similar can grant the character another Body Test with 2 Bonuses.

### Effects of Lava

Lava or magma deals 2d6 points of damage per round of exposure, except in cases

of total submersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round (plus any falling damage).

Damage from the magma continues for 1d3 rounds after the exposure ends, but this additional damage is only half that dealt during the last round of actual contact. An Immunity or Resistance to fire also serves as resistance or resistance to lava or magma. However, Immune or Fire-Resistant creatures may drown if immersed in lava (see Drowning).

## Dangers of the Cold

Like extreme heat, freezing cold also causes damage to Stamina.

Temperatures between -10 and 0 C cause 1d4 points of damage every 10 real minutes of exposure. Proper clothing prevents this damage.

Temperatures between -10 and -20C cause 1d4 damage every real minute. Proper

clothing prevents this damage.

Temperatures below -20 C cause 1d6 points of damage per actual minute. Only magical protections can protect.

### Effects of Ice

Characters walking on ice are as if they are walking on difficult terrain.

## Slow Choking

A Medium-sized character can breathe peacefully for approximately 6 hours in a sealed chamber measuring 10 feet on a side. After this time, she takes 1d6 nonlethal damage every 15 minutes. Each additional Medium-sized character or each significant fire (a torch, for example) proportionally reduces the duration of breathable air. Once knocked unconscious by accumulating Nonlethal Damage, characters begin taking Lethal Damage at the same rate. Small characters consume half the air of Medium characters.



# Movement and Transport

When you can no longer run, walk fast; when you can no longer walk fast, walk; when you can no longer walk, use a cane; but never hold back. (Mother Teresa of Calcutta)

The movement can be distinguished based on which situation it applies to.

- **from Combat**, when fighting, precise distances, grid and squares of 1.5 meters on each side are used
- **from Exploration**, to explore an area, measured in meters per minute.
- **from Travel**, to move from one place to another, measured in km per hour or day.

Type of movement	Movement		
	6m	9m	12m
<b>combat)</b>			
Walking	6m	9m	12m
Run (x2)	12m	18m	24m
<b>One minute (from Exploration)</b>			
Walking	36m	54m	72m
Running (x3)	108m	162m	216m
<b>One hour (from Travel)</b>			
Walking	3km	4km	6km
Running (x3)	9km	12km	18km
<b>One day (from Travel)</b>			
Walking	24km	32km	54km

## Types of Movement

When moving in different movement situations (Combat, Exploration, Travel), creatures generally walk or run.

**Walking:** Walking represents an unhurried but decisive movement of about 4 km per hour for a human without Encumbrance.

**Running:** It means moving about 12 km per hour for a human.

In non-combat situations running triples movement.

## Table: Movement and Distance and Speed: on foot

This table shows basic ground movement values in non-combat situations.

## Combat Movement

During combat, Combat Movement is used. Distances are measured in 1.5 meter squares, movement is managed via Action Points.

With 1 AP the character can travel 1.5 meters. It can move several times in the round by consuming the relevant Action Points.

He can also use a PA to sprint or move up to 3 meters per PA used. However, he thus runs into penalties for those who run.

## Hindered Movement

Difficult terrain, obstacles or poor visibility can impede movement. When movement is hindered you move at half speed, +1 Action Points are needed to cover 1.5 meters, i.e. 2 AP are needed every 1.5 meters.

If there is more than one particular condition, add together all the applicable additional costs, i.e. if the terrain is difficult and you move on all fours it means that every 1.5 costs 1 AP +1 AP (difficult terrain) +1 AP (on all fours).

In some situations movement is so hindered that the distance that can be covered is

minimal. In this case you can use all 10 APs to move only 1.5 meters in any direction.

Do not apply this rule to cross impassable terrain or to move when it is not possible to do so in any way.

You cannot **Sprint** (Run) or **Charge** easily across a **path that hinders movement**, i.e. difficult terrain. The player can attempt an Athletics Check with an MS of +3 to succeed in charging or running

**Moving while prone**, Swimming, or Crawling is considered difficult terrain.

Terrain where the bodies of creatures are present is considered difficult.

### Through enemies

A character can **cross** but not stop in **an area occupied** by a companion.

To cross terrain where there is a hostile creature it is necessary to perform a Body Test against that of the opponent whose terrain you want to cross.

If you fail the Test you return to the nearest square that is not of the creature you wanted to cross or occupy.

A space occupied by an opposing creature is considered difficult terrain.

Crossing terrain where there are friendly creatures does not incur additional AP costs or checks.

### Swap places

A character in contact with another creature can use 2 AP to **exchange places**, if the creature is hostile an opposed Body Test is required to succeed in exchanging places. For each **size difference**, an MS of 1 is needed in favor of the larger size.

## Movement from Exploration

Characters exploring an area use exploration movement, measured in meters per minute.

In these situations it is not essential to measure the distance precisely but as soon as the situation becomes "problematic" or requires attention the map converts into tactical movement, gridded and measured.

- **Walking:** A character can walk without problems at local scale for 8 hours per day.
- **Run:** A character can Run for a number of minutes equal to three times their local Body score without needing to rest (minimum one round).

## Escape and Pursuit

In round-to-round movement it is impossible for a slow character to escape a fast character without some kind of help. Likewise, it's no problem for a fast character to outrun a slower one.

When the speed per AP of the two characters involved is the same, make three opposing Body Tests, and whoever wins the most manages to lose track of himself or catch the fugitive.

## Loading and Transport Capacity: Dimensions

### Weight and Dimensions

Carrying treasure, dragon pieces, full armor not to mention disproportionate weapons or battering rams, pulleys and tackle, make movement difficult.

When evaluating the weight transported, also think about the size! Carrying a 12 meter x 6 meter roll of silk is not a demanding physical activity, it will be a few kilos, but the size is such that it cannot allow for any further load.

There may be light but extremely bulky objects (hollow trunks, silk carpets...) or small but very heavy objects (mercury spheres, gold-woven clothes), for all these objects the weight value must also be considered based on the 'encumbrance.

Each object has its own Encumbrance value, in general **every 3 kg there is 1 as an Encumbrance factor**. This value can also become 5Kg if the object is easily transportable.

The Encumbrance values of the objects are added together to give the total load car-

ried to be compared with the Load Capacity of the creature.

Objects with little weight and volume have **Light** (L) bulk. These items count as 1 Encumbrance for every 10. For every 500 coins you have 1 Encumbrance.

## Load Capacity

A creature's Carrying Capacity is the sum of its Size modifier (see below) and its Body modifier.

A creature's Size grants a bonus to **CdC** (Carrying Capacity) equal to 9 if Small, 16 if Medium, 25 if Large.

When the total CoC is exceeded then moving becomes problematic. You become weighted and use 2 AP per 1.5 m.

If the CdC is doubled then you can no longer move due to the encumbrance of the weights carried.

*Remember that the armor and shield worn have an Encumbrance halved compared to what is indicated.*

Ex. Tups is wearing Ringed Armor (encumbrance 2 being worn), a longsword (medium weapon, encumbrance 2), a spiked mace (eng. 2), 18 light objects (eng. 1), a backpack (eng. 1), a tent (ing. 2), a lantern (eng. 1). Total Encumbrance = 11.

Tups is a Medium creature with a Body of 8 which gives him a Carrying Capacity of  $16+0=16$ .

If the load is placed on a cart you can push it at full movement if within your CdC, at half the movement if within double the CdC and at a quarter of the movement if within quadruple the CdC.

If multiple creatures push the cart, consider the highest one as the CdC and add half of the second highest and that's it, ignoring the other creatures pushing.

## Larger and Smaller Creatures

The **Table: CdC transported based on size** shows the Load Capacity based on size. The Body values must be added to the value given by the size.

Cut	Eng.	Cut	Eng.
Very small	1/4	Large	25
Petite	1	Huge	36
Tiny	4	Mammoth	49
Small	9	Colossal	64
Average	16		

## Creatures with multiple legs

Creatures with 4 legs or more can carry larger loads. Consult the table below and possibly multiply the modifiers reported with those due to the size.

**Table: Transportation modifiers for multi-legged creatures**

Creature Paws	CdC
4 legs	x2
6 legs	x2.5
8 legs	x3
12 legs	x4
every other 2 legs	+0.5

A horse, being large and quadruped, can carry up to a maximum of 50 CdC without problems.

## Other Types of Movement

### Swim

A creature with a swim speed can move through water at its listed speed without making Swim checks and has 2 bonuses on all swim checks.

A witch is considered distracted if she casts a spell while she swims.

If you don't have the Swim movement type **moving in water** it is considered **difficult "terrain"**, and therefore movement costs double the AP.

### Scalar

A creature with a climb speed has 2 bonuses on all climb checks.

A creature has no penalties to WDT and WAT while climbing.

If you don't have the **Scalar movement** type it is considered as **very difficult terrain**, and therefore 3 AP are needed for 1.5 meters.

### **Digging**

A creature with a Burrow speed can tunnel through earth, but not through rock unless the descriptive text says otherwise. Creatures can't charge or run while digging.

Most burrowing creatures leave no tunnels for other creatures to use (either because the material they burrow through fills the tunnel behind them or because they don't ac-

tually displace material when they burrow), see the individual creature's description for details.

### **Flying**

Flying for a creature with this ability is like walking for a "land" creature. A creature with flight uses its actions to move but is unlikely to be affected by difficult terrain.

# Exploring the territory

However rare some precious maps and road atlases of the old world have survived and although almost useless for knowing what roads remain, given that almost all of them have disappeared due to neglect, they remain valid for having an idea of the territory and where the old ones were. city.

Often the new maps are much more reliable although equally expensive.

?!

In Dark Catacomb the exploration of the territory, the colonization of new regions, the liberation of old cities from the resurrected are an integral part of the game like the combat.

To explore the *new* world, divide the maps into hexagons and follow the rules of **hexcrawl** exploration.

## The Movement

Characters traveling long distances use overland movement. Overland movement is measured in hours or days. One day represents 8 hours of real travel time. For rowing boats, one day means rowing for 10 hours. For sailing ships it represents 24 hours of movement.

### Walking

You can walk for 8 hours in one day of travel without any problems.

Walking for longer can be exhausting (see Forced March, below).

### Going Fast

You can go fast (movement\*2) for 1 hour without any problems. Speeding for a second hour between two sleep cycles deals 1 Non-lethal Stamina Damage, and each additional hour deals double the damage taken in the previous hour. A character who takes non-lethal damage from fast pacing is considered fatigued.

A Fatigued character cannot Run or Charge.

### Running

You can't Run for a long time. Attempts to Run and Rest in cycles work like Going Fast.

### Terrain

The terrain you travel over affects how much distance you travel in an hour or day (see Table: Terrain and Overland Movement). A highway is a main road, straight and paved. A common road is usually a rough path. A trail is like a common road except that it allows travel only in single file and does not benefit a group traveling in vehicles. A vacant lot is a wilderness area without marked trails.

### Optional - Table: Terrain and Land Movement

The table shows the multipliers for the distance travelled.

Terrain	Road		
	Mæstra	Municipality	Path
Heath	x1	x1	x3/4
Hill	x1	x3/4	x1/2
Sandy	x1	x1/2	x1/2
Desert			
Forest	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Mountain	x3/4	x3/4	x1/2
Swamp	x1	x3/4	x1/2
Plain	x1	x3/4	x1/2
Frozen	x1	x3/4	x3/4
Tundra			

### Forced March

On a normal walking day, you can walk for 8 hours. The rest of the day is used to set up and break camp, rest and eat.

If you walk for more than 8 hours you must make a Body Test with a MS of +1 for each consecutive day of forced walking or you become fatigued. The Body Test is carried out every 2 hours beyond 8 hours of walking.

The forced march can be held for a number of days equal to the Body value +1 before incurring Fatigue regardless of the outcome of the Body Test.

**Movement on horseback**

A mount carrying a rider can move at a fast pace. However, the damage it takes is normal damage rather than nonlethal damage. She can also be forced into a forced

march, but her Body checks automatically fail and again the damage she takes is normal damage. Mounts are also considered fatigued when they take damage from fast pace or forced marching.

**Table: Mounts and Vehicles**

Mount or Vehicle	Encumbrance transported	Per hour	Per day
Gallop Dog*	4	6km	36km
Light Horse*	10	8km	48km
Heavy Horse*	25	7km	42km
Pony*	8	5km	30km
<b>Boat</b>			
Raft or Barge (pole or trailer)	1000kg	0.75km	7.5km
Boat (rowing)**	2000kg	1.5km	15km
Rowing Boat**	1000kg	2.25km	22.5km
Sailing vessel (sails)	4000kg	3km	72km
Warship (sails and oars)	8000kg	3.75km	90km
Long Ship (sails and oars)	1200kg	4.5km	108km
Galley (oars and sails)	15000kg	6km	144km

**\*Quadrupeds**, like horses, can carry greater loads than characters (x4). See Carrying Capacity for more information.

A mount can carry a creature on its back only if it is smaller in size than itself. The movement per day is intended for 6 hours of riding, beyond these hours the mount becomes exhausted requiring a whole day of rest.

\*\*Rafts, barges and barges are used on lakes and rivers. If they follow the current, add the speed of the current (usually 4.5 km/h) to the speed of the boat. In addition to being pushed by oars for 10 hours, the boat can al-

so be carried by the current for another 14 hours, if someone is able to steer it, adding another 63 km to the daily distance travelled.

These boats cannot be rowed against a very strong current, but can be pulled against the current by pack animals on the shore.

**Mount Bards**

A mount can be barded with armor. Generally, light armor will grant 1 bonus to the WDT, medium armor will grant 2 bonuses to the WDT, reducing movement by 25%, heavy armor will give 3 bonuses to the WDT, lowering movement by 33%.

## Random Encounters

# Poisons, Potions and Diseases

There is no poison worse than the venom of a snake,  
there is no anger worse than the anger of an enemy. (Sirach 25-14)

If you listen carefully to the voice of the LORD your God, and do what is right in his sight, and give ear to his commandments, and keep all his laws, I will not inflict on you any of the diseases that I inflicted on the Egyptians, because I am the LORD, who heals you (Exodus 15:26)

## Types of Poison and Potion

Poisons can be of various types but usually they all have harmful effects on the characters.

You can be poisoned because you drink, touch or are injured by something poisonous.

## Recognizing a Poison

It is possible to try to identify a poison with an Herbalism Test. Particularly rare poisons may require an MS greater than 1.

## Poisoned

The description of the poison indicates the effects and any resistances to be applied when you are poisoned.

## Poison Activation

Poisons indicate an activation time, which is when the poison takes effect once you are poisoned. The effect can be immediate, therefore as soon as you come into contact with the poison, or after a certain period of time.

The activation time of the poison is measured, like the durations of the light sources, in real game minutes.

## Poisoned several times

If a character is poisoned by different poisons, each should be treated as a single, specific poison.

If you are affected by the same poison multiple times it counts as a single poisoning but any Tests to resist the effects or remove it require an MS of +1 per number of exposure.

## Removing Poison

If the poison has not yet taken effect or if its effects persist over time, it is possible to try to remove the poison.

It is necessary to carry out a First Aid Test with MS at least +3. More difficult poisons may require an even higher Margin of Success.

It is also possible to use the Purification spell

## Potions and Poisons

The table below shows the costs and effects of the Poisons and Potions that the characters can buy.

The onset is always immediate, the duration for the cures is immediate, for the others it is 1 hour (so the Purification potion "immunizes" you for 1 hour against a poison). For potions that cause damage, the Body Test is to nullify their effects.

**Table: generic potions**

Potion Name	Effect	Cost (GO)
Heal	recover 1d8+1 Stamina	50
Enhanced healing	recovers 3d8+3 Stamina	125
Weakening	1 Penalty to WDT and WAT. Try on Body to undo	34
Enhanced Weakening	2 Penalties to WDT and WAT. Test on Body MS +3 to cancel	50
Poison	take 2d6+2 Stamina damage. Try on Body to cancel	30
Poison enhanced	you take 4d6+2 damage. Test on Body MS +3 to cancel	25
Remove Poison	cancels the onset of a poison if taken within the activation	75

## Diseases

In principle, diseases are managed like poisons, you perform a Body Test to check if you are infected and other Body Tests to heal. Usually the trigger time of a disease is not as immediate as a poison and yet the magical ones can be disruptive and act in a few minutes.

Each disease must have indicated the time of onset, the initial Characteristic Test, how often the Test must be redone and how many Test successes are necessary to recover, and the effects suffered.

Ex. Minor Demonic Fever: 1 minute, MS Body Check +3, 6 hours, 3 successes, -1 Body and Will

Minor Demonic Fever requires a Body Test that has an MS of +3 after just one minute of taking it. Subsequently every 6 hours the Body Test must be repeated and the illness remains until at least 3 consecutive successes have been achieved in the Body Test. Every 6 hours the patient loses 1 point to Body and Will.

To heal from a non-natural disease, such as those afflicted by monsters, it is necessary to pass the required Tests or have a [Purification](#) spell available (page ??). If the initial Test requires an MS, subsequent Tests also require it.

More powerful diseases may require many successful Checks or a high MS on Purification.

A **First Aid** Test grants 1 Bonus to the Test required by the illness.

Being affected several times by the same disease does not increase the difficulty of recovery nor does it change its times and effects.

Examples of Diseases:

**Demonic Influence:** 1 minute, Body Test, 1 hour, 2 successes, -1 Body

**Corruption of Babylon:** 1 day, Body Test MS +2, 6 hour, 2 successes, -1d6 Stamina

**Fungal Plague:** 8 hours, Body Test MS +4, 12 hours, 2 successes, -1 point to Body and Mind

**Violent Torpor:** 24 hours, Body Test, 12 hours, 1 success, +1 to melee damage and -1 Mind

**Lesser Demonic Fever:** 1 minute, MS Body Check +3, 6 hours, 3 successes, -1 Body and Will

**Black Blood:** 10 minutes, MS Body Test +6, 12 hours, 1 success, loss of half remaining Stamina

**Plague T:** 1 minute, Body Test +9, 2 hours, 3 successes, achieve 3 consecutive successes otherwise you are transformed into a zombie



# Magic Items

Dearest children, I am almost excited to talk to you about magical objects!

I remember when my grandfather told me about the immense collection of role-playing games of some ancestors and said that in these paper volumes he told tales of rare and precious magical objects!

Well, magical objects exist. They are not those of the oral tradition that my father told me, but those left by angels and demons.

Even when the Mother gave women the gift of Witchcraft, she did not leave us, or perhaps we were not yet capable, of the knowledge of creating advanced magical objects.

We are able to do some things, but little and almost always as a reworking of other magical objects.

## Magic items and their rules

Dark Catacomb's magical items, also called relics, are mostly bequests of angels and demons after their passing.

For the most part they are weapons, armor and shields, belts, gloves... but also much stranger objects.

There are rules regarding their use:

- A character can **carry numerous (up to 10) magical objects** on him but to determine the bonus to **WDT** no more than 2 objects can be added (e.g. 1 magic ring and a bracelet). Armor and Shield are not considered in this count.
- If the bonus is to **Characteristics**, only the one with the highest bonus is counted.
- A character **cannot carry more than two magic rings** otherwise they resonate, causing 1d6 points of Stamina damage (not magically reduced or curable) per round for each ring beyond the second.
- To **recognize a magic item** and its abilities requires an Arcana Check with MS +12. **10 minutes**. With Arcana score 6 it costs 5 minutes, with 12 it costs 1 minute, with Arcana 18 it costs 1 Round.
- A **magical item that manifests spells** does not make any Enchanting Tests. The Ability Test it imposes is basic.
- **Activate magical abilities:** unless otherwise indicated, activating a magical ability of an object costs 8 Action Points.
- A magical object that provides a static **Bonus (or Penalty)** applies its value even if the object has not been identified, the GM will silently apply this bonus to Tests by informing the player that he perceives the object as interact with the situation.

### Weapons

a magic weapon grants its bonus to WAT and damage

It may also have other capabilities that would be described with the weapon.

### Armor and Shields

- a magical armor grants its bonus to damage reduction. The Bonus reduces the Penalty given by the armor.
- a magic shield grants its Bonus to WDT. The Bonus reduces the Penalty given by the shield.

## Bounty and Magic Items

When a magical piece of clothing or jewelry is discovered, size is most often not an issue—many magical clothing is easy for everyone to wear or magically fits the wearer. As a rule, size should not prevent characters of various body types from using a magic item.

Weapons and armor found randomly have a 50

## Magic Items on the Body

Many magical items must be worn by a character who wishes to use them or benefit from their abilities.

A character can have as many items as she wants but cannot have more than 10 active items at a time.

## Loads, Doses and Multiple Uses

Many objects, particularly wands and staves, have power limited to the number of charges

they contain. Normally, objects with charges never exceed the maximum of 20 charges (10 for staves). If similar items are found as a random part of a treasure, roll 5d6 and divide by 2 to determine the number of charges remaining (rounding down, minimum 1). If an object has a maximum number of charges other than 20, roll randomly to see how many charges are left.

The prices indicated refer to items at their maximum charges (when an item is created, it always has its maximum charges). The value of an object depends on the number of residual charges, in the case of objects that can be used even with few or without charges, the value remains higher.

## Acquiring Magic Items

Community Size	Base Value	Common	Uncommon	Rare
Settlement	50 GP	1d2 items		
Village	200 GP	1d4 items		
Village	500 GP	1d6 items	1d2 items	
Small town	1000 GP	1d4 items	1d2 items	
Large town	2000 GP	1d6 items	1d4 items	1d2 items
Small town	4000 GP	2d4 items	1d6 items	1d4 items
Large city	8000 GP	3d4 items	2d4 items	1d6 items
Metropolis	16000GP	*	3d4 objects	2d4 objects

\* Almost all minor magical items are found in a metropolis.

Magical items are precious and only in some large cities is there the possibility that there is someone who owns or sells them.

Nonmagical items and gear are typically available in a community of any size unless the item is very expensive, such as full armor, or made of an unusual material, such as a devil's horn longsword. These items should follow the base value guideline to determine their availability, at the discretion of the Master.

# List of magic items

## Armor and Shields

### Weapons

**Angelic Short Sword:** this short sword, but rare long swords are also known, is extremely sharp and capable of wounding any Demon. Bonus +1

**Divine Hammer:** This war hammer is made of shiny metal, with runes and the symbol of a bull on one of the two heads. The hammer is engulfed in holy flames that cause 1d6 fire damage. Bonus +1

**Grand Cross of Saints:** This heavy flail is constructed like a cross to which several chains with spiked balls at the ends are attached. Bonus +2

**Mace of Repentance:** This spiked mace deals an additional 1d6 points of damage to Demons and creatures with the mark of the Beast or Satan's number when it hits. Bonus +1

**Demon Horn Sword:** This longsword or greatsword is crafted from a greater demon's horn. Through long work the horn is smoothed to create a black weapon with red veins that drips an acidic liquid. The weapon deals an additional 1d8 points of acid damage. Bonus +2

**Thirsty Dagger:** When this dagger hits a living creature, it transfers 1d4 Stamina to the creature that wields it. Bonus +1

**Wing Cutter Ax:** This battle ax has the ability to prevent creatures from flying. Each time the creature is hit it must make a Body Check with an MS +6 or be unable to fly for 10 rounds. Bonus +1

**Infernal Halberd:** this weapon, which can also be a spear or a glaive, is usually wielded by demonic officers. Bonus +1

**Grand Cross Shield:** This heavy metal shield is decorated with the Cross. Bonus +1

**Armor of the Pious:** this armor of worn reddish leather is of simple make. The bonus increases by 1 when the wearer's Stamina drops below half. Bonus +1

**Roader's Armor:** This scale armor is splattered with demon blood. The weapon wielded by the wearer of this armor gains a +1 bonus to damage. Bonus +1

**Armor of the Blessing of the Sacred Heart:** This breastplate of armor bears the insignia of the Sacred Heart in azure and red. At dawn the wearer recovers 1d6 Stamina points. Bonus +2

*Dripping Black Shield:* This medium black metal shield is speckled with drops of blood. The shield-wielder can use 6 AP to force the opponent to make a Body Test with MS at least +3 or 3d4 needles fired from the Shield hit him; each die causes 1 point of damage. The skill can be used 1 time per day. Bonus +1

**Cursed Eye Shield:** This small metal shield has an eye painted in the center. Using 6 AP the creature you face must make a Body Test or have 3 Penalties on the next WAT. Bonus +1

**Hellsmoke Armor:** Thick, black smoke envelops you like armor. This complete armor has a Penalty of 1, requires Body 10, and has Encumbrance 6. Every day that you wear it for at least 6 hours you must make a Mind Test with MS +6 or be marked with the name of the Beast. Bonus +1

**Armor of the Fallen Stars:** In this armor, each ring depicts a star in the firmament. Each day you can use up to 10 AP to cause a bolt of energy to exit a ring and hit a creature within 30 feet. Each Dart costs 1 AP to activate. Each Armor has 5d10 rings still

active when found. Bonus +1

**Armor of the Ice Generals:** This half-armor of the Cocytus generals is extremely resistant to fire. The armor allows you to halve all damage from fire or Sacred and Infernal Flames. Bonus +2

## Other wearables

**Tool Belt:** This humble belt is made of durable, crafted leather. Contains up to 4 (1d4) pockets, each of which can hold 1 Encumbrance.

It also contains 3 other special pockets:

- in one there is always a hammer, equivalent to a war hammer
- in one there are 2d20 carpenter's nails, screws and bolts.
- in one there is a roll of string, a lead wire, a level

Every day items from special pockets are re-set if used

**Salt Bag:** This small bag contains salt of divine origin. Thrown around a demon, requires 1 minute to prepare the circle, prevents the demon from leaving the circle.

**Green Boots:** These lightweight leather boots are extremely comfortable and sturdy. Grants 1 bonus on Climb and Stealth checks to move silently

**Glove of the Fisher King:** This sacred glove adorned with numerous rings depicting saints and high prelates when worn makes the same-handed weapon wielded excellent against Demons and resurrected. Against these creatures it grants +2 Bonus to WAT and the weapon is always capable of wounding these creatures

**Light handbag:** this small handbag made of a light and very light fabric has a load capacity of 16 despite weighing nothing.

**Bloody Gloves:** These leather gloves are encrusted with blood. Each wound caused by the wielded weapon causes Bleeding 1.

**Purple Shoulderpad:** This pauldron glows with a faint light when a Demon or Risen is within 50 meters.

**Boots of the sea:** these boots obtained from the skin of some marine fish grant the wearer 3 bonuses on Swim checks.

**Seven Crosses of the Lamb** each of these small, seemingly silver crosses can be found individually.

When placed in a necklace around the neck each gives a different power.

- Grants 1 Bonus to Body tests
- Grants 1 Bonus on Mind checks
- Grants 1 bonus on Willpower checks
- Grants 1 Bonus to Biblical Knowledge checks
- Every day at dawn you recover 1 point of Fatigue
- Grants 2 Bonuses to recognize Risen and Demons
- Allows you to speak a (random) ancient Earth language

**Patch of Vision:** This pirate-style patch over one eye allows the covered eye to see in the dark.

## Rings, bracelets and precious wearables

Supreme Seal Ring of Eternal Fire Faith of the Bond Solar ring

Ring of Eternal Fire Black Heart Ring  
Infernal Seal Bracelet of the Beast

## Other objects

**Manna Bowl:** every day at 12.00 this bowl is filled with a nutritious but tasteless soup. The contents are enough to feed one person for a day.

By reworking already magical materials and infusing them with further magic from the Source it is possible to create further magical objects.

The discovery of magical objects is left to the imagination of the Referee, the suggestion I leave is that they are objects that can also be useful for the original masters.

# Monstruary

## Introduction

The Monsters in Dark Catacomb are real and present. The characters know to expect them everywhere and even more so if they start poking around in unexplored areas.

In DCK monsters hunt you, chase you and if a demon decides to feed on your souls then get ready to run away!

A bivouac around the fire in the middle of the desert can be as safe as sleeping in a city under siege by the Risen, at any moment a demon could decide to speed up everything and intervene by transporting "his troops" from one side to the other.

In DCK the tables that allow you to understand what encounters are taking place have an important role.

## Dimensions and Size

A monster can be Tiny, Small, Medium, Large, Huge, or Gargantuan and Colossal in size. The Size Categories table shows the average size of a creature and how much space it takes up on the grid.

If not indicated, the reach of a creature depends on the size and the weapon used (think of a gigantic greatsword wielded by a titan..)

**Table: Size Categories, Occupied Squares and Range**

Size	Space	Example	Squares	Range
Tiny	25 x 25 cm	Cat, sprite	1/4	0m
Small	0.5 x 0.5 m	Goblin, dog	1/2	0m
Medium	1.5 x 1.5 m	Human, Nephilim, Risen	1	1m
Large	3 x 3 m	Demon	2x2	1.5m
Huge	4.5 x 4.5 m	Giant, Greater Demon	3x3	3m
Gargantuan	6 x 6 m	Sea Beast, Dragon	4x4	4.5m
Colossal	9 x 9 m	the Beast	6x6	6m

## Type

The main monsters of DKC are the Risen, the Demons, the Angels and the monstrous creatures that the Beast enjoyed creating. To all these must be added any person who may or may not have reason to attack you.

The game includes the following types of monsters:

**Aberrations**, totally alien creatures, children of a demon's nightmare.

**Beasts**, some possess magical powers, but most are unintelligent and have no form of society or language. Classic examples of beasts are all common animal species, dinosaurs, and giant versions of animals.

**Celestials**, angels and celestial spirits.

**Constructs**, they are created and not born. Some are programmed by their creators to follow a simple set of instructions,

while others are sentient and capable of thinking on their own. Golems are the most representative constructs.

**Dragons**, are large reptilian creatures of ancient origin and enormous power. The Dragons have been called back by Satan and everyone obeys him. This category also includes creatures distantly related to true dragons, but less powerful, less intelligent and less magical, such as wyverns and pseudo-dragons.

**Elementals**, are creatures made of pure element kept alive by magic. Some creatures of this type are little more than animated masses of their respective element, and include creatures simply called elementals.

**Giants**, tower over humans and their peers. They are human in shape, although some have multiple heads (ettins) or deformities (fomorians). The six variants of true

giants are hill giant, stone giant, frost giant, fire giant, cloud giant, and storm giant. Beyond these, ogres and trolls are also giants.

**Demons**, renegade angels, human creatures ascended to the purest hatred. The hosts of Demons are almost unlimited but they can do nothing against the will of Our Lord. Demons are evil beings, liars, traitors. Although their number is vast, Satan prefers to kill humans with humans, the Risen, with the support of low-grade demons and the command of his lieutenants.

**Oozes**, are gelatinous creatures that rarely have a fixed shape. They live mainly underground, settling in caves and dungeons, feeding on waste, carcasses or creatures unfortunate enough to stumble upon them. Black slimes and gelatinous cubes are among the most recognizable slimes.

**Monstrosities**, are monsters in the strictest sense of the term fearful creatures that are not common, nor truly natural, and almost never benign. They defy categorization, and in some ways serve as an all-encompassing category for those creatures that don't correspond to any other type of monster.

**Resurrected**, they are creatures who were once alive and then dead and yet returned after the great awakening of the dead or because they have been dead for 33 or more years. Most are similar to zombies or skeletons but the more evil the creature behaved in life, the more evil it attracted when it woke up, creating different types of undead each time.

**Plants**, in this context we are talking about plant creatures, not normal flora. Most of them are mobile, and some are carnivorous. Although rare, demons have enjoyed mutating and corrupting nature, generating twisted and alien beings.

**Humanoids**, they were the main population of the Earth, now together with the Nefilim they are the minority. It is possible to find humans mutated by the corrupting magic of demons who have the most diverse aspects.

## Labels

A monster may have one or more tags indicated in parentheses, following its type. Labels in parentheses provide additional categorizations for certain creatures. Labels do not have their own specific rules, but some game elements, such as magic items, can refer to them. For example, a spear that is particularly effective against demons would work against any monster that has the demon tag.

## Vigor

Usually when Stamina drops to 0 a monster dies or is destroyed.

It will happen that players ask you *how the monster is doing*, I suggest you never go into detail by saying how much Vigor it has in total or has lost, but rather stay in these grades: Not wounded (Full Vigor) , Wounded (30% Vigor lost), Severely wounded (at least 50% Vigor lost), i.e. give a generic description of the state.

## Reduction

If the monster has any armor or form of damage reduction it is indicated here.

## Movement

A monster's Movement tells you how much it moves per Action Point.

All creatures have a walking movement, simply called monster movement. Creatures that do not possess any form of ground travel have a walking speed of 0 feet.

Some creatures have one or more of the following additional movement modes.

### Swimming

A monster that has a swim speed does not have to spend extra AP to swim (it is not difficult terrain). As for the other movements, the meters per PA used are indicated.

### Climbing

A monster that has a climb speed can use all or part of its movement to move up vertical surfaces. The monster does not have to spend extra AP to climb.

### Excavation

A monster that has a burrow speed can use its speed to pass through sand, dirt, mud, etc. A monster cannot burrow through solid rock unless it has a special trait that allows it to do so. As for the other movements, the meters per PA used are indicated.

### Flight

A monster that has a flight speed can use as many AP as it wants to fly, as for other movements the meters per AP used are indicated.

## Ability Scores

Each monster has the three ability scores: Body, Mind, and Will.

## Skills

The Skills item is reserved for those monsters that are capable of one or more skills.

## Vulnerabilities, Resistances and Immunities

Some creatures have vulnerabilities, resistances, or immunities to certain types of damage. Particular creatures are even resistant or immune to nonmagical attacks (a magical attack is an attack made through a spell, a magical item, or another source of magic).

It is also possible that a specific minimum magical bonus is indicated in order to damage the creature. In the case of creatures immune to critical attacks, this applies to both spells and weapons, the damage explosion remains effective.

Additionally, certain creatures are immune to certain conditions. If a monster is immune to a game effect that isn't considered damage or a condition, it instead has a special trait.

## Senses

The Senses entry lists any special senses the monster has. The special senses are described below. If the Senses entry is not pre-

sent, the creature has standard senses (vision, smell, taste, touch...).

If not specified, a monster's Awareness is equal to its Challenge Rating/2 + Willpower.

### Telluric Perception

A monster with tremor sensing can detect and find the origins of vibrations within a specific radius, as long as the monster and the source of the vibration are in contact with the same terrain or substance. Earthsense cannot be used to detect flying or incorporeal creatures.

### Light Vision or Darkvision

A creature with low-light vision can see in the dimmest of lights, but not in complete darkness unlike those with darkvision. Many creatures that live underground possess this special sense. See chapter [Special Features](#).

### Absolute Vision

It is the typical sight of Angels and Demons, not influenced by ambient brightness or its absence. It is a view that is limited only by natural obstacles.

## Languages

The languages a monster can speak are listed in alphabetical order. Sometimes a monster can understand a language but not speak it, and this is noted in this entry. If a monster does not have the Languages note, it means that it does not know languages other than its own language (if applicable).

## Telepathy

Telepathy is an ability that allows a monster to mentally communicate with another creature within specified range. The contacted creature does not need to speak the same language as the monster to communicate in this way. A creature without telepathy can receive and respond to telepathic messages but cannot start or end a telepathic conversation.

A telepathic monster does not need to see the creature being contacted and can end telepathic contact at any time. The contact is broken as soon as the two creatures are no longer within range or if the telepathic monster contacts another creature within range. A telepathic monster can begin or end a telepathic conversation without having to use an action, but while the monster is incapacitated, it cannot initiate telepathic contact, and any ongoing contact is terminated. To initiate telepathic communication the target must at least have been identified.

A creature in the area of an *anti-magic field* or anywhere else where magic doesn't work can send or receive telepathic messages.

## Challenge

**Difficulty** roughly indicates how difficult an enemy is to face. In general, the Difficulty indicates the number of characters needed to face the creature or, if only 1 character, how many times must be advanced in the Branch.

## Recognize Monsters

Knowing how to recognize a monster can be extremely useful and is something that should never be underestimated.

To **recognize a monster** you make a Knowledge check. (4 PA) on:

*Arcana:* Giants, Constructs, Spirits, Monstrosities, Aberrations, Dragons

*Planes:* Elementals

*Occult:* Devils, Spirits, Undead and Risen

*Religion:* Spirits, Undead, Celestials

*Dungeon:* Aberrations, Monstrosities, Oozes, and subterranean creatures

*Nature:* Beasts, Plants, Fairies

The DM can request a higher MS based on the rarity of the creature (common (0), uncommon (+1), rare (+2), very rare (4), legendary (8)).

## Spells

A monster with the Spells ability is able to cast Spells, and its Spells score is indicated.

The spells known are indicated on the monster.

## Actions

Monsters also operate with 10 AP available. Almost uniquely there are monsters with more than 10 AP available.

### Limited Use

Some special abilities have restrictions on the number of times they can be used.

**X/Day.** The "X/Day" notation indicates a special ability that can be used X times before dawn to recover expended uses. For example, "1/Day" indicates a special ability that can be used once before the monster must wait for the new dawn.

**Recharge X-Y.** The notation "Recharge . At the start of each monster's round, roll a d6. If the result is one of the cooldown numbers, the monster regains use of the special ability. The ability also recharges at the dawn of a new day.

For example, "Recharge 5-6" indicates that a monster can use its special ability once. Then, at the start of the monster's round, it regains use of the ability if it rolls 5 or 6 on a d6.

## Equipment

The stat block refers to equipment, beyond the weapons or armor used by the monster. A creature that normally wears clothing, such as a humanoid, is assumed to be appropriately attired.

You can equip monsters with additional equipment as you like, using the [Equipment](#) chapter as a source of inspiration, and you decide how much of the monster's equipment is recoverable after the creature is slain or if any of your equipment is still usable. For example, dented armor made for one monster is unlikely to be usable by anyone else.



## Additional Actions

Certain creatures can perform special actions outside of their own round, and some can extend their power to the environment, causing extraordinary magical effects to occur in their vicinity.

A creature with additional actions can take a number of special actions – called additional actions – outside of its round. Only one additional action can be used at a time, and only at the end of another creature's round. A creature with additional actions regains the additional actions it used at the start of its round. You are not obligated to use your additional actions and cannot use additional actions while incapacitated or otherwise unable to perform actions. If surprised, she cannot use them until after her first round of combat.

If a creature takes the form of a creature with additional actions, perhaps through a spell, it does not gain the additional actions, the lair actions.

## Types of Treasure

Each type of creature can prefer a different type of treasure (intended as objects, coins, gems...). These are just suggestions on how to build the monster's treasure.

- **Aberration** Many aberrations have little regard for treasure, possessing only what they take from the remains of their previous victims. Others are cunning adversaries who use various magical items and treasures to enhance their abilities.
- **Animal** The animals do not care for treasures at all, instead leaving coins and objects with the remains of their meals. For those with treasure, it is typically found in their lairs, scattered among bones and other scraps.
- **Magical Beast** Caring little for values, most magical beasts are solely in search of their next meal. The hideouts of these creatures are often littered with precious trinkets and magical items.
- **Construct** The only treasure carried by constructs is generally part of the construct itself, such as a weapon or magic item. Constructs, however, are typically used to guard treasures or more valuable magical items.
- **Dragon** Known for their precious treasures, dragons often mull over piles of coins, gems, magic items, and other expensive items.
- **External** Outsiders are among the most varied types of creatures and as a result could have really any kind of treasure on them or hidden in their shelters. The Storyteller should consider the individual creature when determining the type of treasure that best suits that exterior.
- **Elf** Above all else, fey value beautiful and magical objects. They have little regard for the instruments of exchange and commerce used by more civilized races, such as coins and securities.
- **Slime** Oozes have no concept of such things as treasure and leave behind everything they find in their search for the next meal. Whatever treasure they may carry is completely accidental.
- **Undead** The treasures carried by the undead vary depending on whether or not it is an intelligent creature. Mindless undead typically have only the meager valuables they carried with them in life, rarely truly usable as treasure, while intelligent ones exploit a vast array of magical items to destroy the living.
- **Parasite** Like other mindless creatures, parasites do not covet treasure, although these creatures are sometimes found haunting areas where valuables are stored.
- **Humanoid** Creatures of this type are very varied, but even the most primitive humanoids use magical equipment and items to some extent. In larger groups, such as communities, hu-

manoids often have large amounts of treasure that they guard collectively. remains of a previous victim.

- **Vegetable** Like animals, plant creatures place no value on treasure, and anything that might be found where they grow simply represents the undigested

## Basic rules

Attacks with Natural Weapons are similar to RACE as far as initiative is concerned.

## List of monsters

### Expert Bandit

*Type:* Human - *Size:* medium

*Body:*11 - *Mind:*8 - *Will:*8

*Vigor:* 30

*Comp. Weapons:* Medium weapons 8, Brawl 6, Missile weapons 4

*Defense:* Reduction 1d3 (Reinforced Leather)

*Enchantment Comp:* -

*Skills:* Athletics 4, Roping 3, Bargaining 4, Riding 3, Fairy Hands 5

*Movement:* 1 AP x 1.5m

*Special senses:* -

*Languages:* Lingua Franca

*Difficulty:* 2

*Typical Actions:* Weapon Attack

*Weapon attack and damage:* Longsword +11, damage 1d8+3

*Special abilities:* -

*Ecology:* group 1d6

*Description:* no good human

### Hungry Risen

*Type:* Risen - *Size:* medium

*Body:*14 - *Mind:*2 - *Will:*6

*Stamina:* 29

*Comp. Weapons:* Brawl 10

*Defense:* Reduction 1d3

*Enchantment Comp:* -

*Skills:*

*Movement:* 1 AP x 1.5m

*Special senses:* -

*Languages:* -

*Difficulty:* 2

*Typical Actions:* Claw or bite attack

*Weapon attack and damage:* Claw +12, damage 1d4+4 +1 Bleed; Bite +10, damage 1d4+6

*Special Abilities:* Immune to charmed, poisoned, fatigue

*Ecology:* group 2d6

*Description:* basic resurrected, very similar to a zombie but stronger and hungrier

### Basic Resurrected

*Type:* Risen - *Size:* medium

*Body:*12 - *Mind:*2 - *Will:*4

*Stamina:* 24

*Comp. Weapons:* Brawl 8

*Defense:* -

*Enchantment Comp:* -

*Skills:*

*Movement:* 1 AP x 1.5m

*Special senses:* -

*Languages:* -

*Difficulty:* 1

*Typical Actions:* Claw attack

*Weapon attack and damage:* Claw +12, damage 1d4+4

*Special Abilities:* Immune to charmed, poisoned, fatigue

*Ecology:* group 2d6

*Description:* basic resurrected, very similar to a zombie

# Tab

# Conditions

**Fatigued:** each degree of fatigue corresponds to a Penalty on Ability and Skill Checks. When they exceed 3 each additional Penalty is a -1 to the Test. When the total Penalties exceed -6 you die.

**Immunity:** A creature Immune to a type of damage or effect is not affected by it.

**Resistance:** a creature Resistant to a type of damage halves, before any Test, the damage received from the same type

**Bleed:** A creature suffering from Bleed loses a number of Stamina equal to its Bleed value at the end of each of its rounds.

NOTES

- 
- score 2 or 20 critical successes or critical failures
  - the player declares what he does and only the master decides whether a Test is needed.
  - time is a factor, random tables for matches based on elapsed time, real time is calculated.

demons of the bible

Abaddon: In some interpretations, he is a fallen angel or demon of the abyss. Asmodeus: Mentioned in the Book of Tobit, he is a demon associated with incest and evil spirits. A demon often associated with lust and sexual desires.

Astaroth: A demon associated with occultism and magical rituals. Astoreth: An idolatrous entity often associated with evil. (1 Kings 11:5, 1 Samuel 7:3-4) Astoreth or Astarte: Idolatric deity often associated with evil. (1 Kings 11:5, Judges 2:13)

Azazel: Mentioned in the Book of Leviticus as part of the scapegoating ritual on the Day of Atonement. In some apocryphal traditions, he is one of the three demons who guide the fallen. Baal: While the term can also refer to non-demonic deities, it is sometimes associated with evil forces or idolatry. Belial: A term used in several parts of the Bible, often to refer to wicked or depraved people. Beelzebub: Known as the "lord of the flies", he is mentioned in the New Testament as a prince of demons.

Chemos or Chemosh: A pagan god associated with sacrifices. (1 Kings 11:7)

Dagon: A Philistine idol associated with a fertility god. (Judges 16:23, 1 Samuel 5:1-5)

Legion: In the New Testament, it is the name of a group of demons who possessed a man. Lilith: A figure in Jewish folklore, sometimes considered a demon, associated with darkness and sexuality. Mammon: A term used by Jesus in the gospels to refer to wealth or money personified as an idol. Moloch: An idol to which human sacrifices were offered and who represented evil. (Leviticus 18:21, Jeremiah 32:35)

Mastema: Appears in the Book of Jubilee, where he is described as a demon associated with oppression. Samæl: Often associated with the angel of death or the accuser. Satan or Lucifer: Described as the leader of the demons, the one who rebelled against God and was cast out of heaven. Present in various parts of the Bible, such as in the book of Isaiah and in the New Testament. A fallen angel representing evil and rebellion against God.

Serapis: An idolatry often associated with Egyptian culture. (Acts 19:23-41)

archangels

Archangel Michael: Often referred to as a leader of angels, associated with protection and fighting against evil forces. (Daniel 10:13, Jude 1:9)

Gabriel: Announced the births of John the Baptist and Jesus to their parents. (Luke 1:11-20, 1:26-38)

Raphael: Appears in the Apocryphon of Tobit, helping Tobit on several adventures. (Tobit 3:16-17, 5:4-28, 12:15)

Michael: The only archangel explicitly mentioned in the Bible. He is often described as a spiritual warrior and defender of God's people. (Daniel 10:13, Jude 1:9)

Gabriel: While not always mentioned as an archangel in the Bible, he is often considered an archangel for his role as the bearer of important divine messages, including announcing the incarnation to Mary. (Luke 1:19, 26)

Raphael: Not explicitly mentioned as an archangel in the Bible, he is mentioned in the Book of Tobit as the angel who accompanies the young Tobit on a journey. (Tobit 3:17, 12:15)

Uriel: The name does not appear in the Bible, but is mentioned in some apocryphal texts and in Jewish and Christian traditions. He is often associated with an angel of light, knowledge or prayer.

Uriel: Mentioned in some apocryphal and extra-biblical texts as an angel of divine justice.

Raziel: This name also does not appear in the Bible, but is mentioned in some apocryphal texts and in Jewish tradition. Raziel is associated with secrets and arcane knowledge.

Saraqæl: Again, not explicitly mentioned in the Bible, is present in some apocryphal Jewish and Christian traditions.

various angels

Guardian Angels: Although not mentioned by specific names in the Holy Scriptures, God is believed to assign guardian angels to individuals to protect and guide them.

Angels of the Apocalypse: Described in the Apocalypse of John as figures who perform divine judgments and tasks. (Revelation 7:1-2, 8:2)

Seraphim: Described as six-winged beings who worship God and appear in the celestial temple. (Isaiah 6:1-7)

Cherubim: Beings with custodial and protective roles, often associated with the divine presence. (Genesis 3:24, Ezekiel 10:1-22)

Angels of the Annunciation: The angels who announced important events, such as the annunciation to Mary. (Luke 1:26-38)

Angels who praise God: Beings who constantly worship and praise God, as described in Revelation and other biblical passages. (Revelation 4:8-11)

Angels executing justice: Beings sent by God to carry out his will and judgment, as in the Old Testament stories.

Angelic Armies: Groups of angels who serve God and are ready to carry out his commands. (Luke 2:13, Revelation 19:14)

Messenger Angels: Angels sent to deliver messages or guide individuals in specific situations. (Numbers 20:16, Acts 7:53)

Resurrection Angels: Described as heralding the resurrection and coming of Christ. (Matthew 28:2-7, 1 Corinthians 15:52)

beasts

Leviathan: A sea monster mentioned in the Bible, often interpreted as a symbol of the forces of chaos. Behemoth: Another animal described in the Book of Job, often interpreted as a large and powerful land animal. (Job 40:15-24)

Scorpio: In the context of apocalyptic prophecies, represents evil forces and judgment. (Revelation 9:1-11)

Unicorn: Mentioned in some Bible translations, may refer to a mythical animal or a rhinoceros. (Deuteronomy 33:17, Numbers 23:22, 24:8)

Beast from the earth: Mentioned in the Apocalypse, it represents another evil power. (Revelation 13:11-18)

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